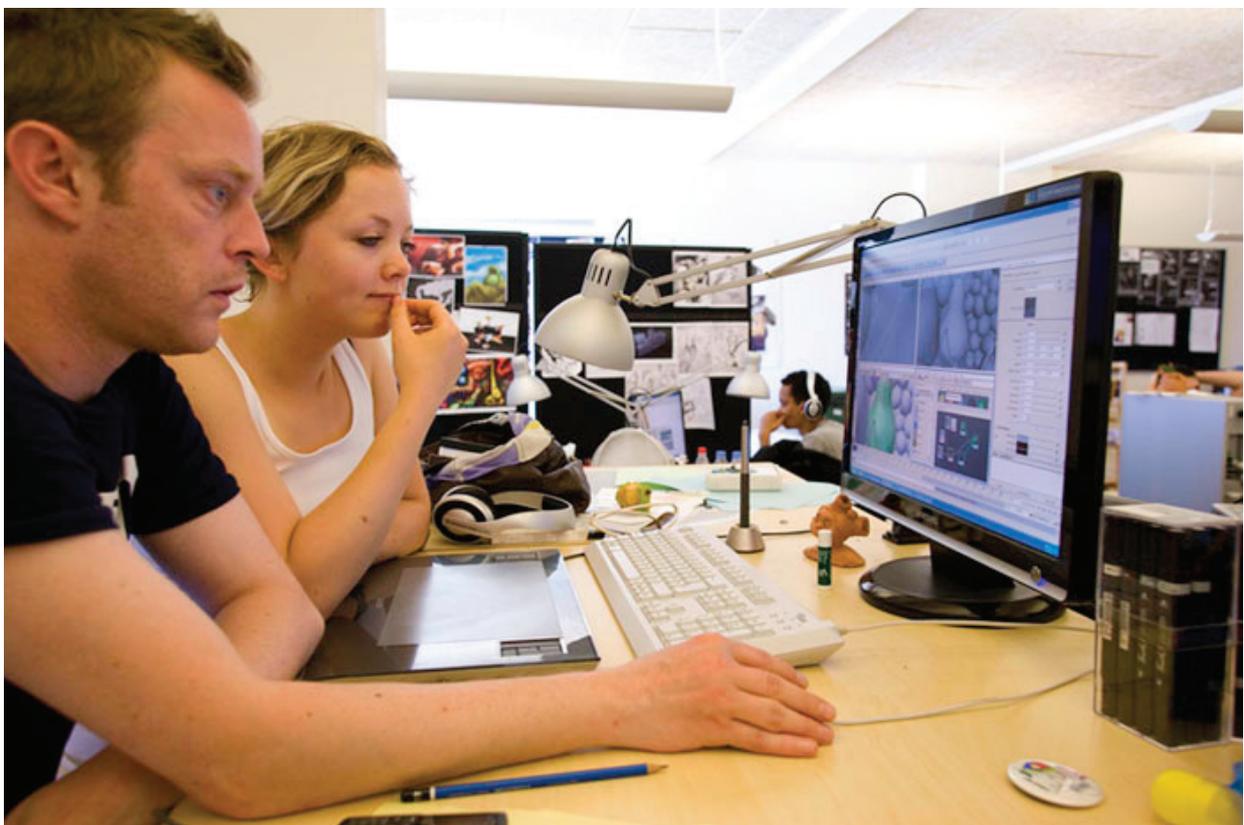


Aftageranalyse for PB i Animation 2013-2014



Tracking Graduates – 2013-2014:

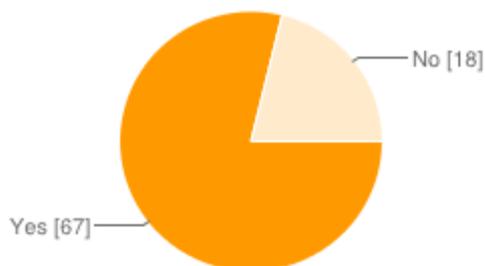
85 responses
Publish analytics

Summary:

Class

KAU 03	8	9%
KAU 04	8	9%
KAU 05	7	8%
KAU 06	7	8%
CA 07	4	5%
CGA 07	11	13%
CA 08	7	8%
CGA 08	6	7%
CA 09	11	13%
CGA 09	16	19%

Are you currently employed?



