Multimedia Artist & Animator

**Industry Demand of Multimedia Artist & Animator**

Even though many of them are self-employed, some work in companies like:

* Motion picture and video industries
* Computer systems design and related services
* Software publishers
* Advertising, public relations, and related services

Employment of multimedia artists and animators is projected to grow 4 percent from 2018 to 2028, about as fast as the average for all occupations. Projected growth will be due to increased demand for animation and visual effects in video games, movies, and television.

**Salary (Range)**

* Entry Level Salary in the United States: $44,000/year
* Mid Level Salary in the United States: $92,000/year
* Entry Level Salary in Indonesia: Rp 48,000,000/year
* Mid Level Salary in Indonesia: Rp 120,000,000/year

**Core Tasks**

* Use computer programs and illustrations to create graphics and animation
* Work with a team of animators and artists to create a movie, game, or visual effect
* Research upcoming projects to help create realistic designs or animation
* Edit animation and effects on the basis of feedback from directors, other animators, game designers, or clients
* Meet with clients, other animators, games designers, directors, and other staff (which may include actors) to review deadlines and development timelines

**Working Conditions**

* They often spend time working in front of a computer working on their projects
* Self-employed multimedia artists & animators usually work from home

**Skills Required**

* Computer graphics programs (Autodesk Maya, Autodesk 3DS Max, Blend, Adobe After Effects, Adobe Animate, etc.)
* Creativity and artistic talents
* Time management skills
* Active listening and reading comprehension

**Career progression data**

* Earn a bachelor’s degree in a related field (Animation, Computer Graphics, etc.) and start out as an entry level multimedia artist and animator
* After several years, become a senior multimedia artist and animator
* Advance to supervisory positions such as a lead artist or to leadership or directorial positions, such as an art director

**Possible University Major**

* Animation
* Computer Graphics
* Visual Design and Multimedia
* Graphic Design
* Fine Art

**School subjects required**

* Art
* Computer