Special Effects Artists and Animators

SOC: 27-1014 • Career Profile Report

■ Key Facts

$99,800	**57,100**	**+2.0%**
Median Salary	Employment	Growth Rate

■ Requirements & Salary Range

Education: Bachelor's degree

■ Automation Risk Assessment

Low Risk - 15.0% probability of being automated in the next 10-20 years.

This job is relatively safe from automation due to its creative, social, or complex problem-solving requirements.

■■ Work-Life Balance

7.5/10 - Good work-life balance

■ Personality Fit (RIASEC)

Higher scores indicate better personality fit for this career type.

Realistic	5.0/10	**Investigative**	5.6/10
Artistic	9.6/10	**Social**	7.4/10
Enterprising	6.2/10	**Conventional**	4.4/10

■ Top Skills Required

Artistic talent, Communication skills, Computer skills, Creativity, Time-management skills

✓ Strengths

- High Demand
- Flexible Work
- Continuous Learning

■ Challenges

- Burnout Risk
- Rapid Technological Change

■ What They Do

Special Effects Artists and Animators typically perform the following tasks: • Design complex graphics and animation, using independent judgment, creativity, and computer equipment. • Create basic designs, drawings, and illustrations for product labels, cartons, direct mail, or television. • Participate in design and production of multimedia campaigns, handling budgeting and scheduling, and assisting with such responsibilities as production coordination, background design, and progress tracking. • Create two-dimensional and three-dimensional images depicting objects in motion or illustrating a process, using computer animation or modeling programs. • Make objects or characters appear lifelike by manipulating light, color, texture, shadow, and transparency, or manipulating static images to give the illusion of motion. • Apply story development, directing, cinematography, and editing to animation to create storyboards that show the flow of the animation and map out key scenes and characters. • Implement and maintain configuration control systems. • Script, plan, and create animated narrative sequences under tight deadlines, using computer software and hand drawing techniques. • Develop briefings, brochures, multimedia presentations, web pages, promotional products, technical illustrations, and computer artwork for use in products, technical manuals, literature, newsletters, and slide shows. • Assemble, typeset, scan, and produce digital camera-ready art or film negatives and printer's proofs. • Convert real objects to animated objects through modeling, using techniques such as optical scanning. • Create pen-and-paper images to be scanned, edited, colored, textured, or animated by computer. • Use models to simulate the behavior of animated objects in the finished sequence.