Yes	67	79%
No	18	21%

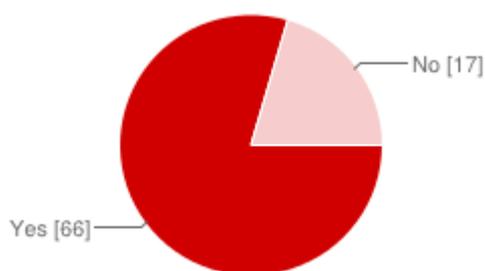
If so, where are you employed?

A Film, Ubisoft, Framestore, SYBO Games, Nørlum, Mark Film, Copenhagen Bombay, Trixter Film GmbH, Pixelmob, Det Hemmelige Laboratorium v. Pernille Sihm, Wilfilm, TeamTo, The Mill, Sun Creature Studio, Postyr, LumenoxGames, Toolbox Film, PictureThis, Drawesome Pictures, We Love People, Double Negative, CAOZ, Danske Filmskole – Eucroma, OnBird, Rovio, Ubisoft Massive, Ja Film, Sofie v. d. Pahlen and Julie Reinau, 2nd Studio, Logic Artists, Cartoon Network, Ka-Ching Cartoons, Atomhawk Design, Lani Pixels, Cubica, Tjarnargatan, Tough Guy Studios, Pewter Games, Floruit Films, Unity Studios, Quick Draw, Elverton Illustration and Animation, Volta, Hupsi Aps.

What is your primary job function?

Project coordinator, General Artist, Senior Modeller, 3D artist, Illustration and concept, CG animator, Design and production of various 3D and 2D projects, 2D Animator, Modeling, texturing, cameras and rendering, Concept Artist, Owner, CG generalist, making art and animation in games, Previs Artist, Junior character animator, Nuke Artist, BG Artist, Comp, Story boarding, Art Direction, 2AD, Layout and soon Storyboard, Freelance concept illustrator, 3D Animator, Character Animator, Pipeline TD, CGartist, Animation and design, Director – 2D-generalist, Co-creator, Character designer, Design and Illustration, Co-Owner, 2D Key animator, Colourist, Senior Concept Artist, Editor, composer, simple animation, filming, keying, drawing, concept designer, co-CEO & owner, Shader Writer, Chief Executive Officer, Game Graphics Generalist, Clean-up artist, Lead Animator, CCO, freelance animator and designer.

Do you expect to be employed in 3 months from now?

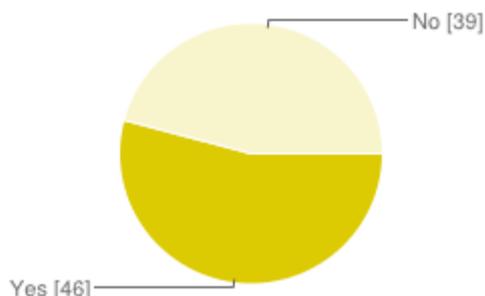


Yes	66	80%
No	17	20%

If so, where do you expect to be employed?

A-film, Ubisoft, SYBO Games, TeamTo, Nørlum, Sun Creature Studio, Mark Film, Trixter Film GmbH, Wilfilm, Hydralab, Pixelmob, The Mill, Postyr, M2, Lumenox Games, PictureThis studio, CHF Entertainment, Cape Cph., We Love People, Double Negative, CAOZ, Eucroma, OnBird, Rovio, Ubisoft Massive, Boulder Media, First Lady Film, 2nd Studio, Cartoon Network, Cartoon Saloon, Lani Pixels, Cubica, Framestore, Pewter Games, Floruit Films, Unity Studios, Freelancing, Quick Draw, Volta, Larva, Logic Artists

Have you been working in Copenhagen, specifically?



Yes	46	54%
No	39	46%

If so, where have you been working?

A-film, Ghost, io interactive, sybo games, Copenhagen Bombay, Einstein film, Nice Ninja, Pixelmob, Hydralab, Det Hemmelige Laboratorium, Duckling, Wilfilm, Postyr, M2 company, dfi og kbh film og fotoskole, Cape Copenhagen, Eucromam, Orbit, Ubisoft Massive, Logic Artists, Fabulab, Tintank, KinnerupConcept, Tv-animation, Flux-studios, The Compound, Blindesign, Floating Heads, Art Of Crime, Tough Guy Studios, Cinesite, Framestore, Playdead, Radarfilm, Krogh Mortensen Animation, Statens Museum for Kunst Viborg, Hupsi.

