Computer animators create 3D motion graphics and visual effects.

These creative professionals design visually stunning animations for a range of mediums, including film, television, video games, mobile apps, and websites. As the title suggests, computer animators use computer software and hardware to ply their trade (as opposed to the hand-drawn designs of traditional animators). Recent advances in animation technology, along with the increased popularity and diversity of devices used to access entertainment have made computer animator one of the most exciting and lucrative career paths for technically inclined artists. This career path is also ideal for those who want to be their own boss; 63% of multimedia animators are self-employed, according to the latest figures from the U.S. Bureau of Labor Statistics.

Generally, Computer animation is a visual digital display technology that processes the moving images on screen. In simple words, it can be put or defined as the art or power of giving life, energy and emotions etc. to any non-living or inanimate object via computers. It can be presented in form of any video or movie. Computer animation has the ability to make any dead image alive. The key/main concept behind computer animation is to play the defined images at a faster rate to fool the viewer so that the viewer should interpret those images as a continuous motion of images.

Computer animators can be either self-employed or employed by an organization. Those who are self-employed, also known as independent contractors, may work from a home office or rent studio space elsewhere. They meet with clients regularly, either in person or by using technology such as Skype or Zoom to show their designs at various stages. Occasionally, they may hire other independent contractors to help meet the specific requirements of a project or a deadline promised to a client.

Those who are traditionally employed work in offices or studios surrounded by equipment they need to get the job done. This includes a computer, a variety of software programs, a large desk space for drawing, and possibly an area devoted to storyboarding. They normally work in close physical proximity to other members of their creative team so they can stop to seek input as needed. Whether self-employed or working for a company, most people in computer animation work full-time with the expectation of overtime when the workload or a pending deadline requires it.

Computer Animation is a sub-part or say small part of computer graphics and animation. Nowadays, animation can be seen in many area around us. It is used in a lot of movies, films and games, education, e-commerce, computer art, training etc. It is a big part of entertainment area as most of the sets and background is all build up through VFX and animation.

Software for 2D:

Toon Boom

Blender

Adobe Animate

Software for 3D:

Autodesk Maya

Blender

Adobe Animate

Adobe After Effects