Identify at least 3 jobs in different industries

1. Film & TV Industry; 3D Animator
2. Radio and music production industry; presenter
3. Games designer industry; games tester

***3D animator in the film and TV industry***

For 3D animations, objects (models) are built on the computer monitor (modelled) and 3D figures are rigged with a virtual skeleton. For 2D figure animations, separate objects (illustrations) and separate transparent layers are used with or without that virtual skeleton. Then the limbs, eyes, mouth, clothes, etc. of the figure are moved by the animator on key frames. The differences in appearance between key frames are automatically calculated by the computer in a process known as tweening or morphing. Finally, the animation is rendered.

***Presenter in radio and music production industry***

Radio Presenters are the voice of a station or programme, whether they work in speech-based or music Radio. They create the tone and style of radio output and establish a relationship with listeners. They may work for the BBC, commercial or community radio, on local or national stations, or for independent production companies.

Most presenters are self-employed, working on fixed term contracts. Although the greatest concentration of jobs is found in London and the South East of England, Radio Presenters work throughout the UK. Working hours are varied and may involve early mornings, late nights and overnights, as well as working weekends or holidays. In some roles Presenters are expected to travel to work on location, both within the UK and abroad.

***Games tester in games designer industry***

Computer games testers play computer games to check they work properly. They find and record problems or 'bugs'.

There are no set entry requirements. Your playing skills and knowledge of consoles and games are more important than qualifications.

You could take a computer games qualification that includes a work placement.

Going to games events and joining industry forums is a good way to hear about jobs.