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It takes a lot of creativity and computational skills to be a 3D animator. These professionals use the most advanced software to create animated characters, environments from photos and real-world objects. Works in the industry are often in movies and television, games and advertising. To be a 3D animator you must have excellent computer skills, be a team player, creative and always willing to learn more and advance your skills. The software used for 3D animation is constantly being revolutionized and your skills must be cutting edge for your work to stay fresh. Animators who work in 3D usually have a bachelor's degree and several certificates in important software tools. At a university, a 3D animator can major in design or computer engineering. Design programs in large schools, such as the School of Visual Arts in New York, allow students to learn the general knowledge of design and then specialize in animation, advertising, or other areas. When you're starting or working as a freelancer, certificates that recognize your domain from important software like Adobe Creative Suite, Maya, Softimage, or AutoCAD are critical. Recent graduates use strong wallets to get their first jobs. The last year of university often focuses on making a portfolio that shows the breadth and quality of its work. Have a portfolio that showcases your creativity as well as the technical ability to rework existing animated environments. When you start in this field, it is common to be reshaping existing environments, improving or adding 3D and multimedia elements. A successful 3D animator must have creativity, the best computer programming skills, patience to work through long hours of code and be a team player. It is common to work as part of a team, with each member taking on a part of a larger project, communication skills are key. To advance in the field it is also important to be updated with the latest trends in the field, following the main magazines and blogs that cover animation. These 3D animators usually work for the gaming, film and television industry or in advertising agencies. Most 3D animation positions are located in major cities. Film and television often require working on large-scale projects that require excellent communication skills and the ability to see the big picture while buried in small programming details. If you want to work in the gaming industry, you should have intimate knowledge of the company's existing games, as it is likely that working in basic-level positions will make you work on your current titles. Advertisers employ animators to create digital campaigns for customers, work that ends up in digital campaigns. By Brian Jung 3D animation software is a complex process, involving aspects of 3D modeling and computer programming along with artistic concerns. Still, with so many animated films aimed directly at children, kids are forced to be interested in learning 3D animation. 3D animation software for them, it should give them an opportunity to explore their animation ideas without burdening them with technical concerns. Some software products try to do just that. Alice is a 3D modeling and animation application that allows you to create animations by dragging objects to the screen, along with programming files to create story-oriented movies and games. While Alice tremendously reduces much of the complexity involved in creating 3D animations, her real purpose is to introduce her users to the concepts of object-oriented programming and her audience is primarily high school and college students, although it has been used by younger children with some success. Alice storytelling is an adaptation of Alice that emphasizes characters and character interaction in creating 3D animations. Alice storytelling further simplifies the animation process, and her unique focus has been shown to increase interest from students and especially girls in programming concepts. Xtranormal provides an online tool that allows children to advertise pre-selected scenarios. The animator simply has to select a scene and multiple actors, and then provide a script. The script will be read by animated actors in 3D through a surprisingly good speech synthesizer. The animator can drag on action icons, allowing him to change camera angles, give gestures and movements to characters, change expressions, look in different directions, or pause. Instead of focusing on a scene and multiple objects, as most 3D tools do, xtranormal gives children the opportunity to build scenes and create characters, putting them well on the path to making animated stories. In addition to the online tool, Xtranormal offers a downloadable version called Stan that you can run locally on your PC. Introduce the children to the old school animation. Stop-motion programs allow the user to create old-fashioned, frame-by-frame animated movies on their computers and web cams. Using stop motion, children can animate individual frames drawn on pieces of paper, give life to their toys, create clay films or achieve strange effects in live-action movies. Four Chambers Studio produces a free, easy-to-use, stop-motion program, but many other options are available. For the selected girl who has patience and technical aptitude to dive into a complete animation package, downloading free software and dropping her may be the best answer. Blender is a free professional-level 3D animation tool that has an extensive user community and therefore many tutorials and forums where users can go to get questions answered. Other free programs include Anim8or and 3D Canvas. If you want to sell your 3D assets online, you'll need to know where to go and how to make it happen, almost two decades, TurboSquid has sold 3D models of stock to be used in a number of different industries and media, including from film to video games and architecture. With stock models becoming an increasingly prevalent part of the industry, we have put together the definitive guide to successfully selling your models online on TurboSquid (although many of the tips will be transferred to sell your models anywhere on the web). In this post, Mark Dunn, Vice President of Production at TurboSquid, offers important advice. In addition, designers who already sell on TurboSquid add their tips to help you succeed. If you need some new tools, here's our summary of the best 3D modeling software around here right now. Looking for a super powerful machine? These are the most powerful laptops in 2020.01. Take the opportunity AndHang DHL Express Drone by Ashkan Ghaffari, Henry Lazaga (Image credit: shkan Ghaffari, Henry Lazaga)At TurboSquid, we are seeing that customers are much more open about the idea of using stock content. 