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Career

## Occupation Profile



### Selected Criteria:

Occupation: **Multimedia Artists and Animators**

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State: **Idaho**

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Profile Content: (content listed below)

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[Wages](#) | [Employment Trends](#) | [Knowledge, Skills, & Abilities](#)  
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### MULTIMEDIA ARTISTS AND ANIMATORS: IDAHO

### Occupation Description

Create special effects, animation, or other visual images using film, video, computers, or other electronic tools and media for use in products or creations, such as computer games, movies, music videos, and commercials.

### State and National Wages



[Wage Table](#)



[Hourly Wage Chart](#)



[Yearly Wage Chart](#)

Location	Pay Period	2012				
		10%	25%	Median	75%	90%
United States	Hourly	\$16.76	\$21.94	\$29.50	\$41.06	\$54.56
	Yearly	\$34,900	\$45,600	\$61,400	\$85,400	\$113,500
Idaho	Hourly	—	—	—	—	—
	Yearly	—	—	—	—	—

[Occupation Wages FAQs](#)

[Median Wage by Occupation Across States](#)

[Compare Wages by Occupation and Local Area](#)

[Compare Wages by Metropolitan Areas](#)

National Data Source: [Bureau of Labor Statistics, Occupational Employment Statistics Survey](#)

State Data Source: [Idaho Occupational Employment and Wages](#)

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### State and National Trends

United States	Employment		Percent Change	<a href="#">Job Openings</a> 1
	2010	2020		
Multimedia Artists and Animators	66,500	72,000	+8%	2,140
Idaho	Employment		Percent Change	<a href="#">Job Openings</a> 1
	2010	2020		
Multimedia Artists and Animators	100	120	+17%	0

<sup>1</sup>Job Openings refers to the average annual job openings due to growth and net replacement.

[Occupation Trends FAQs](#)

[Employment Trends by Occupation Across States](#)

[Compare Employment Trends by Occupation](#)

[Employment Trends by Industry and Occupation](#)

National Data Source: [Bureau of Labor Statistics, Office of Occupational Statistics and Employment Projections](#)

State Data Source: [Idaho Commerce & Labor, Research & Analysis Bureau](#)

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## Knowledge, Skills, and Abilities

The most important knowledge, skills, and abilities (KSAs) are listed for **Multimedia Artists and Animators**.

### Knowledge:

- **Communications and Media** - Knowledge of media production, communication, and dissemination techniques and methods. This includes alternative ways to inform and entertain via written, oral, and visual media.
- **Design** - Knowledge of design techniques, tools, and principles involved in production of precision technical plans, blueprints, drawings, and models.
- **Fine Arts** - Knowledge of the theory and techniques required to compose, produce, and perform works of music, dance, visual arts, drama, and sculpture.
- **Computers and Electronics** - Knowledge of circuit boards, processors, chips, electronic equipment, and computer hardware and software, including applications and programming.
- **English Language** - Knowledge of the structure and content of the English language including the meaning and spelling of words, rules of composition, and grammar.

### Skills:

- **Active Listening** - Giving full attention to what other people are saying, taking time to understand the points being made, asking questions as appropriate, and not interrupting at inappropriate times.
- **Reading Comprehension** - Understanding written sentences and paragraphs in work related documents.
- **Critical Thinking** - Using logic and reasoning to identify the strengths and weaknesses of alternative solutions, conclusions or approaches to problems.
- **Time Management** - Managing one's own time and the time of others.
- **Coordination** - Adjusting actions in relation to others' actions.
- **Judgment and Decision Making** - Considering the relative costs and benefits of potential actions to choose the most appropriate one.
- **Speaking** - Talking to others to convey information effectively.

### Abilities:

- **Near Vision** - The ability to see details at close range (within a few feet of the observer).
- **Oral Expression** - The ability to communicate information and ideas in speaking so others will understand.
- **Written Comprehension** - The ability to read and understand information and ideas presented in writing.
- **Oral Comprehension** - The ability to listen to and understand information and ideas presented through spoken words and sentences.
- **Visualization** - The ability to imagine how something will look after it is moved around or when its parts are moved or rearranged.