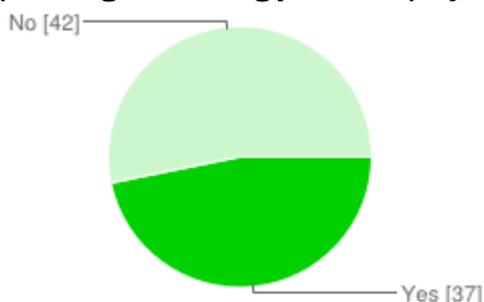
For how long have you been working there?

8 months, 7 months , 3 months, 5 months, 5 years, 14 months , 4 weeks, 3 years, 9 years, 2½ month, 2 years, 2,5 years, 1 year and 6 months internship included, 1 year, 2 months, 11 months, 9 months, 4 months, 1,5 months, 10 months and 3 weeks, 6 months, 4 years.

Do you know of any new companies in Copenhagen? If yes, please list them here.

Fabulab, Einstein Film, Orbit Studio, Koppel Animation, Eye Candy, Nice Ninja, Det Hemmelige Laboratorium, Hupsi, PixelMob, Ghost, A-Film, Will Film, Copenhagen Bombay, Duckling, Gim-mick, First Lady film, M2, IO interactive, Playdead, WullfMorgenthaler, Dansk tegnefilm, Logic Artists, Pressplay, Bacon, Postyr, Hydralab, SYBO games, T-Bone studio, TSOMM Pictures, ENGEN.

Are you planning on starting your own project?

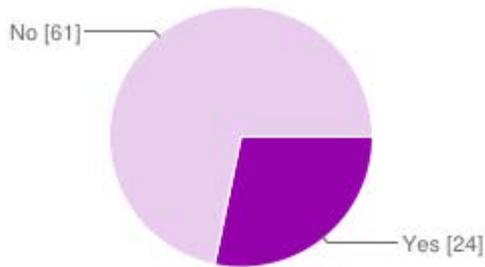


Yes	37	47%
No	42	53%

If so, what kind of project?

A book celebrating animated short films, a short film, I'm working on two different games that me and some friends started, Graphic Novel, I have an idea for a feature film and two TV shows, a comic book, The Reward - Tales of Alethrion, t-shirt prints and retail short film, Trailer, A TV-series and digital books, theatre visuals, children books, music, music videos, poetry, and some more artsy fartsy stuff, SYBO Games is my own project together with Bodie Jahn-Mulliner,

Have you started your own company?

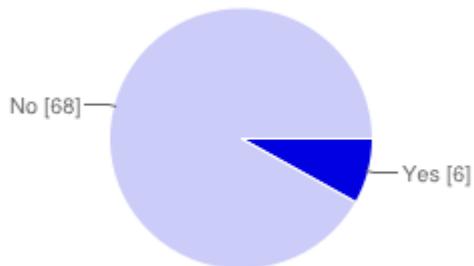


Yes	24	28%
No	61	72%

If so, what kind of company?

Guns for hire Illustration, Animation and Games company, Sun Creature Studio, an Aps Mobile Games Internet distribution of animated short films, A Video Games Company, freelance, OnBird, Freelance animator Concept art & illustration.

Are you planning on starting your own company within the next 6 months?

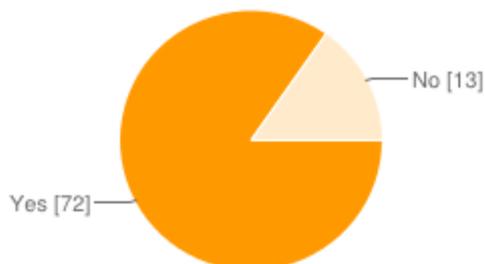


Yes	6	8%
No	68	92%

If so, what kind of company?

Freelancing story boarder, visual Illustration.

Do you feel that your education has prepared you well for the job market?



Yes	72	85%
No	13	15%

If NO, please elaborate here:

-My job is too specialized, compared to the education.

- As an animator you sadly have no rights in Denmark since there is no union agreement. So a lot of animators etc. get misused.

- The Market needs no more animators. And needed to know that it's very up and Down in employment.

- It would have been great with more animation-classes actually; it's great to know more things when working on your own. I'm not a cg-expert, but more into illustration and making games. If I've realized it earlier I'm sure I could have asked for some self-study. I love that our school are good at listening to what the students wants to learn.

-Yes, but there is always room for improvement. Make the students more aware to take care of each other and don't work for unfair wagers. To fight for the right to have an industry in Denmark, instead of letting the jobs disappear to China and similar places. It has come to a point where Danish companies ask Danish talent to go their companies in China to work for Chinese wagers and such. More information on the realities of the industry is always a good thing. Even more practical information on how to get things started in Denmark.

