

STEM Career Profile: Game Artists and Animators

Do you love art and animation? Are you fascinated with color, texture and bringing your ideas to life on the screen? Would you love to create visually stunning, immersive EA Sports: Madden NFL games with your artistic skill, talent and STEM skills? Then a career as a video game artist or animator might be for you!

CAREER STATS

How much do they make?

\$65,300

(median income)

What skills do I need?

Ability to think in 3D

Communication skills

Computer skills

Creativity

Critical thinking skills

Experience with computer animation software

Fine arts/visual art skills

Illustration or drawing skills

Knowledge of anatomy and environments

Time-management skills

Understanding of user experience

What are similar careers?

Character modelers

Creative directors

Film and video animators

Graphic designers

Lighters

Texture artists

Website designers

What do they do?

EA Sports: Madden NFL Artists and Animators are responsible for creating the visual elements of a game, such as characters, scenery, objects, surface textures, clothing, and even user interface components. Other artists bring the game to life with animation, lighting, and visual effects and draw the gamer into an immersive experience where they can suspend disbelief and emotionally connect with the game and enjoy the ride.

How do I get this job?

- High school diploma required
- BA or MA program required (fine arts, visual arts, studio art, animation, or media design)
- Strong portfolio

What else helps?

- Experience with Maya/3D Max Computer Graphics
- High school courses in color theory, art composition, graphic design, or interactive media
- [Internship at EA Sports](#) or other video game developer
- Masters degree in fine arts, visual arts, or studio art
- Passion for creating realistic artistic experiences
- Sports enthusiasm and knowledge



STEM Career Challenge: Game Artists and Animators

Background:

An interest in art and design can lead individuals toward an exciting career with EA Sports: Madden NFL. Artists work together with animators, game designers, and others to create all of the amazing imagery that brings the game to life. This includes designing the characters, game settings, and even the jersey designs!

Challenge:

Your task is to take on the role of an artist with EA Sports: Madden NFL that is charged with developing a new team jersey for the game. You will work in groups within your class to create jerseys that represent your own hometown!

Explore:

- Go Behind the Scenes At EA Sports with the Virtual Field Trip:
<http://footballbythenumbers.discoveryeducation.com/educator-resources>

Create:

- In your groups, think about things that are representative of your city – landmarks, historical events, physical features, etc.
- Work with you team to design a home jersey that represents your city. If you are already represented in the game, then design an alternate jersey. Don't forget to include all the pieces of a jersey: top, bottoms, shoes, helmets, and socks!

Share:

- Present your designs to your classmates. Share the creative thinking that went into your design, as well as the reasoning behind it. Share the research about your city and how it is represented in your jersey set!
- Join the larger conversation: have your teacher tweet an image of your jerseys using #DESTEM. As a class, browse and comment on other designs tagged with #DESTEM. What do you notice about other designs? How well do the colors and mascots stand out in the designs? What can you learn about the cities from the jersey designs?

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Extend your learning:

- Strengthen Math Skills with the Football By The Numbers Lesson Plan:
http://footballbythenumbers.discoveryeducation.com/sites/footballbythenumbers.discoveryeducation.com/files/DE_EAMadden_WinningWithMath.pdf
- Go Behind the Scenes at EA Sports with the Virtual Field Trip:
<http://footballbythenumbers.discoveryeducation.com/educator-resources>
- Play the Interactive EA Sports: Madden NFL Game:
<http://footballbythenumbers.discoveryeducation.com/sites/footballbythenumbers.discoveryeducation.com/files/interactive/index.html>
- Design your own video game – create a setting, the characters, and the problems that the characters will solve. Create the “blueprint” or outline of your ideas, then “pitch” it to a classmate or teacher.

References:

<http://www.bls.gov/ooh/>

*Median income based on United States Department of Labor Bureau of Labor Statistics. Not based on EA Sports: Madden NFL salaries.