Source: [Occupational Information Network: Multimedia Artists and Animators](#).

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## Tasks and Activities

Occupation specific tasks and the most important generalized work activities are listed for **Multimedia Artists and Animators**.

### Occupation Specific Tasks:

- Apply story development, directing, cinematography, and editing to animation to create storyboards that show the flow of the animation and map out key scenes and characters.
- Assemble, typeset, scan and produce digital camera-ready art or film negatives and printer's proofs.
- Convert real objects to animated objects through modeling, using techniques such as optical scanning.
- Create and install special effects as required by the script, mixing chemicals and fabricating needed parts from wood, metal, plaster, and clay.
- Create basic designs, drawings, and illustrations for product labels, cartons, direct mail, or television.
- Create pen-and-paper images to be scanned, edited, colored, textured or animated by computer.
- Create two-dimensional and three-dimensional images depicting objects in motion or illustrating a process, using computer animation or modeling programs.
- Design complex graphics and animation, using independent judgment, creativity, and computer equipment.
- Develop briefings, brochures, multimedia presentations, web pages, promotional products, technical illustrations, and computer artwork for use in products, technical manuals, literature, newsletters and slide shows.
- Implement and maintain configuration control systems.
- Make objects or characters appear lifelike by manipulating light, color, texture, shadow, and transparency, or manipulating static images to give the illusion of motion.
- Participate in design and production of multimedia campaigns, handling budgeting and scheduling, and assisting with such responsibilities as production coordination, background design and progress tracking.
- Script, plan, and create animated narrative sequences under tight deadlines, using computer software and hand drawing techniques.
- Use models to simulate the behavior of animated objects in the finished sequence.

### Generalized Work Activities:

- **Interacting With Computers** - Using computers and computer systems (including hardware and software) to program, write software, set up functions, enter data, or process information.
- **Thinking Creatively** - Developing, designing, or creating new applications, ideas, relationships, systems, or products, including artistic contributions.
- **Updating and Using Relevant Knowledge** - Keeping up-to-date technically and applying new knowledge to your job.
- **Communicating with Persons Outside Organization** - Communicating with people outside the organization, representing the organization to customers, the public, government, and other external sources. This information can be exchanged in person, in writing, or by telephone or e-mail.
- **Making Decisions and Solving Problems** - Analyzing information and evaluating results to choose the best solution and solve problems.

### Detailed Work Activities:

- achieve special camera effects
- achieve special lighting or sound effects
- create art from ideas
- cut, shape, fit, or join wood or other construction materials
- determine locale or period of story
- develop budgets
- distinguish details in graphic arts material
- edit video film scenes
- edit written material
- establish pace of program or sequence of scenes
- establish production schedule
- identify color or balance
- mix paint, ingredients, or chemicals, according to specifications
- operate cameras
- operate film or sound editing equipment
- operate scanner
- operate special visual effects equipment
- organize story elements
- prepare artwork for camera or press
- proofread printed or written material
- provide customer service
- review assembled film or video tape on monitor
- schedule work to meet deadlines
- set page layout or composition
- set type in compositional sequence
- shape clay
- sketch or draw subjects or items
- use characteristics of graphic design materials
- use computer graphics design software
- use computers to enter, access or retrieve data
- use creativity in graphics
- use creativity to art or design work
- use film production techniques
- use graphic arts techniques
- use knowledge of multi-media technology
- use object-oriented computer programming techniques
- use oral or written communication techniques
- use project management techniques
- use word processing or desktop publishing software
- write story copy

Source: [Occupational Information Network: Multimedia Artists and Animators](#).