- Could have used some experience integrating 3d into live-action footage. Also focusing more on procedurally generating assets, and be able to think economically about the production, knowing where to spend your time, rather than trying to make everything a piece of art. Expand the mindset from only focusing on smaller cozy productions made by 5-7 friends, living on government support, to one that also accommodates production houses having to please a client, keep a deadline and spent their time economically

- I'm afraid that the same thing is wrong with the education as with this survey. I assume that most of the people graduate from the animation workshop doesn't end up having one position in one company in Copenhagen. After I graduated I was steady employed for one year and the last 3.5 years I've been working as a freelance for more than 15 companies from 3 countries and in various positions. So you learn to be flexible and build a network and trust in yourself, and off course this is not something you can learn in school, but I think it is important to be honest with the students and prepare them for a couple of nomad years before they find their spot so that they don't all expect to just go to Copenhagen and get a steady position.

- It has prepared me for my skills, but I wouldn't say it has prepared me for the job market. I had no idea I would have to spend this much time dealing with the Dagpenge system and 95% of the time, the only chance you have of getting a job is if you know the right people. The applications for jobs often require test animations that the company doesn't pay you for, and you don't really have any feeling about just how many people you have to compete with in the industry, and how much companies only want to work with people that graduated years ago, which gives you a small chance to get in to get some of that precious experience. And people often want you to work for free. And there are a lot of people working with animation that did not attend TAW, so you have A LOT OF COMPETITION. So you kind of have to fight from now on and until the rest of your life.

- This is a tricky question. I think the education has prepared me well for some aspects of the job market and less well for other aspects. I feel ill equipped to go out and find a job, and navi-

gate in all the issues about pay/free work/freelancing/rights etc. It seems almost impossible to find somewhere where they will hire you without (much) job experience and to a decent pay (as in a pay that correspond your skill, working hours and level of education). On the other hand I am really happy about all the things I've learned about animation and film making for one part, and also the less obvious skills of creativity, innovation and problem solving that the education has taught me.

- Well I could have used some more time compositing and learning more compositing skills. Being a 3D generalist I think I "suck" in general. So haven't been doing that. On the other hand I have been really good at making 3D textures.

- I don't feel that I got so much information on how to find companies and how to contact them how to write a good job application.

- Lack of teamwork.

- It is a both yes and no. I get the feeling that TAW is pushing us to start our own company and I believe that you should at least have a few years of experience in the industry before starting up your own company. Also it seems that TAW tends to "protect" the weak students a bit too much. Instead of having them take a year or two over they push them through and it is very easy to spot these students after they graduate because it is those who are now are unemployed. I was told that the school gets money pr. graduated student and therefore can't afford to fail students. I think it would be better for everyone if a weak student gets to take a year or two over to become better rather than pushing them through giving more pressure on the other students in the Bachelor year because they have to "carry" the weak students through. Also I would guess that it would be in TAW's best interest to produce high quality students because in worst case one weak student can give the whole school a not so nice reputation if they do a "bad" job at a company. Another thing is that we are made to believe that we will get a good salary from the start due to our education but honestly you have to start at the bottom and work yourself up unless you are crazy talented like a handful of the students. I wished that TAW had taught us more VFX integrating some live action since there is so much work to be found in this area.

Have you been missing certain 'elements'/modules in your education? If so, which 'elements'/modules?

- I would have liked to have seen a course in TV-series animation, since it's more likely that your first job is working on a series than a feature. If interested I would be willing to teach that class as well.

- More flash animation

- Z-brush, texturing, render/ compositing...

- More digital painting classes would have been very useful

- Basic VFX stuff; Keying, roto and tracking.

- More self-study

- I missed a VFX course for animators, e.g. animation something amongst real life footage.

And some rotoscoping/tracking for vfx as well. There are a lot of jobs where that kind of stuff is included.

- Yes, as mentioned above i wished that we had more VFX. However I do think it is nice to learn a bit of everything so i would definitely want the course to be longer instead of taking some of the other things out. There was talk of having the bachelor programmer be 4 years instead of 3,5 and i think that extra semester should be for self-studies/specialization and VFX.

- More in-depth education in Editing would have been nice. More chance for Self Study (we had to choose between DADIU and Self Study, and I really wanted to do both) More Concept Art/Photoshop, and earlier in the education.

-More training in actually getting your own stuff realized, that is my own biggest hurdle. Where to begin with the financing etc.

