



# Special Effects Artists and Animators in 2 California Counties

# Contents

What is Lightcast Data? .....	1
Report Parameters .....	2
Executive Summary .....	3
Jobs .....	4
Compensation .....	6
Job Posting Activity .....	7
Demographics .....	11
Occupational Programs .....	14
Appendix A .....	15

## What is Lightcast Data?

Lightcast data is a hybrid dataset derived from official government sources such as the US Census Bureau, Bureau of Economic Analysis, and Bureau of Labor Statistics. Leveraging the unique strengths of each source, our data modeling team creates an authoritative dataset that captures more than 99% of all workers in the United States. This core offering is then enriched with data from online social profiles, resumé, and job postings to give you a complete view of the workforce.

Lightcast data is frequently cited in major publications such as *The Atlantic*, *Forbes*, *Harvard Business Review*, *The New York Times*, *The Wall Street Journal*, and *USA Today*.



## Report Parameters

### 1 Occupation

27-1014 Special Effects Artists and Animators

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### 2 Counties

6079 San Luis Obispo County, CA

6083 Santa Barbara County, CA

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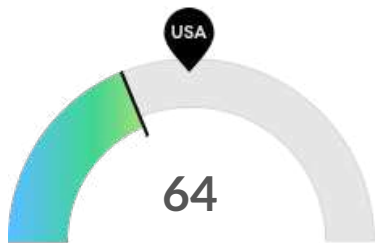
### Class of Worker

QCEW Employees, Non-QCEW Employees, and Self-Employed

The information in this report pertains to the chosen occupation and geographical areas.

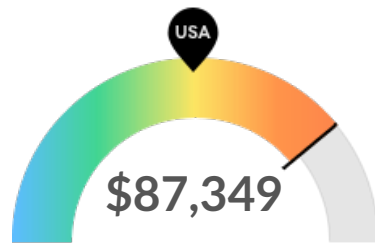
## Executive Summary

### Light Job Posting Demand Over a Thin Supply of Regional Jobs



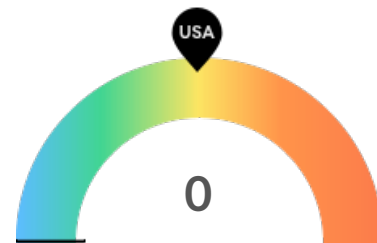
**Jobs (2023)**

Your area is not a hotspot for this kind of job. The national average for an area this size is 94\* employees, while there are 64 here.



**Compensation**

Earnings are high in your area. The national median salary for Special Effects Artists and Animators is \$62,305, compared to \$87,349 here.



**Job Posting Demand**

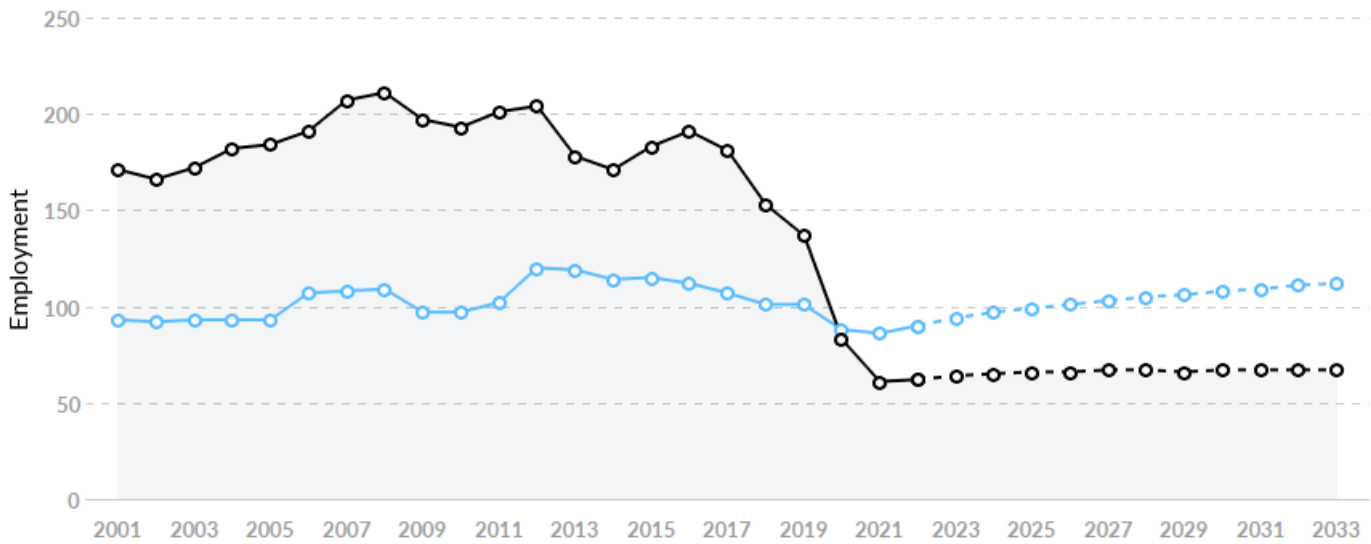
Reliable competition information is not available in your area because there are too few postings.

