


Beth Anderson 3D Animator



**3D ANIMATOR
BETH ANDERSON**

Place of Employment:
Arkitek Studios

Type of Work:
**Develops 3D animations that help
scientists and students visualize
biological processes.**

Bioinformatics interfaces in many ways with our work, from data that clients give us to visualize representationally, to creating actual visual data.

Photo from Doug Huff

**CAREERS IN THE
SPOTLIGHT:
3D ANIMATOR**

What do they do?
3D animators are visual communicators and designers. The animations and illustrations they create help communicate scientific content and ideas to scientists, students, and educators.

What kind of training is involved?
Associate of Arts degree. Some also have training in biology, illustration, graphic design, and computer animation.

What is a typical salary for a 3D Animator?
Ranges with experience from very little when people are first starting out to \$100,000/year (\$48/hour) or more.

1. Where did you grow up?

Oak Ridge, Tennessee, Atomic City, USA.

2. What do you do (i.e., what career or field are you in, what is the title of your position)?

3D Animator and business owner. Officially I'm CEO and co-founder of Arkitek Studios, a visual communications design group specializing in content development for the science, technology, and education communities.

3. How did you choose your career? When did you first know this was the career you wanted?

When I was working for my father in his biotech company, building biotech equipment, I learned AutoCad, knew that I wanted to make things move.

4. Did your family support your decision to pursue your career?

Yes, but I was stubborn. I put myself through school (and am still paying for it!).

5. What is the highest level of education you have?

AA – Associate of Arts, Art Institute of Seattle.

6. What is the highest level of education reached by other members of your family?

Father – PhD in Biochemistry, Duke University. Brother Leigh – PhD in X-Ray Crystallography from Cambridge, under Max Perutz.

7. What is the salary range for a person in your position?

Oh boy, that's a loaded one. Anywhere from nothing when people are first starting out, building their business, to six figures and beyond. I'm sad to say I am not in that category.

8. What do you like most about your job?

It's different every day.

9. What do you like least about your job?

It's different every day. Sometimes I would like a job I didn't have to think about so hard.

10. What's an abbreviated day in the life of your job?

Check email around 7:00 am, get into work around 9:00 am, check email and work with clients for an hour, then hop onto any administrative work that needs to be done, then have lunch. Then work on production until it's time to go home, around 6:30 pm. I'm very proud to say that we now actually **stop** working around 6:30 pm; it used to be 10:00-11:00 pm before we stopped.

11. In one to two sentences, how would you say you use bioinformatics in your work? If you don't use bioinformatics directly in your work, how has bioinformatics impacted your career field?

Bioinformatics, or list biology, as it was originally termed, interfaces in many ways with our work, either from data that clients give us to visualize representationally, or to create actual visual data.

12. Do you have any recommendations for students who are interested in entering your field?

- (a) You'll never learn anything you won't find you use later on, no matter how esoteric or boring you think it is now. I have proven that to myself countless times.
- (b) Technology and technique are cool things, but they will be useless if you can't communicate well with other people, or if you don't actually **care** about how others see the world. I've seen way too many talented people who don't play well with others sabotage themselves personally and professionally by not thinking about the other guy. Compassion trumps all.

13. What are your favorite hobbies?

Motorcycles, dogs, books, learning something new every day no matter how insignificant, travel, making people I don't know smile.

Resources:

In the **field of animation**, there are many different types of jobs available, depending upon the type of education and experience you have. For more information about different types of jobs in this field, including what you can do with different degrees (two year Associate's degree, four year Bachelor's degree, graduate,

or professional degrees), visit NWABR's Student Career Center at: <http://www.nwabr.org/students/student-resource-center/career-center>.

The site also includes descriptions of and links to different types of degree programs, various career paths, resources on writing a resume and cover letter and evaluating online resources, and tips for successful job interviews.

All of the links below can also be accessed from NWABR's Student Career Center.

To learn about **job prospects** and **salary information** for multi-media artists and animators, visit the US Bureau of Labor Statistics:

<http://www.bls.gov/oes/current/oes271014.htm>.

Find information on medical illustration at the National Human Genome Research Institute, including information about **career outlook**, **working conditions**, and **salary**. Scroll through the career listings until you reach "Medical Illustrator" on page 3:

<http://www.genome.gov/GenomicCareers/careers.cfm>.

About.com offers a Career Brief for Animators, including **employment facts**, **job requirements**, and **salary information**:

<http://careerplanning.about.com/od/occupations/p/ animator.htm>.

AllArtSchools also offers information about careers in animation, including **job skills needed to be an animator**, and assistance in **finding a school that offers programs in animation**. Visit:

<http://www.allartschools.com/faqs/animation-career>.

Beth Anderson's company is called Arkitek Studios. Visit their homepage at:

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

Some of the Resources above may also be used to research other careers that may be of interest to you in the future, including the Bureau of Labor and Statistics and the National Human Genome Research Institute.

Job Posting: Biological Animation Summer Internship

The studio of Ms. Anne Gottsling is looking for motivated individuals interested in learning how to develop 3D animations to help high school students learn about biology. Research on education and learning supports the theory that students learn better by doing biology instead of just reading about it in textbooks. However, not all science classes have the facilities to perform all types of laboratory experiments. Ms. Gottsling is developing "virtual laboratories" for students to perform experiments using computers. The current project explores laboratory experiments that are performed with patient samples and genetic testing, including DNA purification, DNA sequencing, and bioinformatics analyses. Prior lab experience is not necessary, but an understanding of molecular biology, including the role of DNA in encoding physical traits, is required. Applicants familiar with genetic testing and bioinformatics tools used to detect mutations are encouraged to apply. Additional computer skills, including Microsoft Office (Word®, Excel®, PowerPoint®), are preferred. Demonstrated artistic experience or ability, as well as a willingness to learn new things, is particularly valuable. Applicants must be hard-working, responsible, and able to work in a team

environment. Address all inquiries to Ms. Anne Gottsling, Seattle Research University, Biological Animations Studio, Suite 500, Seattle, WA.