

WHAT CAN I DO WITH A

MAJOR IN ANIMATION?

I CAN GO INTO...

AND POSSIBLY WORK FOR...

DOING THIS CAN HELP ME GET THERE...

CAREER AREAS	POTENTIAL INDUSTRIES	CAREER PREPARATION STRATEGIES
<p>CINEMA ANIMATION CONCENTRATION</p> <p>Through the study of animation, filmmaking, and visual storytelling, students in cinema animation are prepared for a variety of potential careers:</p> <ul style="list-style-type: none"> • 3D Character Animation • 3D Modeling • CGI Effects Animation • Motion Graphics Animation • Rigging • Traditional Animation 	<ul style="list-style-type: none"> • Animation Studios • Entertainment Companies • Post-Production Studios • TV/ Film Studios • Visual Effects Studios 	<p>Build Credits</p> <ul style="list-style-type: none"> • As a student, it's important to build your resume by working on projects. Gain experience working on other student projects, participate in Project Bluelight and become involved in DCC (Digital Cinema Collaborative). <p>Gain Experience</p> <ul style="list-style-type: none"> • Obtaining one or more internships before you graduate is also important. Gain internship experience through DePaul's LA Quarter or find internships through DePaul.Experience.com. The Career Center can also assist you with your internship search. <p>Build Your Reel</p> <ul style="list-style-type: none"> • Employers will want to see a collection of your best work in a demo reel by the time you graduate. Early on, start making work that showcases your artistic and technical talent with both in-class and self-directed projects and submit your work to festivals like DePaul's Premiere Festival.
<p>GAME ART CONCENTRATION</p> <p>After acquiring a solid foundation in animation, drawing, color theory, and visual design, Game Art students are positioned for potential careers in:</p> <ul style="list-style-type: none"> • Animation • Environmental Art • Digital Sculpting • Game Modeling • Motion Capture • Rigging • Texturing 	<ul style="list-style-type: none"> • Video Game Companies (developers, publishers, mobile, indie, educational) • Animation Studios • Entertainment Companies • Multimedia Companies • Post-Production Studios • Visual Effects Studios 	<p>Create Games</p> <ul style="list-style-type: none"> • As a student, it's important to create games both in and out of the classroom to help build your resume and portfolio. Gain experience by participating in Game Jams or apply for the DePaul Game Experience team. <p>Gain Experience</p> <ul style="list-style-type: none"> • Obtaining one or more internships before you graduate is also important. Apply for internships with local or national game studios or find internships through DePaul.Experience.com. The Career Center can also assist you with your internship search. <p>Build Your Reel</p> <ul style="list-style-type: none"> • Employers will want to see a collection of your best work before you graduate. Early on, start making work that showcases your artistic and technical proficiency with in-class and self-directed projects. Participating in clubs like DeFrag and Animation Lodge and in annual events like Game Jam and MayDay will help you build your scope of work and show your experience working with teams.



POTENTIAL COMPANIES

for Animation Majors

(Cinema & Game Art Concentrations combined)

- The Daily Planet
- Digital Kitchen
- DreamWorks Animation
- KiEditorial & Design
- Lincoln Bark
- Product Animations
- Radar Studios
- Richter Studios
- Protokulture
- WMS Gaming

POTENTIAL JOB & INTERNSHIP TITLES

for Animation Majors

(Cinema & Game Art Concentrations combined)

- 2D Artist
- 3D Artist
- 3D Intern
- Animation Intern
- Artist Intern
- Creative Intern
- Flash Animator
- Motion Graphics Intern
- Storyboard Artist
- VFX Artist

