

Many challenges that animators face are to become completely professional when using 2-D or 3-D software because many employers

look for animators with professional skills to see the project through.

It doesn't matter if you work in traditional hand-drawn animation or computer generated animation or stop-frame, all your work must

be done in a sequence requiring consistent and constant communication between

all members of the production staff. Depending on the rate they

will need to attend update classes everytime a new software

been released either in 3-D design or illustration software.

Often animators need to train on the latest versions of

software created by their employers. Many animators face the

fact that the deadline is close they may be asked to work long

hours through the night until the job is done.

Many employers prefer to have experienced animators.

An example of an animators work is Alon Barillero who mainly

worked in films, as the directing animator for Finding Nemo

Monsters Inc and Wall-E. Another animator is Chris Brion and he

well known for his animation for South Park (1997) - (2015)

South Park: Bigger, Longer and Uncut also Team America: World

Police alongside J.J. Frazee and Eric Stough but these helped

animate the successful game South Park: The Stick of Truth.

One of my favorite animators is Hayao Miyazaki who was

born on January 5th 1941 in Bunkyo, Tokyo. His career has

spanned through 5 decades he is known world-wide for his

masterful storytelling and maker of anime also being a

co-founder of Studio Ghibli. Miyazaki is known for producing

many great films such as "The Castle of Cagliostro", "Nausicaä

of the Valley of the Wind". When he released Princess Mononoke

it was the highest grossing film in Japan at the time.

But Miyazaki major breakthrough was his film Spirited Away and

was picture of the year at the Japanese Academy Awards and

was the first to win an American Academy Award.