- Vfx, comp (keying, roto), previz/storyboarding, look-dev.

- I would have liked to do some stop motion as well.

- I never feel like we learned about polishing. We spent a lot of time working with strong keys and posing. But never really about taking a shot to the absolute completion (talking about 3d, 2nd year)

- I would have liked more coverage on storyboarding, instead of just one week-long module in our first year.

- scripting, VFX, advanced tracking, rotoscoping

- How to write an invoice, how not to underbid your colleagues and in general some guidelines for how to

- Maybe stuff relevant to producing, co-producing, more lawyer stuff like contracts and business structure.

- In sudden ways my education has been very helpful. I have learned a lot about animation and staging and so on during my time at the animation workshop. We had many good teachers to help and guide us during that time. A good thing about KAU is that it allows you to get a sneak peek into many aspects of working in in the animation business, even with the thing you might not even get into during your professional career. It allows you to discover a variety of different elements. Giving the fact that I am amongst the first graduated of the new bachelor KAU 03 I think the education was in a bit of a starting phase figuring out how to incorporate the 3D animation into the Education. From what I see and hear from students the education at KAU has improved a lot over time, in some stages making me sometimes which I had started my education later on. That being said, I think I personally never was much of a computer person which made it harder for me then most to adapt from 2d into 3d. I have in my professional career so far worked two of my about five years in the business worked with 3d previs which has helped me enormously going back to traditional storyboarding that is my primary interest. Think there is a huge different from during, let's say a great piece of animation, storyboarding at school compare to starting working in a studio. The Bachelor graduation film defiantly helps getting a

feeling of a production but the speed and over all routine is something that comes later. I do not know how the internships is put together today. When I graduated the last six month of the education was set up for internship. Think that is an important part of the whole thing. But I would have preferred to have skipped the film school internships and instead have had more experience by putting an extra internship within the education. The film school thing didn't really prepare me much. All in all this is my humble opinions. I have been very happy for my education. Think TAW is the one of the greatest places on earth. Hope I have been a little helpful.

- Better knowledge about rigging and the cg pipeline from model to render, would be helpful. How does texturing work? What is a shader etc. basic knowledge.

- preparation for job market.

- I think when you start your own company your bachelor film is a very important element. It serves as a show reel and in some cases it can become a big IP (The Reward). So in my experience the school did a very poor job promoting the bachelor films on the web. They just uploaded all of them at the same time. Meaning that one of them would get the most interest and the other ones would not be seen as much. It should have been one film per week, and then sending out emails to websites/blog and so on. They could also upload making of, and try to get more attention to the video.

- Modeling, Rigging, Lighting, Texturing, Flash, TV paint, Toon boom, Previs-layout, camera

- Animators should have learned more about rigging. One week is NOT enough. People I've talked to in the games industry think it is a given skill that the animator knows rigging. It also makes a lot of sense since it is an animator that is supposed to use the rig.

- It would have been nice to be more confident in how to "sell" my skills to a company, and to have more tools to tackle the job market, but I'm not sure I can say exactly what would be a good way of teaching it. If I find out something useful, you'll be the first ones I contact :)

- 3D animation. But at that time I wasn't interested in 3D.

- Digital 2D animation. Perhaps more preparation for starting a business and pitching concepts.

- How to work as a freelancer. What are the rules, how to manage moving around between countries, what are your rights etc... What to think of in regards to copyright etc. when dealing with contracts... Basically all the non-artsy sides of the business.

- No, but the focus a student chooses to have plays a large part. The scene might change in a few years and the market will need people with other types of skills, than the ones focused on in school.

- Right now... a producer workshop available would have been nice! :)

- CG basic. In small companies you have to do a lot more than animate.

- I mostly work in Adobe illustrator now, and it could have been nice to have learned something more "vector-minded" while attending school.

- In some sense I wished that I had gotten more education in marketing at least just give it more of a thought.

- The CG line would benefit from more/better animation lessons. Having 2 weeks of "do whatever you want" animation was nowhere near enough. My modeling and rigging skills have improved severely thanks to having to animate at my current work place.

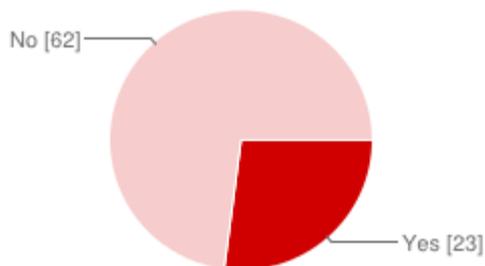
- Dealing with money, and encoding video.