\*National average values are derived by taking the national value for Special Effects Artists and Animators and scaling it down to account for the difference in overall workforce size between the nation and your area. In other words, the values represent the national average adjusted for region size.

# Jobs

## Regional Employment Is Lower Than the National Average

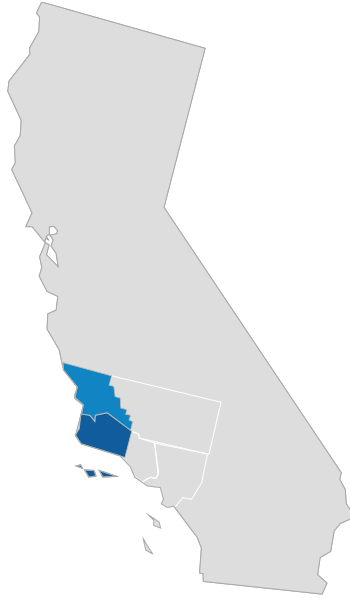
An average area of this size typically has 94\* jobs, while there are 64 here. This lower than average supply of jobs may make it more difficult for workers in this field to find employment in your area.



Region	2023 Jobs	2033 Jobs	Change	% Change
● 2 California Counties	64	67	4	5.8%
● National Average	94	112	18	19.2%

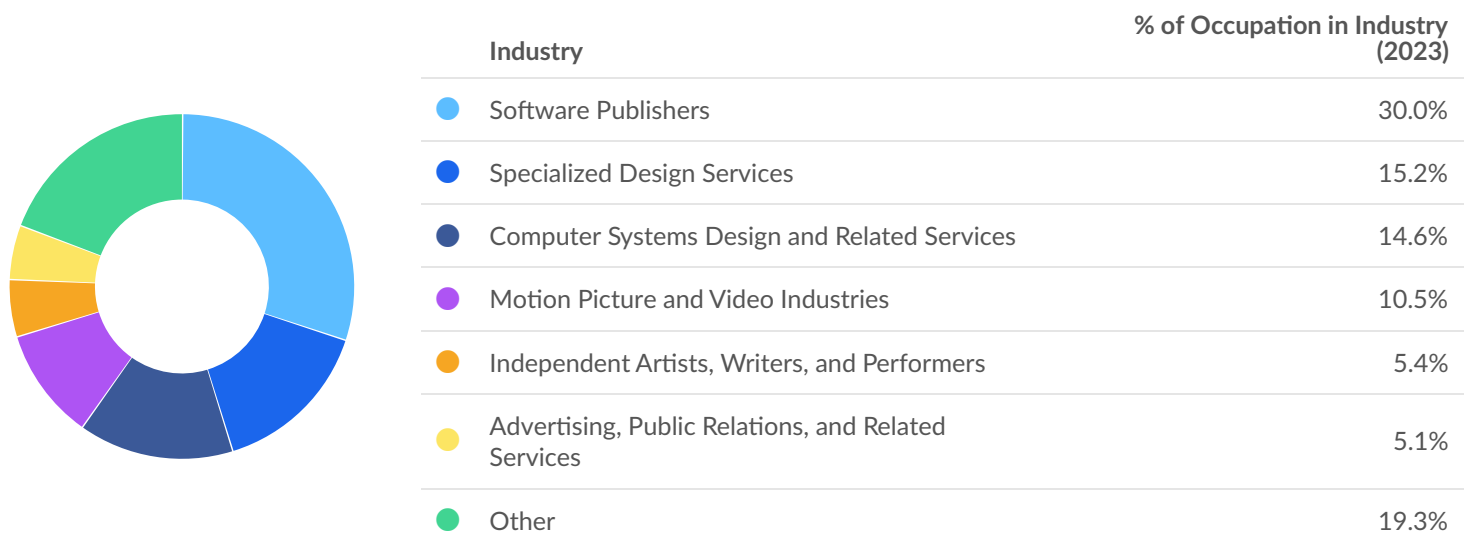
