

Related Occupations

Related arts and media occupations include artists and related workers, broadcast and sound engineering technicians, radio operators, designers and photographers.

Other workers who apply art skills include architects, archivists, curators and museum technicians; commercial and industrial designers; fashion designers; floral designers; graphic designers; interior designers; and photographers. Some workers who use computers extensively, including computer software engineers and desktop publishers, may require art skills.

Resources

- Bureau of Labor Statistics, www.bls.gov
2004 Occupational Outlook Handbook
- Careers in Communications by Shonan F.R. Noronha, 1997
- FilmSchools.com, The Film School Directory
www.filmschools.com

Sources of information for this publication:

Bureau of Labor Statistics, www.bls.gov
2004 Occupational Outlook Handbook
Careers in Communications by Shonan F.R. Noronha, 1997



Pathways to Media

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Pathways to Media



What's Inside:

- Related Majors at Mizzou
- How to Prepare for a Career in Film
- Career Information
- Required Skills and Abilities



Description and Job Duties

Employees in the film, video and television industry produce media for many different purposes. Films (and the rest) can be created for entertainment, instruction or information. In the United States, the industry is centered in Hollywood, Los Angeles and New York, but the rapid evolution of new technology is making it easier to be an independent filmmaker.

The study of film at American colleges and universities has steadily increased over the past 10 years. The growth is in response to an expanding market for students versed in visual and media culture. In a culture increasingly dependent on visual communication, students with skills in written expression and visual analysis are in demand in a variety of career fields.

Making commercial-quality movies and video programs requires technical expertise and creativity. Producing successful images requires choosing and presenting interesting material, selecting appropriate equipment, and applying a good eye and a steady hand to ensure smooth, natural movement of the camera. Working conditions for camera operators and editors vary considerably. Those employed by television and cable networks and advertising agencies usually work a 5-day, 40-hour week; however, they may work longer hours to meet production schedules.

Film and production operations employ a huge behind-the-scenes staff to complete projects, in addition to the cast appearing in the production. Within the field of film, there are many specialized occupations.

Majors at MU

Film Studies minor (A&S)	Interdisciplinary Studies (A&S)
Journalism (JOURN)	Information Technology (ENGINR)
Communication (A&S)	English (A&S)
General Studies (A&S)	Theatre (A&S)
Art (A&S)	

Typical Career Opportunities

- Producer/Director
- Production Manager
- Screenwriter
- Art Director
- Cinematographer
- Camera operator
- Sound Technician
- Multimedia Artist
- Animator
- Film and Video Editor
- Sound Effects Editor
- Audio Recording Engineer

Skills and Abilities

Creativity, visual analysis, management skills and an interest in technology.

Preparation

- Formal training can be a great asset to workers in filmmaking and television production, but experience, talent, creativity, technical skills and professionalism usually are the most important factors in getting a job.
- Television, video and motion picture camera operators and editors usually acquire their skills through on-the-job training or formal postsecondary training at vocational schools, colleges, universities or photographic institutes.
- Formal education may be required for some positions.
- Many entry-level workers start out by working on documentary, business, educational, industrial or government films, or in the music video industry. This kind of experience can lead to more advanced jobs.
- Some occupations in the film industry require a portfolio to show evidence of talent or skill in photographic, handmade or computer-generated work.

Career Information

Opportunities will be better in some occupations than in others. Computer specialists, multimedia artists and animators, film and video editors, and others skilled in digital filming, editing and computer-generated imaging should have the best job prospects. There also will be opportunities for broadcast and sound engineering technicians and other specialists such as gaffers and set construction workers. In contrast, keen competition can be expected for the more glamorous high-paying jobs in the industry — writers, actors, producers and directors — as many more people seek a lesser number of these jobs. Small or independent filmmakers may provide the best job prospects because they are likely to grow more quickly as digital technology cuts production costs.

Unions are an important component of the film industry. Unions often control the destinies of veteran members as well as newcomers to the profession. Unions and guilds serve the interest of the workers by defining their job titles, job descriptions, duties and pay.