- I think we could have been better warned about the industry. It seems to me that certain producers/production managers see new graduates as potential naive workforce, in the sense that a new graduate has yet to learn what is a fair salary, fair working hours and fair amounts of work. And some exploit that, to the ill of the graduate.

- Creature animation, more of modeling and rigging

- More color classes

Have you done any further education?



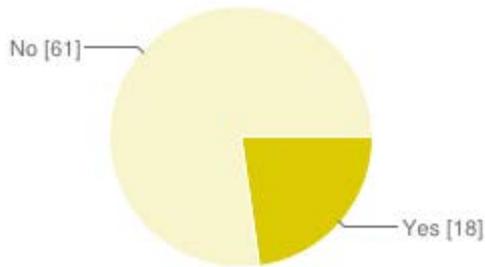
Yes 23 27%

No 62 73%

If so, what kind of further education?

Animation Sans Frontiers, Before Going to TAW I attended a Bachelor of Media Design in Italy, just some small online courses. to further my skills, I'm currently studying Computer Science at Aarhus University, Story board courses, digital art classes, PRO 3D Artist, digital tutors, modeling, I am currently taking a masters at Aarhus University in Experience Economy (kandidatuddannelsen oplevelsesøkonomi) I've also taken a course in project management at Business Academy Aarhus (10 ects), 3Dartist pro course at The Animation Workshop, small courses to improve skills, Mainly just Professional courses for my own pleasure; in Story boarding, Copy writing and Pottery class, Seminars on running a company, Animals and Creatures Master Class - Animation Mentor Pixar Storyboarding Course - The Animation Workshop, 3D Course at TAW Research on my own, A storyboard workshop with Igor Kovalyov at the Nederlands Instituut voor Animatie, Film An (personal study) online course of light and colour, Stop Motion class in Prague Story board courses, reading books on story development etc

Are you planning on doing any further education within the next 6 months?

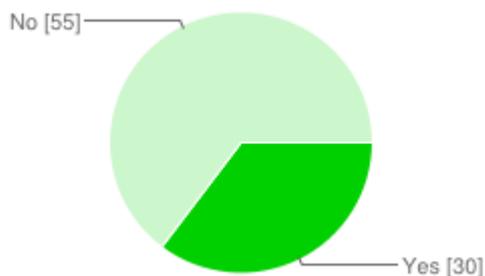


Yes	18	23%
No	61	77%

If so, what kind of further education?

Florence Academy of Art, I'd like to do a course in: SCRUM, the DISC model - an agile management tool, A business management master's degree, I'm considering applying for the design school or Danmarks medie og journalist højskole. Maybe somewhere abroad. But I'm not sure, Computer Science, it's 5 years of education since it's a Masters degree, I don't know, but it is definitely something I am considering in the future. Depending on job situation and ambition, Probably some online course of digital painting or story boarding (for the fun of it), more digital art classes, Was thinking about taking an online storyboard class, Digital tutors, Don't know yet, I am currently finding out. But I have decided to definitely study again. Continue with my masters :) If all goes well, I will be finished in 2015, ASF, at the moment I don't know if I will seek out any further education. I think educations and to further educate myself is a good thing and I will definitely think about it if something turns up, Seminars on accounting and business practices, Creature Animation School - Animation A team, kunstakademiet eller designskolen.

Are there any specific types of further education you wish were available in Denmark at present?



Yes	30	35%
No	55	65%

If so, what kinds of further education?

Digital painting/ concept art, design school, Danmarks medie og journalist højskole, professional Effect artists, Simulation for smoke/fire/water and cloth, vfx, Storyboarding, Msc in visual effects, 3D animation,

-Illustration (not the one at Design skolen Kolding) - a real one. Including layout, design, colors.

-Film making courses or something similar with DADIU. A place where a similar process of the final year bachelors are repeated. Pitch rounds for short film ideas/TV ideas. Teams put together to complete small projects as I have found that to be the best way of learning about all the processes that goes into film making and which is important knowledge to have, especially in the Danish industry where there is little room for highly specialized people. By that I mean that in general generalists do better here and have a better chance of grabbing whatever job presents itself.

-I would like some short time programs of Storyboard and layout. Camera moves and composing shots. The classes of Lawrence Marvit were amazing. I would love to have those a bit more developed. I think that it would be amazing to have a 1, 2 or 3 months course about composition, light and design. And why not a little of Art history and how to understand it.