10 or 15 years ago, you'd find a lot more people who wanted to do it all by themselves. Now, artists are more likely to recognize that they don't need to rebuild the same red barrel again by vicia. We also continue to see free apps like Blender gain popularity, as well as increased demand for newer formats such as glTF and USDZ. Stock 3D models can solve an immediate problem in projects where 3D modeling isn't worth the time, says Ashkan Ghaffari. To meet deadlines, time often has to be allocated to more important and critical aspects of the project and that's where 3D stock models can be a lifesaver. They can be employed to quickly decorate a scene or can be used as a base and starting point. There are numerous use cases and with the growth of real-time applications and VR, the demand for this content is growing every day. 02. Find a nicheThere is a huge amount of variety in what it sells. Certain categories such as vehicles, characters, electronics, trees and architectural elements have always been great sellers. The key is to find a niche where you can provide some unique value. This can be a version of a popular object in a format that no one else has done, or perhaps including manipulated versions of its models.03. Produce high-quality stock Massimo Righi's 4K tiger rendering was originally created for a print project before becoming a TurboSquid asset (Image Credit: Massimo Righi)Customers want high-quality content that just works. They don't want to have to fight with poorly constructed content. They want something that makes their lives easier, which is one of the reasons we work with industry leaders to create checkmate and stemcell standards. The U.S. has also traditionally been our largest market, but we have seen significant growth in countries around the world. Products and styles are different all over the world – electronics, cars, furniture, clothing, street signs etc – so searching for popular objects from different countries is a great way to reach customers U.S. A seller should be able to produce quality CheckMate Pro assets, as competition is becoming very difficult, adds Massimo Righi. The quality of the model is rising and to be successful you need improve your skills. You need to have the ability to train and organize. Do market research on your model. Once you've decided what to create, try to find your own way to show the model, so it can stand out from others. Put yourself in your client's shoes. It is critical that you consider what it is like for someone to review your model before making a purchase. You need to include many detailed renderings, wireframe photos, turntables, maybe even real-time preview versions of your model. Include clearly written descriptions and accurate metadata information so there's no confusion. Having a great model is just part of the solution – you have to present it effectively to make sales.05. Creating inventory for VR/AR game or app are so low now, with free versions of many amazing content creation tools available. With this, we have seen an increase in non-traditional customers whose 3D experience may be minimal at best. Stock artists who understand this and spend time making sure their content works for as many customers as possible will have an advantage.06. Keep things simple 3D Earth concept simplified in low poly style by Denys Almaral (Image credit: Massimo Righi)Produces clean and organized scenes. Focus on usability and an error-free product. TurboSquid's CheckMate program is a good guide to follow, advises Denys Almaral. I believe it is better to offer a 3D model of medium modest complexity that can be useful and perfectly clean, easy to work with and easy to convert to other formats, instead of loading a very complex and visually impressive model with which a buyer cannot work properly and quickly because of the lack of plugins, unnecessary high counts of polygons and a disorganized scene. 07. Future-proof your assets to potential customers We encourage artists to create content using the StemCell specification. With StemCell content, artists create content once – so TurboSquid automatically generates multi-format conversions and packs those assets for partners and new uses (real-time engines, AR/VR, etc.), creating additional revenue for the artist. Another way to extend the life of an asset is to revisit old models and update them to newer renderers.08. Provide optionsMore details and larger textures are usually the right way to go, as long as the model is still flexible. A customer can reduce textures if they need to, but providing them with the option of 4K textures is over. If a model has good topology and edge loops, the client can also simplify the mesh if they want. However, knowing when to be efficient is important. For example, many small surface details can be handled by a Normal map instead of being modeled. 4K is the highest we recommend right now. This article was originally published in issue 254 of 3D World, the world magazine for CG artists. Buy issue 254 or subscribe to 3D World. Read more: more:

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