College and Career Presentation

Name(s): Afnan Ali
Hour: 3rd hour

Career Cruising unique code: **3813145s6**

Multimedia- 91.67%

- College degree not required
- Bachelor's degree recommended for most companies
- Recommended classes: Coding, design, photography, art, algebra, etc.

Technology- 75%

- Associates degree acceptable, bachelors even better
- Recommended classes: Lots of math and coding. Internships, prior training and part-time jobs for experience.
- Computer programming, software engineering, network security, web developer, database administer, etc.

Animators: What they do

- Use computer programs and illustrations to create animations.
- Work with a team of animators, each with their designated task and putting the end results together
- Edit animations and effects based on the feedback of directors, other animators or clients.
- Meet with clients, animators, game designers, directors and even actors to review deadlines for projects.
- Some work by drawing by hand on computers while others can code in softwares.

Work Environment

- Some artists and animators work in officers, but many work from home.
- Most of the statistics are self-employed workers then comes motion pictures and video industries.
- They work a regular schedule with 40 hours a week, but when there are deadlines, it can extend work time overnights or during the weekends.
- Many times they would meet up with other staff members or directors to discuss deadlines and plans.

How to become one: Education and Skills

Education:

- A bachelor's in computer graphics, art, or a related field is recommended, but it's not required. The chances of getting a job is easier with a degree.
- Recommended classes depends on the type of program an animator may choose; ranging from drawing, animation, film, and even computer science courses.

Skills:

- Employers hire candidates with a good portfolio and strong technical skills that stands out to them.
- They need to have skills such as communication, time management, creativity, computer, and artistic skills.

http://catalog.umd.umich.edu/undergraduate/coursesaz/art/

https://www.ltu.edu/architecture_and_design/art_design/bfa_graphic_design.asp

Animators Pay

- The median wage as of May 2020 is $77,700.
- The lowest 10 percent earned less than $42,390.
- and the highest 10 percent earned more than $142,750.

Hourly payments

- Median: $38
- Lowest 10%- $14-$19
- Highest 10%- $69-$75

Job Outlook

I plan to graduate college by the beginning of 2028. By then, the projected employment rate will be 72,300 and a 16% increase over the decade.

The employment growth for this occupations had risen after the Covid pandemic and will continue to be in demand for visual effects and animations as technology advances.

Similar Occupations

Occupation	Job duties	Entry-level education	Median pay (2020)
Computer Programmers	They write and test codes on a computer that allows for applications and softwares to function.	Bachelor's degree	$97,270
Film and video editors and camera operators	Film and video editors and camera operators manipulate moving images that entertain or inform	Bachelor's degree	$61,900

Colleges I'm interested in

Lawrence technological University
Admission requirements:
3.4 GPA
SAT/ACT optional for 2022
500 essay word on a topic
Cost:
Total cost range- $47,000
Reduction 50% in tuition for a student whose parent is an employee for 5 years. (75% for 7 and 100% for 10)
Thoughts:
This may be my first choice, it also has a department of design for this chosen career.

University of Michigan- Dearborn
Admission requirements:
3.5 GPA
2.5-3.5 considered based on number of college preparatory classes and trends in grades.
SAT/ACT optional for 2022
Cost:
Before financial aid ($27,234)
After financial aid ($11,473)
Thoughts:
This may be my second choice, it's also closer to my house and also provides a program for this career.

Day in the life of an animator

Featuring Chris from MGloria RN- on Youtube

Does he work in an office or from home?
-He works both, but at home in the morning, he always checks with the team for duties and/or troubleshooting issues.

How long are deadlines for animators for?
It depends. Sometimes it goes from three weeks others can be five or eight.

Do animators create the animations and make them move?
They do make the models move, but they don't make the model itself. They just manipulate to doing things they want.

How long are lunch breaks?
They go for an hour from around 12:00.

Day in the life of an animator (Part 2)

What work objects are used to make his job easier? (Being an animator means a lot of working on the table)
There are many equipments that can help make work comfortable like an ergonomic mouse and keyboard for his wrists and headsets to block out noise.

Is the typical workday boring?
Some days are considered 'boring', others can be very busy with meetings and deadlines, but he enjoys his work no matter.

Online research: Reality of being an animator

Featuring Harvey Newman

- It's not easy: Animation is not illustrating, it's actually manipulating the model itself to make movements.
- There is little recognition: You are not recognized as an artist who hangs their frames on the wall. Animators are the back scenes of their creations.
- Different types- some harder than others: Animating in games are harder and require quicker work than would movies. It all requires lots of work and can be overwhelming.
- Learning never stops: If you shut your mind and stop your curiosity, you will fall. Being curious and learning makes you succeed.
- Repetitive work: There are lots of repetitions in work throughout the deadlines of work and some people may become bored of that. But personal work at home is a great way to try something new.

Writing Entry #1: Pre-Research

"For my post high school, I plan to apply for college as soon as I'm finished with high school so that I can get accepted before fall semester. I plan to already have scholarships by then so that I can apply them for when I enter college. I'm not sure how the process goes exactly after graduation, but I've heard that in order to be applied in some colleges, you'd need to write an essay. If that's the case then I'll work on that before the deadline. I also plan on getting a part time job during the summer and even during college so that if there is some extra tuitions fee to be paid, it wouldn't be all on my dad. (I have two other siblings attending college, so I want to help as much as I can) But besides being accepted in a college or university and getting a part time job, I don't have anymore specific plans ."

Reflections on my Post-research plan

My plans for what I will do post high school were not as specific as I would have liked it to be, but I was still unsure. After taking the career test, I feel like I now actually have jobs I am interested in. The research has also helped with knowing the pros, cons, pay and environment of the job. Though this career is not set on stone for me, all the research does have me considering to choose it or even one of the similar occupations. This post-research plan did help me find a trend of what type of jobs I am interested in. It helped me realized that I like to work in smaller environments with much of my work being in an office or from home because I don't enjoy working with physical tasks that requirement a lot of movement.

Reflections on my Post-research plan pt.2

The post-research plan also helped with my abilities to research information on colleges and requirements for a career. Before, I was always lost with what to search and what information to look for when searching about a career. Going through with this research plan has helped me with this and shows how simple it can be to search for information. It also helped me with narrowing down my college selection to two choices.

Thank you for your attention