\*National average values are derived by taking the national value for Special Effects Artists and Animators and scaling it down to account for the difference in overall workforce size between the nation and your area. In other words, the values represent the national average adjusted for region size.

## Regional Breakdown



County	2023 Jobs
Santa Barbara County, CA	37
San Luis Obispo County, CA	26

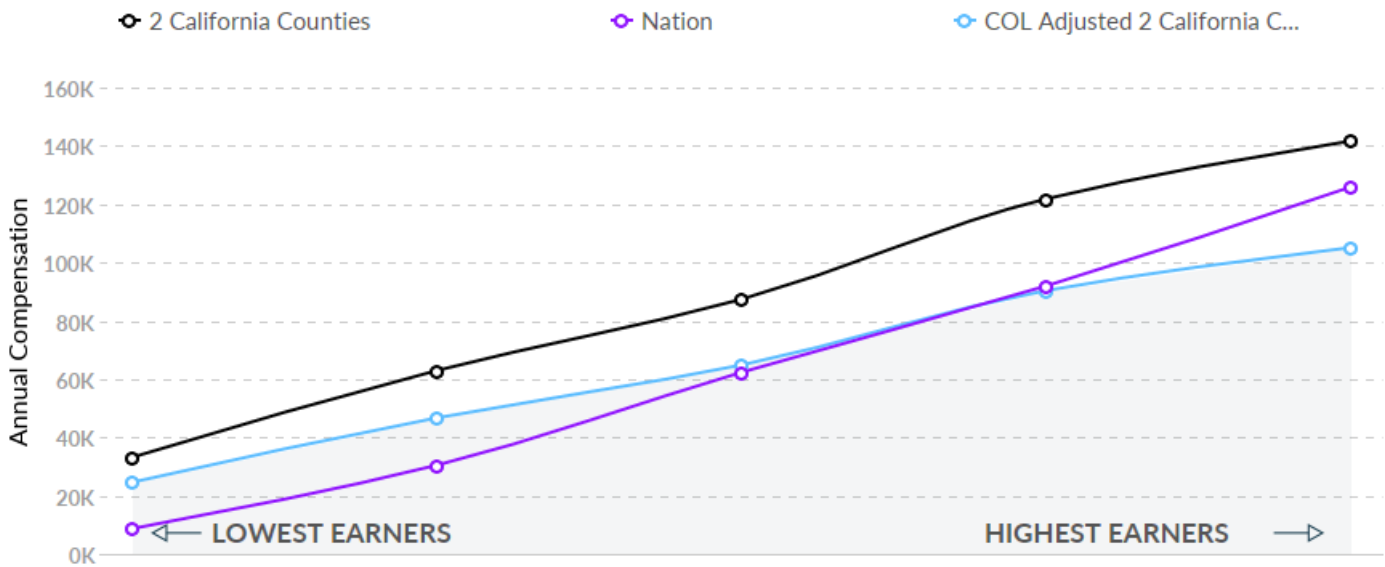
## Most Jobs are Found in the Software Publishers Industry Sector



# Compensation

## Regional Compensation Is 40% Higher Than National Compensation

For Special Effects Artists and Animators, the 2021 median wage in your area is \$87,349, while the national median wage is \$62,305.





