Scope of Animation in India by Eashan

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Animation as a Career option is one such field where one can fulfill his / her dreams while enjoying work and getting self satisfaction and praise from the audiences.

One can study animation, graphics and multimedia courses either full time or part time student. Several programs are offered like certificates, diplomas, and degrees etc. While admission into full time courses, i.e. diplomas and degrees etc is offered on the basis of entrance exam, admission into part time and short term courses is offered on first come first serve basis.

Animation in India has come a long way with Indian animations catering to the needs of several private and public sectors and indigenously produced animated films constituting the bulk.

Various T.V programs, advertisements / commercials and computer games are demanding a huge quantity of manpower from the Indian market. Animation is also being used in titling films, creating special effects or in web entertainment programs. Thus the scope for students of animation is huge in the context of the emerging Indian market.

There are many number of top animation schools in all major cities and towns of India, both private and government for providing training in animation, graphics and multimedia. Many institutes also provide internship and arranges for job placement during or after completion of the course.

Some of the jobs offered in the industry are :

Content developer

Modeler - Modeler is the one who makes the models for animation. They should have a solid understanding of anatomy, form and volume.

Story Broad Artist - Those with strong drawing skills could be hired as storyboard artists who can visualize a sequence of events from frame to frame.

Character animator- They brings characters to life and generally has knowledge of traditional animation, stop-motion animation Background artist- The background artist is the person who specializes to paint the background of the characters and sets the background for the project.

Layout artist- layout artist is just like a cinematographer of that animation project as they are decides the lighting and camera angles and he is sketching the background design for the animation.

2D animator - They involves the creation of a high volume of separate drawings that define a sequence.

In-between animator- In between animator one can learn all the basics of animation and it is the beginning position of an animator.

Scanner operator-The scanner operator does the scanning of the clean up artist's drawings. Compositing artist - Compositing consists of layering individual frames of animation on top of one another to create final images. These images are then strung together to create complete shots or mini animated movies.

Special effects artist - They integrate live-action footage with Computer Generated Imagery (CGI) or other elements (such as model work)

Audio & video specialist

Visualiser

Texture artist - They applies a surface to the 3D modeled character, object or environment.

Rigging artist - A rigging artist takes the modeled, textured 3D character or object and sets it up with a skeletal system or joints (if required). Without this step, the 3D model would not be able to animate, talk or move fluidly and correctly.

Clean-up artist- The clean up artist checks the accuracy and consistency of the designs and drawings. To be a good clean up artist, he should have good draft-man skill with the knowledge of density, width, volume and mass.

Lighting artist - They create variations of shade, colour intensity and shadows

Digital ink and paint artist- It is the duty of a digital ink and paint artist to give colours to each frame.

Compositor- It is the compositor brings together all the different characters and backgrounds in to single frame.

Editor

Key frame animator- Key frame animator draws the pictures of a movement's beginning and end.

Rendering artist - They take all the data in a scene such as models, textures, animation, lighting, etc and output the correct combination in the form of individual frames of animation.

3D animator - They takes the sculpted, textured and rigged 3D model and breathes life into it. This is done by putting in order the key frames such that they appear to be in motion.

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