What is 3D Animation?

3D animation is when computer generated objects appear to move through three dimensional space. In 3D animation, objects can be moved and rotated following the same principles as in real life. Computer animation makes use of 3D computer graphics to create a two dimensional moving picture that depicts three dimensions.

Some of the specific job duties of a 3D animator may include: Creating animation and graphics with the aid of computer illustrations and software programs. Spending time researching the project to get ideas for animation. Creating a working model of scenes to be animated in movies, television, or video games.

What Is a 3D Animator?

The field of 3D animation is extensive. Also known as 3D CGI or visual storytelling, it is both exciting and new for both the creator as well as the audience. In recent years as the popularity of 3D animated movies and television shows has grown, so has the industry. Movies like “The Croods” and “Cars”, or “Ice Age” and “The Incredibles” are all examples of 3D animation.

In the world of animation, there are two types of animators, 2D and 3D. Essentially, they do the same job. Both suggest new ideas, usually to a team, complete a certain amount of research to ensure their ideas are original and engaging, then render them on paper, or with the use of computer software. But, that’s where the similarities end. In simplest terms, 2D animators create flat images, which have width and height but no depth. 3D animation is more realistic because of the addition of depth. Adding depth creates more life-like characters, and it is much easier for 3D animators to make changes to a scene because they can move or transfer an object more easily, whereas, in 2D animation, the animator must draw the scene all over again if any changes are necessary.

People who work in the field of three-dimensional (3D) animation create visual effects and animated characters for television, video games, and other electronic media. Many animators work in the movie and film industry. 3D animators create moving images using digital models and add details to the pictures, such as landscapes, skin color, or clothing.

Artists who successfully [become a 3D Animator](https://www.theartcareerproject.com/become/3d-animator/) are often self-employed, and some choose to specialize. To create 3D animation, they create drawings or take photographs of an actress or actor’s movements and then use computer software like Maya, MotionBuilder, Mudbox, FBX, and more, to convert them into cartoon characters. Some 3D animators choose to specialize in scenery or background development in the movie and television industry, while others decide to become video game designers who are responsible for creating the entire look, feel, and functionality of a game, in addition to creating the 3D animation.

What Does a 3D Animator Do?

Someone who works as a 3D animation artist may also have the job title of multimedia artist. In a typical day, they take on a variety of responsibilities for the purpose of planning and crafting their art form. Some of the specific job duties of a 3D animator may include:

* Creating animation and graphics with the aid of computer illustrations and software programs.
* Spending time researching the project to get ideas for animation.
* Creating a working model of scenes to be animated in movies, television, or video games. This process is called storyboarding.
* Receiving feedback from clients and the rest of the design staff and incorporating the responses into project edits.

Animators can be self-employed and will meet with clients to plan the scope of the work, or they will work with a team of other animators and creative professionals. If traditionally employed, 3D animators meet with actresses and actors, directors, game designers, and other animators to decide on specific job functions and establish deadlines for each part of the project.

In addition to strong artistic, visual imaging, and computer skills, it is essential for 3D animators to possess the skills to work as part of a team. Even working with a client directly requires accepting input from someone else about the creative process, which often makes it necessary to compromise for the greater good of the project. 3D animators also need strong organizational skills, attention to even the smallest details (like wind blowing leaves on a tree or a character winking). They need strong design and art skills, good communication and observational skills, and must possess artistic talent, along with proficiency in animation technology. Knowledge in the use of a digital camera, digital paper and pen (such as Solidtek Acecad or Wacom Bamboo), and video compression encoding processes is also essential to compete and succeed in this competitive field.

In addition, 3D animators must have a feel for timing and movement, know when to edit, how men and women move differently, what backgrounds work best for a particular scene, etc. Following the lead of a director or animation director, they will refer to existing layouts, models, designs, and characters when creating the illusion of movement that will appear on the screen.

Is 3D Animation a good career?

In the film industry, it is a highly collaborative role as well. If you like sitting behind a computer in a slightly darkened room toiling away on iteration after iteration after iteration, then yes, 3D animation is a good job. It is also a job which will keep you learning and learning for decades.

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