# Job Posting Activity



## 2 Unique Job Postings

The number of unique postings for this job from Jan 2023 to Jun 2023.



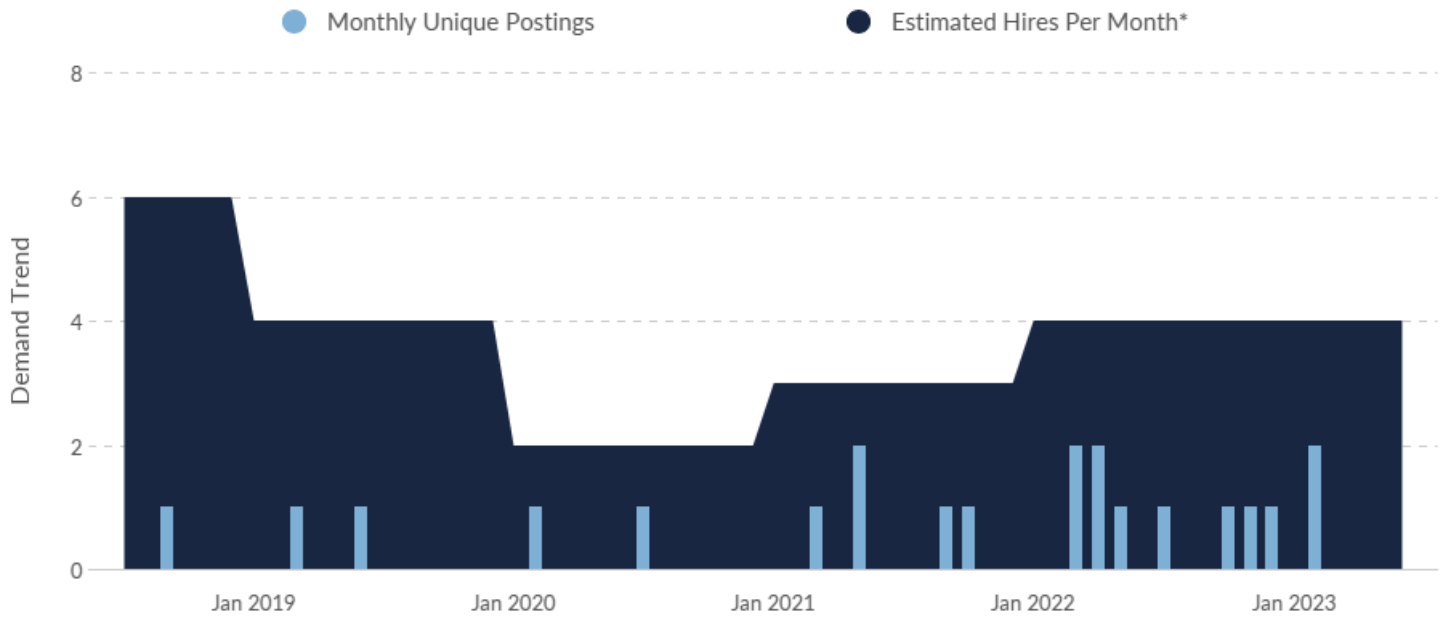
## 1 Employers Competing

All employers in the region who posted for this job from Jan 2023 to Jun 2023.



## 0 Day Median Duration

Posting duration is 33 days longer than what's typical in the region.