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## Tools and Technology

### Multimedia Artists and Animators [View Detailed Report](#)

#### Tools:

- *Digital cameras* - Panoramic digital cameras
- *Graphics tablets* - Digital paper
- *Personal computers* - Personal computers
- *Pressure stylus* - Digital pens

#### Technology:

- *Computer aided design CAD software* - AutoDesSys form Z, Autodesk 3ds Max for Design Visualization, Autodesk Alias Design, Autodesk Alias Surface, solidThinking
- *Development environment software* - ActionScript, Adobe Systems Adobe AIR, Adobe Systems Adobe Creative Suite software, C, Code libraries
- *Graphics or photo imaging software* - ACD Systems Canvas, Ability Photopaint, Adobe Systems Adobe After Effects, Adobe Systems Adobe Fireworks, Adobe Systems Adobe Flash
- *Video creation and editing software* - Adobe Systems Adobe Director, Adobe Systems Adobe Premiere Pro software, Apple Final Cut Studio, Chaos Group V-Ray software, TechSmith Camtasia
- *Web platform development software* - Adobe Systems Adobe Flex, Adobe Systems Adobe Shockwave Player, Cascading Style Sheets CSS, Extensible Hypertext Markup Language XHTML, Hypertext Markup Language HTML

Source: [Occupational Information Network: Multimedia Artists and Animators](#).

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## Education and Training

Occupation: **Multimedia Artists and Animators**

Typical education needed for entry: **Bachelor's degree**

Typical work experience needed for a job in this occupation: **None**

Typical on-the-job training once you have a job in this occupation: **Moderate-term on-the-job training**

#### Related Instructional Programs:

- Animation, Interactive Technology, Video Graphics and Special Effects
- Digital Arts
- Drawing
- Game and Interactive Media Design
- Graphic Design
- Intermedia/Multimedia
- Modeling, Virtual Environments and Simulation
- Painting
- Web Page, Digital/Multimedia and Information Resources Design



**Distribution of Educational Attainment**

Occupation	Percent of employees aged 25 to 44 in the occupation whose highest level of educational attainment is						
	Less than high school diploma	High school diploma or equivalent	Some college, no degree	Associate's degree	Bachelor's degree	Master's degree	Doctoral or professional degree
Multimedia Artists and Animators	3%	11.4%	19.6%	9.6%	42.4%	12.5%	1.6%
Art and Design Workers	2.8%	12.2%	19.6%	12.2%	42.8%	9.1%	1.3%
Arts, Design, Entertainment, Sports, and Media	3.1%	12.8%	21.3%	9.6%	40.7%	10.6%	2%
Total, All Occupations	10.4%	27.4%	20.9%	8.9%	19.5%	8.2%	4.7%

Find [colleges, training schools and instructional programs](#) for this occupation.

Find education and training programs where you can earn a certificate, diploma, or award in less than 2 years with the [Short-Term Training Finder](#).

Access additional [Education Resources](#) in the Career Resource Library.

Use the [Financial Aid Advisor](#) to help find funds for financing education.

**WIA Eligible Training Provider List:**

<http://labor.idaho.gov/dnn/wia/CustomServices/EligibleProviderLists/tabid/538/Default.aspx>

Source: [Bureau of Labor Statistics, Office of Occupational Statistics and Employment Projections](#) (Education/Training Level, Educational Attainment); [National Center for Education Statistics](#) (Typical Instructional Programs)

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**Related Occupation Profiles****Occupations with similar skill requirements**

There is no information about Related Occupations. This may occur because data has not been collected or because this is a composite occupation (e.g., ""All Other"").

