How to Become a Multimedia Artist or Animator About this section
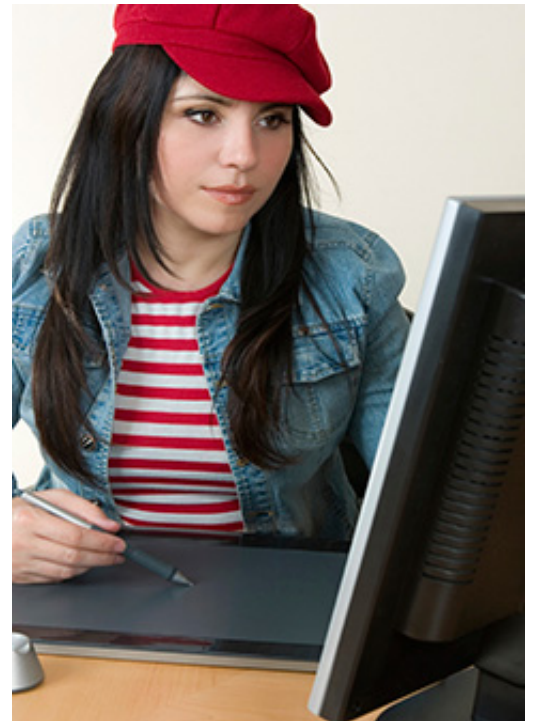
Multimedia Artists and Animators

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Most multimedia artists and animators need a bachelor's degree in computer graphics, art, or a related field to develop a strong portfolio of work and learn the strong technical skills that many employers prefer.

Education

Employers typically require a bachelor's degree, and they look for workers who have a good portfolio of work and strong technical skills. Multimedia artists and animators typically have a bachelor's degree in fine art, computer graphics, animation, or a related field. Programs in computer graphics often include courses in computer science, such as programming, and in graphics.

Employers look for workers who have a good portfolio of work and strong technical skills.

Bachelor's degree programs in art include courses in painting, drawing, and sculpture. Degrees in animation often require classes in drawing, animation, and film. Many schools have specialized degrees in topics such as interactive media or game design.

Important Qualities

Artistic talent. Animators and artists should have artistic ability and a good understanding of color, texture, and light. However, they may be able to compensate for artistic shortcomings with better technical skills.

Communication skills. Multimedia artists and animators need to work as part of a complex team and respond well to criticism and feedback.

Computer skills. Many multimedia artists and animators use computer programs or write programming code to do most of their work. Those with artistic talent, however, may be able to find work that does not require strong computer skills.

Creativity. Artists and animators must be able to think creatively to develop original ideas and make them come to life.

Time-management skills. The hours required by most studio and game design companies are long, particularly when there are tight deadlines. Artists and animators need to be able manage their time when a deadline approaches.

Training

Some animation studios have their own software and computer applications that they use to create films. They give workers on-the-job training to use this software. Animators may be hired for a probationary period while they prove that they have the skills and talent to become a permanent employee.

Publish Date: Wednesday, January 8, 2014