Occupation	Avg Monthly Postings (Jan 2023 - Jun 2023)	Avg Monthly Hires (Jan 2023 - Jun 2023)
Special Effects Artists and Animators	0	4

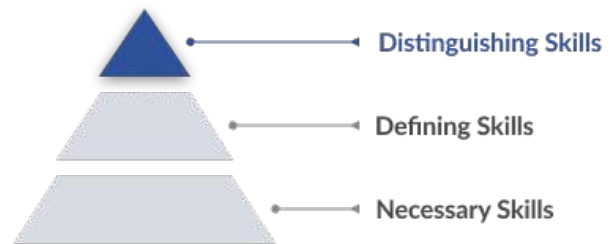
\*A hire is reported by the Quarterly Workforce Indicators when an individual's Social Security Number appears on a company's payroll and was not there the quarter before. Lightcast hires are calculated using a combination of Lightcast jobs data, information on separation rates from the Bureau of Labor Statistics (BLS), and industry-based hires data from the Census Bureau.

Top Companies	Unique Postings
E.W. Scripps	2

Top Job Titles	Unique Postings
Digital Content Producers	2

## Top Distinguishing Skills by Demand

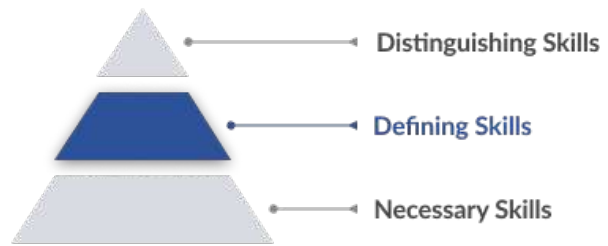
An occupation's Distinguishing Skills are the advanced skills that are called for occasionally. An employee with these skills is likely more specialized and able to differentiate themselves from others in the same role.



Skill	Salary Boosting	Job Postings Requesting
Houdini (3D Animation Software)		0
3D Animation		0
Character Animation		0
Key Frame		0
Motion Capture		0
Particle Systems		0

## Top Defining Skills by Demand

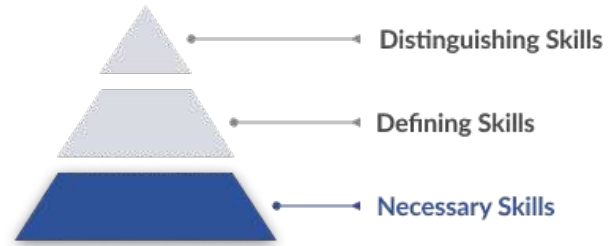
An occupation's Defining Skills represent the day-to-day tasks and responsibilities of the job. An employee needs these skills to qualify for and perform successfully in this occupation.



Skill	Salary Boosting	Job Postings Requesting
Adobe After Effects	✘	0
Adobe Photoshop	✘	0
Animations	✘	0
Cinema 4D	✘	0
Autodesk Maya	✔	0
Visual Effects	✘	0

## Top Necessary Skills by Demand

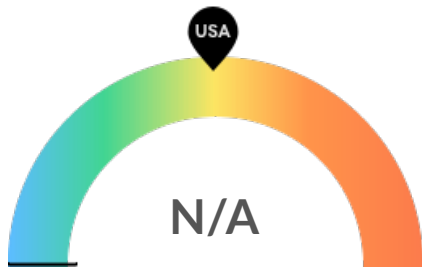
An occupation's Necessary Skills are the specialized skills required for that job and relevant across other similar jobs. An employee needs these skills as building blocks to perform the more complex Defining Skills.



