ANIMATION & 3D Game Design CAREERS PRESENTATION
Mr. Schoenhals

Objectives
- demonstrate an understanding of the skills and training needed to pursue media arts careers.
- describe the evolution of specific media technologies used to make images, and predict future developments
- develop a report of animation as a career for a specific purpose or venue

Assignment
Create a one page report that discusses the profession as an animator in one of the following genres:
- Classical Animation
- 3D Animation
- Claymation
- 3D Game Design

You will use PowerPoint for the report (or equivalent presentation software). The following sub-categories need to be researched and presented in the report:
- Title Intro Page (1 slide)
- Define what the career is and provide examples of it (2 slide)
- What are the duties of a person in this position (1 slide)
- Outline some of the positions available in this career area (1 slide)
- Why would anyone want to work in this area (1 slide)
- Characteristics and skills of someone who would be successful in this area (1 slide)
- Educational requirements and possible institutes that offer programs in this area (outline coursework and subject matter) (1 slide)
- Career characteristics such as salary and hours of work (1 slide)
- <u>Places</u> of employment (1 slide)
    - Profile one company that offers employment in this area (1 slide)

Evaluation
Your mark will be based the depth and relevance of the material you present. Use bullets and point form only! **Note: DO NOT copy and paste – put the information into your own words!** The final mark is out of 20 points.