

Animator

By Mariya Hyryk

What is an Animator?

An **animator** is an artist who creates multiple images, known as frames, which give an illusion of movement called animation when displayed in rapid sequence.



What does an Animator do?

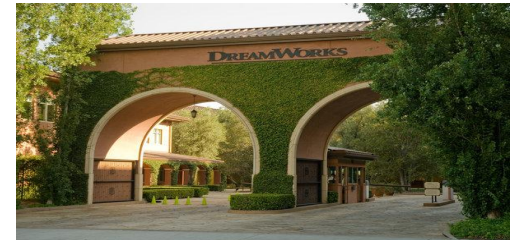
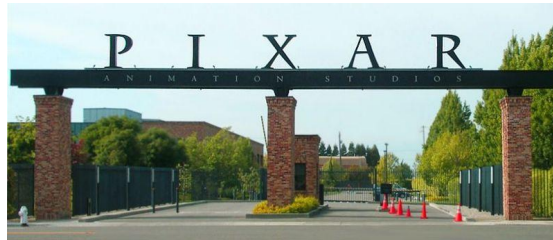
Animators work by creating cartoons, usually through hand drawings, motion capture animation, or with computers.

In the modern era, most animators use a range of computer programs, though sufficient knowledge of basic animation is still absolutely necessary.



Where do Animators work?

If you're truly amazing then you can work in an animation studio like the Walt Disney Animation Studios in Burbank, CA, the Pixar Studios in Emeryville, CA, or the DreamWorks Animation Studios in Glendale, CA. Yet most animators don't reach this level of animation straight out of college so they're mostly freelance animators.

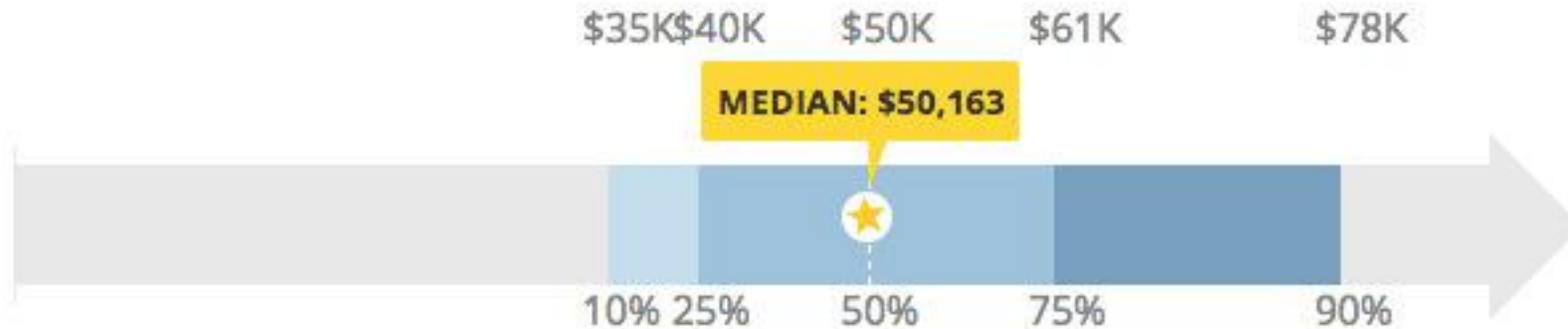


An Animator's Salary

The salary ranges from \$31,419 - \$86,305.

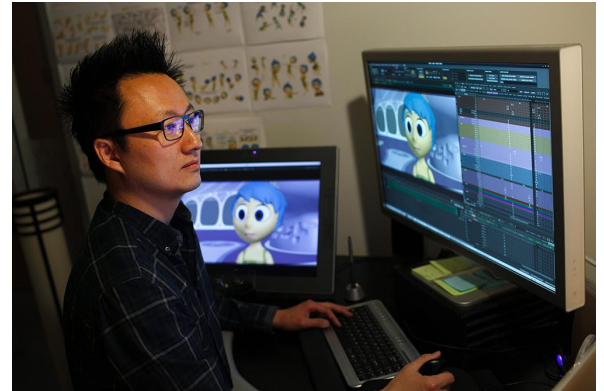
The average salary is \$50,194.

But like with all jobs, the more experience, the better the pay.



What is needed to be an animator?

- A bachelor's degree in computer animation, fine arts, and/or graphic arts
- Some employers require on-the-job training in using company specific software
- 1 year for an entry-level position ; 3 or more years for a mid-level or advanced position
- You would as well need to be:
 - Creative
 - Artistic
 - Good with others (communication)
 - Computer and Time-Management Skills
 - Ability to use animation and video editing software



What is created by being an animator?