Skill	Salary Boosting	Job Postings Requesting
HyperText Markup Language (HTML)	✘	2
Cascading Style Sheets (CSS)	✘	2
Content Creation	✘	2
Digital Content	✘	2
Marketing	✘	2
Social Media	✘	2
User Experience (UX)	✘	2
Figma (Design Software)	✘	0
Workflow Management	✘	0
Motion Graphics	✘	0

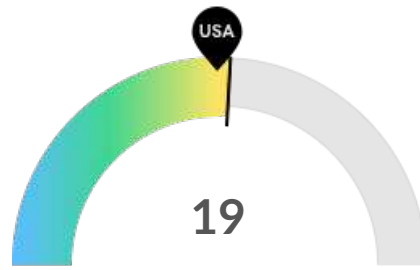
# Demographics

## Reliable Retirement Information Is Not Available, While Overall Diversity Is About Average



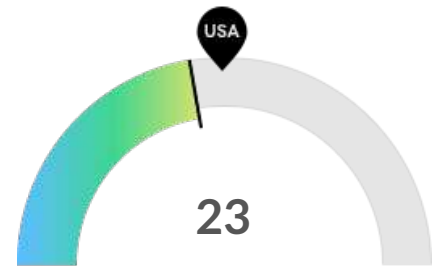
**Retiring Soon**

Reliable retirement information is not available in your area, because there are too few employees.



**Racial Diversity**

Racial diversity is about average in your area. The national average for an area this size is 18\* racially diverse employees, while there are 19 here.

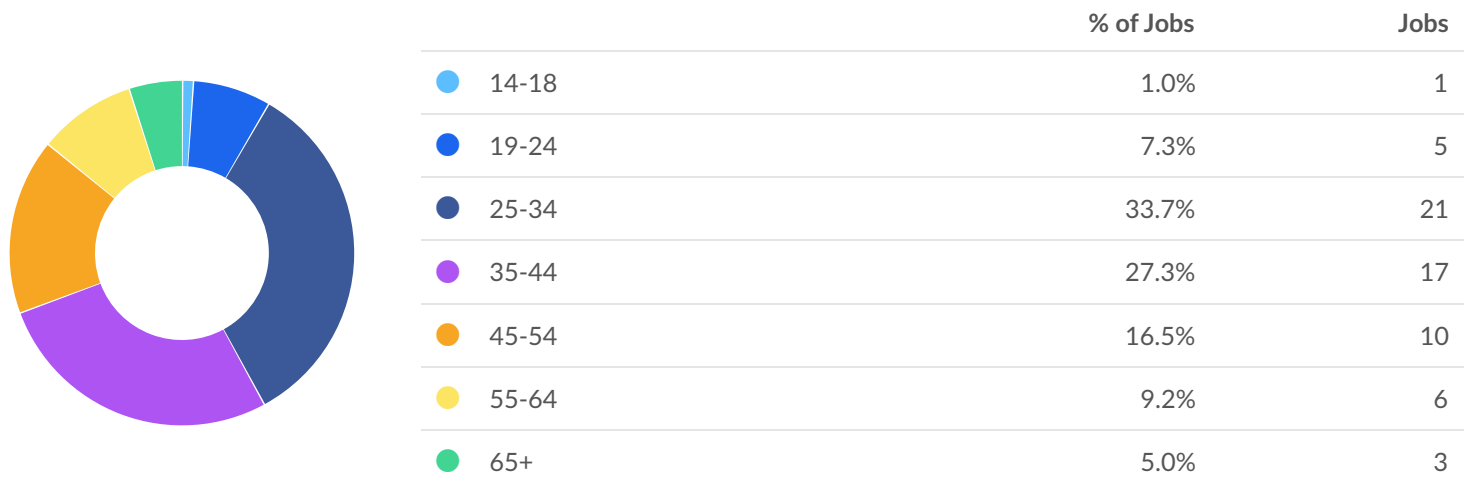


**Gender Diversity**

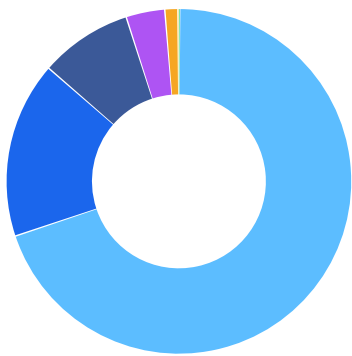
Gender diversity is low in your area. The national average for an area this size is 27\* female employees, while there are 23 here.

