

PATHS: Animation

Students interested in animation (digital art, computer graphics, digital special effects) are advised to consider a mixture of studio and art history classes through the Department of Art and Art History as well as classes through the Computer Science Department, Management Studies Concentration, Media Studies, Theater, English, Dance among others.

A. General Information on Animation Careers:

As the field of animation is essentially comprised of the integration of many creative disciplines, you will need to learn how to most effectively use and coordinate disparate elements in your work. Working with others is the other vital skill needed, as the creation of an animation requires a synthesis of work from many including animators, researchers, musicians, and artists who all must work together to create a final product.

B. What does it take to be an animator?

Curiosity	Ability to collaborate
Self-motivation	Creativity/Imagination
Organization	Sense of humor
Strong Communication Skills	Decisiveness
Technical skills (drawing, and computer)	Attention to detail

C. Ways to Prepare While at St. Olaf College

Academic:

a. Art

1. Majoring in *Studio Art* and/or *Art History* is a good place to begin to build a portfolio.

2. Take as many 2-D and New Media classes as possible. Be sure to include *Figure Drawing* and *Animation*. *Topics* for a chance to do your own project. *Creating Spectacle* to work in an interdisciplinary fashion in collaborative ways. 3-D courses to get an idea of how objects interact with the space around them. *Photography*.

3. *Art History* classes, especially those looking at contemporary art to get perspective on what is going on in the art world, visually and thematically.

b. Consider designing your own major through the Center for Integrative Studies (CIS). <http://www.stolaf.edu/depts/cis/integrative.htm> This major gives you a chance to put together a sequence of courses that will enable you to work intentionally across disciplines and departments. A CIS major includes 12 courses from various departments and culminates in a Senior Project and a web portfolio.

c. Business classes

1. Courses through *Management Studies* since you might work in small business or as a freelancer. *Entrepreneurship*, *Personal Finance*, *Arts Management*.

d. *Computer Science* courses to learn how the hardware and software work in the world of animation.

e. *Media Studies*

1. Including Film Studies courses.

f. *English*

1. Any *Screenwriting, Creative Writing* and *Children's Literature* classes available.

g. *Dance*

1. Any classes that that focuses on analyzing human movement and nonverbal behavior and communication - especially *Movement Analysis*.

h. *Theater*

1. *Acting for Non-majors* to learn how to convey emotions.

i. *Off-campus opportunities* – Be adventurous, explore other cultures for a broad background and a sense of other visual systems. Seek out animations and films from around the globe.

Non-Academic

a. Begin by building up a portfolio of work. Ask mentors or advisors for feedback and advice on what work to include. Document your work using the Media Room. The staff is trained in photo documentation and are always willing to help.

b. Build a website. It is the place to store and present a digitized collection of your work. It will help immensely to have this process started early on.

c. Tailor your on-campus work with any department or office that might help you gain any needed skills.

d. Enter any and all contests and juried opportunities on and off-campus to help build your reel.

e. Be active with the on-campus Animation Club to meet others interested in the field. Work with the Film Club to sponsor screenings of animation on campus or in the local community.

f. **Work with the CEL and set up informational interviews with alums in the field.**

g. **Work with the CEL and faculty members to identify and apply for internships** – consider ones in the summers and interim, as well as during the semester. You should do at least one internship while at St. Olaf – more if possible.

h. Research all the many uses of animation – don't just look to Pixar or Disney – there are opportunities all around. Investigate Professional organizations.

Professional Associations and Industry Information Websites

Animation World Network – www.awn.com AWN is the largest animation related publishing group on the Internet and provides comprehensive coverage of animation industry news. The website includes an industry database, job postings, listing of programs and events.

CGSociety – **Society of Digital Affairs** – www.cgsociety.org CGSociety is the leading provider of online information for digital art, computer graphics, animation and digital visual effects. Membership benefits include forum posting privileges, your own avatar and discount on products.

ACM SIGGRAPH – www.siggraph.org Media Bistro's mission is to promote the generation and dissemination of information on computer graphics and interactive techniques. This organization sponsors year round programs for the computer graphics community. Membership benefits include access to Computer Graphics Quarterly and discounts on conferences, publications and videos. The website provides link to job postings specific to positions in computer graphics and related areas.

Academy of the Interactive Arts & Sciences – www.interactive.org The Academy of Interactive Arts and Sciences has relied on the leadership and direction of its board of directors. These men and women, all leaders of the interactive software industry, have volunteered their time and resources to help the Academy advance its mission of promoting awareness of the art and science of interactive games and entertainment.

International Game Developers Association – www.igda.org The IGDA is committed to advancing the careers and enhancing the lives of game developers by connecting members with their peers, promoting professional development, and advocating on issues that affect the developer community.

CMP Game Group – www.cmpgame.com The CMP Game Group offers market-defining content, and drives community through its diverse array of products via print, online and event media products which focus on the creation of interactive games.

Entertainment Software Association – www.theesa.com The Entertainment Software Association (ESA) is the U.S. association exclusively dedicated to serving the business and public affairs needs of companies that publish video and computer games for video game consoles, personal computers, and the Internet.

Job/Internship Resources CreativeHeads.net – <http://creativeheads.net> This site is most comprehensive for job postings in the Video Game, Animation, TV and Film and 3D Technology industry.

Digital Media Wire – www.dmwmmedia.com Digital Media Wire, Incorporated provides busy executives with a daily briefing of the most important news stories about the business of digital media. The site also provides job postings for jobs in all areas of new media.

Digital Media Jobs & Careers – www.digitalmediajobs.com This website specializes in job postings for opportunities in new media.

Gamasutra – www.gamasutra.com/php-bin/jobs_display.php Gamasutra content includes features, industry news, product news and reviews, job listings, the resume database and contractor database. Gamasutra addresses everything the developer needs to improve skills, interact with other developers, learn about products, find work, and locate services in their area.

Gametrust – www.gametrust.com Game Trust was founded in 2002 to develop a secure infrastructure for community and commerce applications in online casual games. It is a service-oriented technology company with over fifty full-time team members in the United States and Europe.

Game Week – www.GIGnews.com This website provides information and jobs postings for the Game Industry and related areas.

Blizzard Entertainment – www.blizzard.com/jobopp - Blizzard Entertainment® is a premier developer and publisher of entertainment software. After establishing the Blizzard Entertainment label in 1994, the company quickly became one of the most popular and well-respected makers of computer games. By focusing on creating well-designed, highly enjoyable entertainment experiences, Blizzard Entertainment has maintained an unparalleled reputation for quality since its inception.

Disney – <http://corporate.disney.go.com/careers> - job database for openings at The Walt Disney Company.

Dreamworks – www.dreamworks.com – The company posts job openings on their website.

Edios Interactive Employment Site – www.EdiosInteractive.com is one of the world's leading developers and publishers of entertainment software - through the innovation, creation and development of original content - with a quality portfolio of game titles for PC, PlayStation, GameCube, Xbox and N-Gage. Eidos employs over 600 people worldwide.