

Unfinished! (working on it!)

THE BIG GIANT GUIDE TO BREAKING INTO THE TV/FILM ANIMATION INDUSTRY

Hi! I'm Maddy, and I made this guide for myself and for my friends, and for whoever needs it. I'm gonna keep adding to it and changing it as I go, but I really wanted to make a guide to things I've been learning since I graduated from Art College. How to apply for jobs, how to interview, how to make a good art resume, how to put together a portfolio - things like that! I noticed that a lot of people need help with these things, and I wanted to help! I am still learning, and right now, let's be real, this is mostly for me and for any of my friends who are into it. I will keep updating it when I have time.

CAREERS

So when I started school, I had no idea there were so many jobs to choose from upon graduation. It's a good idea to choose at least four things you are interested in, in the same realm.

100 Find an area you psyched about (tv animation, stop motion, film) and find out what kinds of jobs there are in that area. In TV animation, there are tons of jobs to choose from. It's good to be good at certain things, but not so good to try to spread yourself thin over a lot of different subjects. You could end up mediocre at ten things instead of really good at three things.

100 Some advice I got from a successful friend once: Think of your skills as a T. At the cross of the T, that's your best skill - the one you are good at, and work to excel in. On the arms of the T, you have your skills that you are good at, but they are not your main skill sets. For instance, my main skill set is drawing, but I also enjoy digital sculpting, and after effects animation.

100 If you want to know more about what jobs are what, please check out this link below! It may look like gibberish but it's a really great resource for people who are not sure what a job actually entails! You can also search through other creative industries!

100 <http://creativeskillset.org/search/59?tags%5B%5D=Animation&tags%5B%5D=&tags%5B%5D=&q=>

JOB SITES

There are a lot of websites to use to search for, and apply to jobs! Many people might not know about all of them, though. Here are some that I have used. Finding a job through an actual studio's website requires a lot of work, and may be best done by using map-based sites like the ones I've highlighted in red below. The thing about applying to studios is that it can be difficult to find them through google at times, but those sites can help a lot. Be warned that not all of the studios listed are still active, and there are most likely many that are not listed! But there are still a lot that are!

Glassdoor	https://www.glassdoor.com/index.htm
Indeed	https://www.indeed.com/
Creative Heads	https://www.creativeheads.net/
Work In Entertainment	https://www.workinentertainment.com/job-search.asp
Internships.com	http://www.internships.com/animation
Artstation	https://www.artstation.com/jobs
Career Boutique	https://www.careerboutique.com/
Studio Location Map	https://www.cgstudiomap.org/
VFX Location Map	http://vfxworldmap.com/
Animated Jobs	https://www.animatedjobs.com/
Career Builder	http://www.careerbuilder.com/jobs-animation
Internships.com	http://www.internships.com/animation

STUDIO LIST (BIG) - continuously updated

UNITED STATES	2D	3D	+	
Nickelodeon				https://www.nickanimationstudio.com/jobs
Dreamworks				https://dwa-openhire.silkroad.com/epostings/index.cfm
Sony				
Cartoon Network				https://www.cartoonnetworkstudios.com/jobs
Disney				
Pixar				
Warner Bros				http://www.warnerbroscareers.com/
Imageworks				http://www.imageworks.com/
BUF				https://buf.com/?PHPSESSID=c3bad58a40a08eeb386a2d78e99d7c30
CANADA				
Tangent Animation				http://www.tangent-animation.ca/

STUDIO LIST (SMALL) - continuously updated

UNITED STATES	
Brain Zoo	http://www.brainzoostudios.com/?cat=48
CANADA	
Jam Filled	http://www.jamfilled.com/ottawa/
UK	

PORTFOLIOS AND PROFILES

When it comes to making a professional art portfolio, there are a lot of things to consider.

- What kind of job are you hoping to get? Check out the portfolios of people who are a year or two ahead of you in their careers - that will give you an idea of what to aim for in terms of quality of art. Aim too high, and you will never be satisfied. Aim too low, and you will never get your dream job.
- You may be really proud of that piece you completed in school, but before you get too attached and make it that star of your portfolio, see if you can get some second opinions. Often school work should be replaced with newer work, asap! But sometimes it's great! Get a lot of opinions from peers and professionals. Sometimes the best thing to do, if you don't have time to create new things, is to go back over old work and improve it until it's up to your new standards. That way you can still have a good looking portfolio without using up all your free time while you're working that sweet day job.

PORTFOLIO EXAMPLES - Student

<http://www.michaelvanswear.com/>

<https://www.mabelye.com/>

<http://yonatantalportfolio.blogspot.com/>

<http://rheadadoodles.tumblr.com/>

<http://abbymagnoportfolio.tumblr.com/>

<http://kianamaiart.tumblr.com/>

PORTFOLIO AND WORK EXAMPLES - Professional

<http://www.ryanlangdraws.com/>

<http://www.anooshasyed.com/>

<http://fabien-mense.tumblr.com/>

<https://coryloftis.tumblr.com/>

<http://swuconcepts.blogspot.com/>

<https://portlynntagavi.tumblr.com/>

<https://www.andyharknessart.com/>

<https://james-finch-hbt9.squarespace.com/new-index-1/>

<http://www.lorelaybove.com/>

<http://kevinnelsonart.tumblr.com/>

https://www.artstation.com/artist/romain_kurdi

<http://michelemassagli.tumblr.com/>

<http://jimjam-art.tumblr.com/page/2>

<http://swuconcepts.blogspot.com/>

ADVICE AND TIPS

http://anthonyholden.tumblr.com/post/50578458046/what-are-studios-looking-for-how-can-i-get-into-a	Anthony Holden on getting into animation.