-I would like to be able to take a master's degree/Candidate in topics closer to film production. Fx character animation (I am a cg artist graduate), motion graphics, Animated film director

- One that builds on the things I have learned at The Animation Workshop, with focus on innovation, entrepreneurship and creative problem solving - what I have in mind is pretty close to the education I am doing now, but less academically and more creative and practical.

- Always interested in improving skills, so any courses about everything related to film, animation and story would be highly welcome.

- Some sort of relevant candidate and/or Master's degree that would be relevant in the field of Animation. Both artsy but also specific to starting up a company.

- More compositing in AE and fusion. And classes in rotoscoping and keying.

- A short (3 month) course on games from small flash pieces, to large scale for professionals that include some programming or at least the kind relevant to working in games.

- Animation producer an Animation based master (concept, producer, and specialist)

-I don't know, but I wish the cg line would have been more specific and have a focus for the students.

- More artistic education or classes would be great I guess. Or courses to some of the specific programs we use in animation and 3D. I missed out on learning Zbrush fx. Or maybe a NUKE class. Because maybe there are no jobs for an artist but lots of VFX work. In that case a small "brush up on my skills" class might be good. So smaller classes like that would be great.

- A concept art specialized school with industry professionals. Like, Feng Zhu's School, FZD.

- Story and storyboarding, and maybe some more alternative artistic/clever ways to use animation...

-Concept Artist for films and games. Motion Graphic Designer/Info graphic Designer

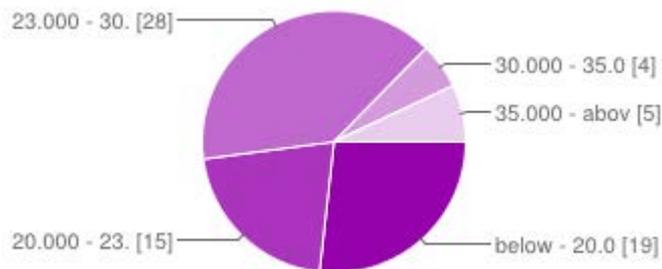
- Creatures and quadruped animation courses.

- We, at SYBO Games, would be interested in hiring people with a Master's Degree in Technical Game Artist. Technical artists are rare and a very valuable asset in a production team. Such an education would include: Basic programming, basic Unity, shader programming, real-time special EFX, art and animation implementation in Unity, asset optimization, pipeline.

- Professional courses for animators IN COPENHAGEN.

I know there are classes in Viborg but I'm not a student anymore and I have a family as does most of my fellow class mates from Kau03. Going to Viborg for 3 months is not an option. Professional courses that are directed more towards life-action films. Such as realistic creature animation and motion captor clean-up.

IF YOU ARE CURRENTLY EMPLOYED: Many potential applicants/students ask about the salary level for graduates. Would you please state your salary level below (average salary, DKK per month)



below - 20.000	19	27%
20.000 - 23.000	15	21%
23.000 - 30.000	28	39%
30.000 - 35.000	4	6%
35.000 - above	5	7%

Further comments

- Be prepared to haggle! They WILL try to low ball you.

- In France a standard day rate for a junior animator is somewhere between 90 - 110€ depending on if you live in a big city. With taxes (26%) that leaves 1400€, which is adequate to live.

- Junior animator 18.000-22.000 senior 24.000-28.000 some Places offer a daily salary. I was given 1300 a day at some point.

- I'm not so good at asking for enough money for the jobs I do... But I'm slowly trying... it's a process :)

- I put in a salary level, because I was working up until I started the new education.

