# How can I become a computer animator?

Positions in this space typically require applicants with a Bachelor’s degree in computer animation, multimedia design, fine arts, graphic design, or a related field of study. As is the case with many creative design positions, your demo reel and portfolio will have a huge impact on your job prospects and starting salary in computer animation. You should start building a reel as soon as possible and continue to grow it with your best work throughout the training process and your career. I've hired dozens of animators and design pros over the years, and can attest that a brilliant portfolio speaks volumes when comparing candidates, much more so than your educational background.[\n]

Sought-after creative and technical skills to look for in a computer animation degree program include popular animation programs (such as Maya, 3ds Max and Mari) as well as fluency in relevant Adobe programs (such as Flash, Photoshop and After Effects), graphic/multimedia design, motion capture, character rigging, 3D modeling, storyboarding, creative writing, physics, mathematics, and knowledge of fine arts concepts like color, composition, life drawing, texture and lighting. You also want a program that will teach you how to assemble and promote a professional demo reel/portfolio.[\n]

Marketable communication skills (a.k.a. soft skills) for computer animators include time management, effective verbal/written communication, active listening, and creative problem solving.[\n]