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**Web Resources**

The following resources are related to occupations in the job family  
Arts, Design, Entertainment, Sports, and Media

[Art and Design Workers](#)  
[Entertainers and Performers, Sports and Related Workers](#)  
[Media and Communication Equipment Workers](#)  
[Media and Communication Workers](#)

**Art and Design Workers**

- [Animator](#), Princeton Review
- [Art Directors](#), Occupational Outlook Handbook
- [Artist](#), Princeton Review
- [Craft and Fine Artists](#), Occupational Outlook Handbook
- [Design Careers](#), WetFeet.com
- [Fashion Designer](#), Princeton Review
- [Fashion Designers](#), California Occupational Guide
- [Fashion designers](#), Occupational Outlook Handbook
- [Fashion Designers](#), CareerZone
- [Floral Designer](#), Future Farmers of America
- [Floral designers](#), Occupational Outlook Handbook
- [Graphic Designer](#), Princeton Review
- [Graphic Designers](#), California Occupational Guide
- [Graphic Designers](#), Occupational Outlook Handbook
- [Industrial Designers](#), Occupational Outlook Handbook
- [Interior Designer](#), Princeton Review
- [Interior designers](#), Occupational Outlook Handbook
- [Interior Designers](#), California Occupational Guide
- [Medical Illustration](#), Association of Medical Illustrators
- [Merchandise displayers and window trimmers](#), Occupational Outlook Handbook
- [Multimedia Artists and Animators](#), Occupational Outlook Handbook
- [Product Designer](#), Princeton Review
- [Set and exhibit designers](#), Occupational Outlook Handbook
- [Sketch Artists](#), CareerZone

**Entertainers and Performers, Sports and Related Workers**

- [Actor](#), Princeton Review
- [Actors](#), Occupational Outlook Handbook
- [Athletes and Sports Competitors](#), Occupational Outlook Handbook
- [Baseball Player](#), Princeton Review
- [Coach](#), Princeton Review
- [Coaches and Scouts](#), Occupational Outlook Handbook
- [Comedian](#), Princeton Review
- [Dancers and Choreographers](#), Occupational Outlook Handbook
- [Film Director](#), Princeton Review

- [Music Directors and Composers](#), Occupational Outlook Handbook
- [Musician](#), Princeton Review
- [Musicians and Singers](#), Occupational Outlook Handbook
- [Producers](#), CareerZone
- [Producers and Directors](#), Occupational Outlook Handbook
- [Television Producer](#), Princeton Review
- [Umpires, Referees, and Other Sports Officials](#), Occupational Outlook Handbook

### Media and Communication Equipment Workers

- [Broadcast and Sound Engineering Technicians](#), Occupational Outlook Handbook
- [Film and Video Editors and Camera Operators](#), Occupational Outlook Handbook
- [Film Editor](#), Princeton Review
- [Photographer](#), Princeton Review
- [Photographers](#), Occupational Outlook Handbook
- [Professional Photographers](#), CareerZone
- [Radio Operators](#), Occupational Outlook Handbook
- [Stage Technician](#), Princeton Review

### Media and Communication Workers

- [Announcers](#), Occupational Outlook Handbook
- [Book Publishing Professional](#), Princeton Review
- [Broadcasting](#), WetFeet.com
- [Copy Writers](#), CareerZone
- [Disc Jockey](#), Princeton Review
- [Editor](#), Princeton Review
- [Editorial and Writing](#), WetFeet.com
- [Editors](#), Occupational Outlook Handbook
- [Interpreters and Translators](#), California Occupational Guide
- [Interpreters and translators](#), Occupational Outlook Handbook
- [Journalist](#), Princeton Review
- [Public Relations](#), Princeton Review
- [Public Relations](#), WetFeet.com
- [Public Relations Managers and Specialists](#), Occupational Outlook Handbook
- [Public Relations Specialists](#), CareerZone
- [Publicist](#), Princeton Review
- [Reporters, Correspondents, and Broadcast News Analysts](#), Occupational Outlook Handbook
- [Technical writers](#), Occupational Outlook Handbook
- [Technical Writers](#), California Occupational Guide
- [Telecommunications Specialist](#), Princeton Review
- [Television Reporter](#), Princeton Review
- [Translator](#), Princeton Review
- [Writer](#), Princeton Review
- [Writers and Authors](#), Occupational Outlook Handbook

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| <input checked="" type="checkbox"/> Knowledge, Skills & Abilities | <input checked="" type="checkbox"/> Related Occupation Profiles |
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