- You need to add more levels of income, as my to my knowledge, it is quite common to get about 15000dkkr a month outside Denmark. Perhaps it would be a good idea to add one about monthly income after local taxes? Because 20000 is a lot more in France or England than in Denmark. This would be really helpful for people going abroad, since it is really difficult to estimate if your salary is reasonable or not. At least I found it tricky when I moved here.
- The starting salary for a junior (beginner) in London is between 60 and 80 pounds pr. day. My start salary was 70 pr. day and that gave me 1100 pounds pr month after tax. That is currently 9635,45 kr. pr. month for a 50 hour work week. After 6 months I am now on 85 pounds pr month. This industry is very much based on experience so even if you are an amazing artist you will most likely not be paid well until you have a nice long CV.
- I accept a smaller salary because the company has just started up, and I REALLY like working here - plus I don't get any less than anyone else, and there is a good chance the salary will improve in time. :)
- We need a proper Union.
- I have done almost no animation since I left the Animation Workshop, I am mostly doing storyboarding. At the moment there seems to be a bit more money in boarding. That is not why I have chosen to do boarding though, but for me personally, it is a job with a bit of creative freedom left, which I really enjoy! It might seem funny that I earlier stated the importance of letting the students know about the harsh realities of the business, as I myself have had employment practically all the time since I left the school back in 2011, but sadly that is not the case for everyone! I still believe I took the best education in Denmark, so keep up the good work and treasure the certain feeling that is The Animation Workshop :)!
- Impossible to talk about salary, since it varies so much from country to country. Or even cities within countries. Things like living expenses, health insurance, tax and stuff like that have to be accounted for.
- I am not employed at the moment, but at the job I am starting next month, as a background designer in Manchester, England, I will be paid just over 20.000 DKK per month.
- I started out on 25K a month, went up to around 31k at IO, and then down to 28.5K
- But expect the amount to diminish if you are hired as a contractor, not an employee, and so have to do self-employment taxes.
- When I work I normally have a salary of around 45.000 a month but since I have months without work and have to pay my holidays and in case of illness I have a yearly income on around 25.000 a month before taxes.
- My salary is low this year because I spend almost half the time working on developing my own project, which is still only funded with a very small amount. If I was employed somewhere I would expect a higher salary with the experience I have by now.
- Starting a company means putting a lot of self-investment into it ;)

- Speaking of salary. I have along with many other fellow workers, been paid too little for a long time. It is a tough thing negotiating salary and since FAF (the union for animator) hasn't set up any rules or guidelines it doesn't make it easier. Think it is important to teach students, that after some years in the business it is ok to push your employer for higher salaries. And note that it is illegal for employers to ask their employees not to talk openly with their co-workers about it.

- I am told that the real raises come with changing jobs, sadly as fresh students we'll have to put job with these salaries, until we got a project finished.

- Why is there only one option for work in Copenhagen? What if I have worked for more than one company? (I have) Still I think it must also be very valuable to know where people worked in the past, and salary from those jobs. When you only send these once a year, you will get the ones who are employed only at that time. Which I think is misleading, because I have worked for 1 week, 3 weeks, 2 months, 3 months... what are the odds you will catch me right at the time where I have a job? I really feel that is a missing part of these surveys. If you're not currently working you can't contribute with any details at all, even if you have worked at another time. Also when the jobs are so hard to come by, and you only focus on current employment, these surveys feel pretty depressing if you don't currently have a job. :)

- As a newly started company we don't get a decent salary yet. It will take some time before we can pay ourselves the salary we deserve. In my opinion it should be at least 35.000. But just yesterday I was told somebody was paid 12.000 a month. My impression is that the salary is too low.

- In the UK the salary level -as well as the chance of being employed- is definitely higher than in DK, after my experiences.

- I have enjoyed my time at The Animation Workshop, and I still hope to come back at some point to teach, do a project of my own or cooperate on a project. Continually I find new ways to use what I have learned, and I cannot imagine my life without those 4 years.

- Well, starting up your own company isn't a party. But I have survived so far.

- I make my own salary, so I put it low so our company can last for longer here in the beginning. It was great being a part of the Animation Workshop! I am also very pleased with the incubation building Arsenalet.

- As I am self-employed in my own company that I've just started a few months ago my salary is very low because of self-investment in the start-up phase. Hopefully it will change. ;)

- I don't think it would be all so fair "comparison". There as the ISK currency is really weak and our taxes are around 38% but include unemployment insurance (A kasse). The cost of living in Reykjavik vs. big cities is very different. (Reykjavik's inhabitants are around 180.000) Also I work a full time position during the week and freelance during the evenings and week-ends. But my overall feeling is that assignments should be better paid where as permanent employments may be paid less (per hour or week). The bridge between these is not clear enough from where I am standing.

- Thanks! (You rock :))

- Hammer into the students how over saturated this business is, especially in Copenhagen, and how extremely different it is to find an internship vs a steady job. It might help them fight the unemployed depression when they hit the job market and struggle to find work for months.

- Just to clarify, I've been employed more or less none stop for the past 4 years, but I'm starting paternity leave next Monday for a 4-6 month stint. I highly expect to be employed shortly thereafter.

- I am currently living in the UK, where the tax is only 20%, so it's not fully comparable to the animation salaries given in Denmark. :)

-I will never ever go below 25.000kr

Number of daily responses