\*National average values are derived by taking the national value for Special Effects Artists and Animators and scaling it down to account for the difference in overall workforce size between the nation and your area. In other words, the values represent the national average adjusted for region size.

## Occupation Age Breakdown

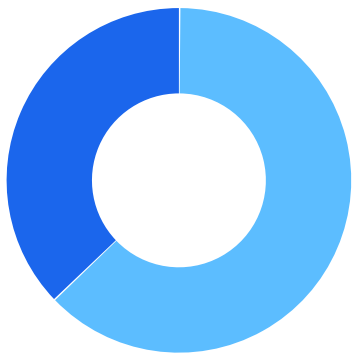


### Occupation Race/Ethnicity Breakdown



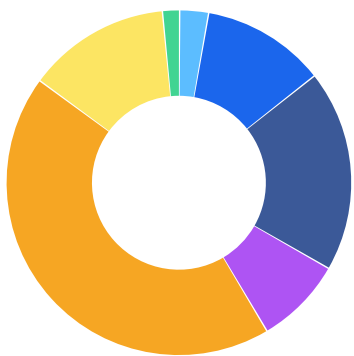
	% of Jobs	Jobs
White	69.8%	43
Hispanic or Latino	16.5%	10
Asian	8.7%	5
Two or More Races	3.6%	2
Black or African American	1.2%	1
American Indian or Alaska Native	0.1%	0
Native Hawaiian or Other Pacific Islander	0.1%	0

### Occupation Gender Breakdown



	% of Jobs	Jobs
Males	62.8%	39
Females	37.2%	23

## National Educational Attainment



	% of Jobs
<span style="color: #00AEEF;">●</span> Less than high school diploma	2.7%
<span style="color: #0070C0;">●</span> High school diploma or equivalent	11.6%
<span style="color: #003366;">●</span> Some college, no degree	18.9%
<span style="color: #800080;">●</span> Associate's degree	8.2%
<span style="color: #FFA500;">●</span> Bachelor's degree	43.6%
<span style="color: #FFD700;">●</span> Master's degree	13.4%
<span style="color: #008000;">●</span> Doctoral or professional degree	1.6%

# Occupational Programs



**9 Programs**

Of the programs that can train for this job, 9 have produced completions in the last 5 years.











**363 Completions (2021)**

The completions from all regional institutions for all degree types.



**8 Openings (2021)**

The average number of openings for an occupation in the region is 74.

CIP Code	Top Programs	Completions (2021)
50.0702	Fine/Studio Arts, General	110 
10.0301	Graphic Communications, General	94 
50.0701	Art/Art Studies, General	83 
10.0304	Animation, Interactive Technology, Video Graphics, and Spe...	36 
50.0409	Graphic Design	19 
11.0801	Web Page, Digital/Multimedia and Information Resources D...	12 
09.0702	Digital Communication and Media/Multimedia	8 
50.0101	Visual and Performing Arts, General	1 

Top Schools	Completions (2021)
California Polytechnic State University-San Luis Obispo	143 
University of California-Santa Barbara	75 
Santa Barbara City College	58 
Cuesta College	31 
Allan Hancock College	29 
Laurus College	16 
Westmont College	11 



## Appendix A

**Special Effects Artists and Animators (SOC 27-1014):**

Create special effects or animations using film, video, computers, or other electronic tools and media for use in products, such as computer games, movies, music videos, and commercials.

**Sample of Reported Job Titles:**

Multimedia Specialist

Animator

Multimedia Artist

Graphics Specialist

Digital Artist

3D Animator (Three-Dimensional Animator)

Multimedia Producer

Motion Graphics Artist

Media Producer

Illustrator

**Related O\*NET Occupation:**

Special Effects Artists and Animators (27-1014.00)