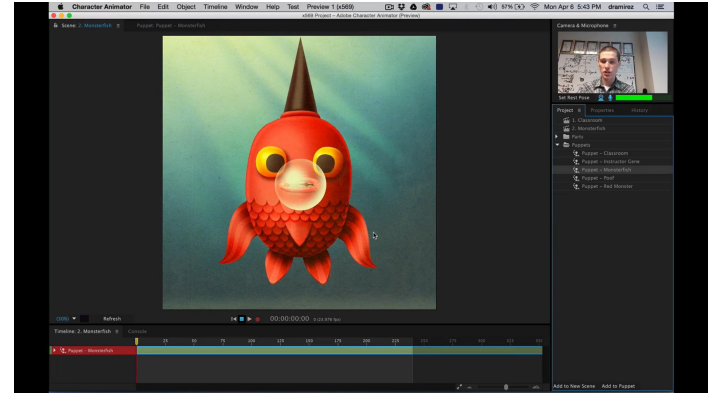
An animator's end product is an animation either for the company that they are working for or for their one-time contract job.



Why are animators interesting?

Animators are interesting because they spend their days either creating or bringing others' creations to life through movement.

An animator gets to be creative all day and work with other creative people to make something that is beloved.



Chuck Jones

Chuck Jones was an influential animator who shaped the animation landscape with his character movement, sense of timing, and his artful blasphemous wit.



About Chuck Jones:

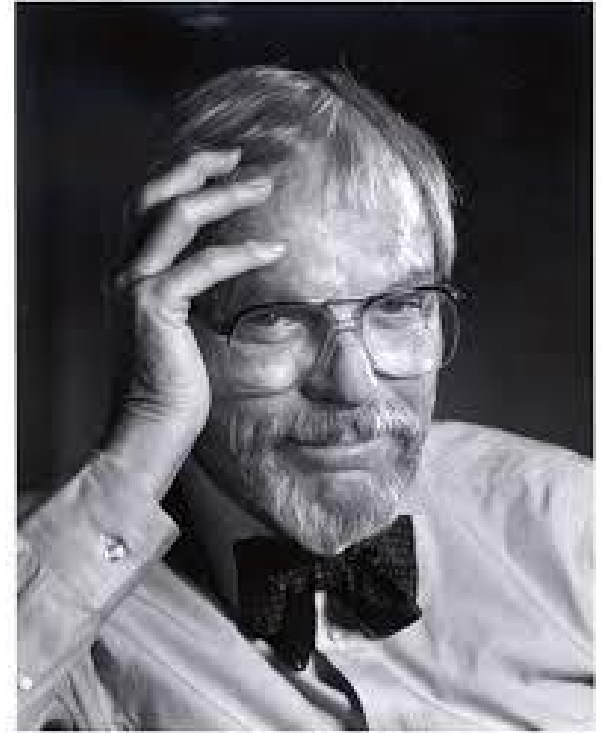
After graduating from Chouinard Art Institute (now CalArts), Jones found work in the newly emerging animation industry, first with UB Iwerks Studio, then Leon Schlesinger Productions, and in 1939 became the youngest director at Warner Bros.



He remained there until the animation department was closed down in 1962, after which he worked with MGM Studios, and later directed nine half hour TV specials with his own Chuck Jones Enterprises.

About Chuck Jones II:

Chuck Jones became an animator because as a child his father would have him use up all of the pencils and paper from his failed business ventures because each new business that his father would start would have the company's name on it, making it unusable again. Later when he went to art school the professor had informed them that they each had at least 100,000 bad drawings in them and that they had to get past them before drawing anything worthwhile. All of this fueled Chuck Jones' creativity and wanting to be an animator.



About Chuck Jones III:

Directed first animated film, *The Night Watchman*, in 1938 at the age of 25

Directed over 250 animated cartoons at Warner Bros.

Looney Tunes characters co-created:

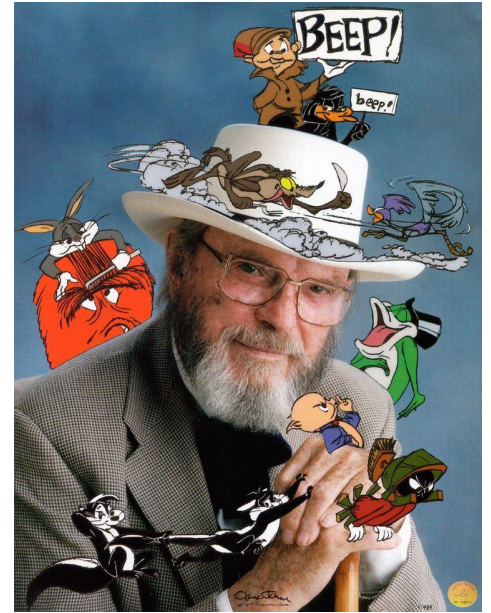
Bugs Bunny, Daffy Duck, Elmer Fudd, Porky Pig
... and many others

Characters solely created:

Road Runner & Wile E. Coyote, Marvin Martian, Pepe Le Pew, Michigan J. Frog
Gossamer, Marc Anthony & Kitty, Sniffles, Private SNAFU, Hubie & Bertie
... and many others

Movies animated;

Rikki Tikki Tavi, *How the Grinch Stole Christmas* ... just to name a few



The End