

## 1. Introduction

***Here, I'd like to explain why I transitioned from being a 3D Animator to becoming a Business Intelligence Analyst.***

*To clearly illustrate my reasons, I'll share insights from a survey I conducted among animation professionals in France, between January and March 2025.*



Image property: Superprod  
They are all from an old portfolio that I created.  
I have already asked for permission to share them.

## 2. Why I Conducted This Survey

*For over a decade, I worked as a 3D animator in Angoulême, one of Europe's main animation hubs.*

*Despite my passion, certain industry realities pushed me to **rethink my career path.***

*I decided to conduct a detailed survey among colleagues and their networks to better understand the challenges animators face.*



**MY GOAL WAS TO SUPPORT  
MY PERSONAL CAREER DECISION  
WITH CONCRETE, REAL-WORLD DATA.**

### 3. Angoulême's Animation Scene

**Angoulême has around 30 animation studios  
– a very high concentration for its size.**

(population = ~ 42000)

**This amounts to 714 studios per million inhabitants,  
an extraordinary figure when compared to Tokyo,  
often seen as the global hub of animation.**

**Its Nerima and Suginami wards together host over 600 studios for a  
population exceeding 14 million, resulting in a density that is  
approximately 17 times lower—just 42 studios per million  
inhabitants..**

**While this density creates opportunities, it also highlights the intense  
competition and unstable working conditions animators frequently experience.**



## 4. Representativeness

*The survey included responses exclusively from animation professionals in France, all known to me or closely connected through professional networks.*

**THIS ENSURES A HIGHLY REPRESENTATIVE SNAPSHOT OF THE LOCAL INDUSTRY.**

**150 ANSWERS**

*According to France Travail, this result represents a good percentage.*

### Le marché du travail en France

 **2 300**  
demandeurs d'emploi

 **340**  
offres d'emploi

**6,5%**

**THE SURVEY IS REPRESENTATIVE.**

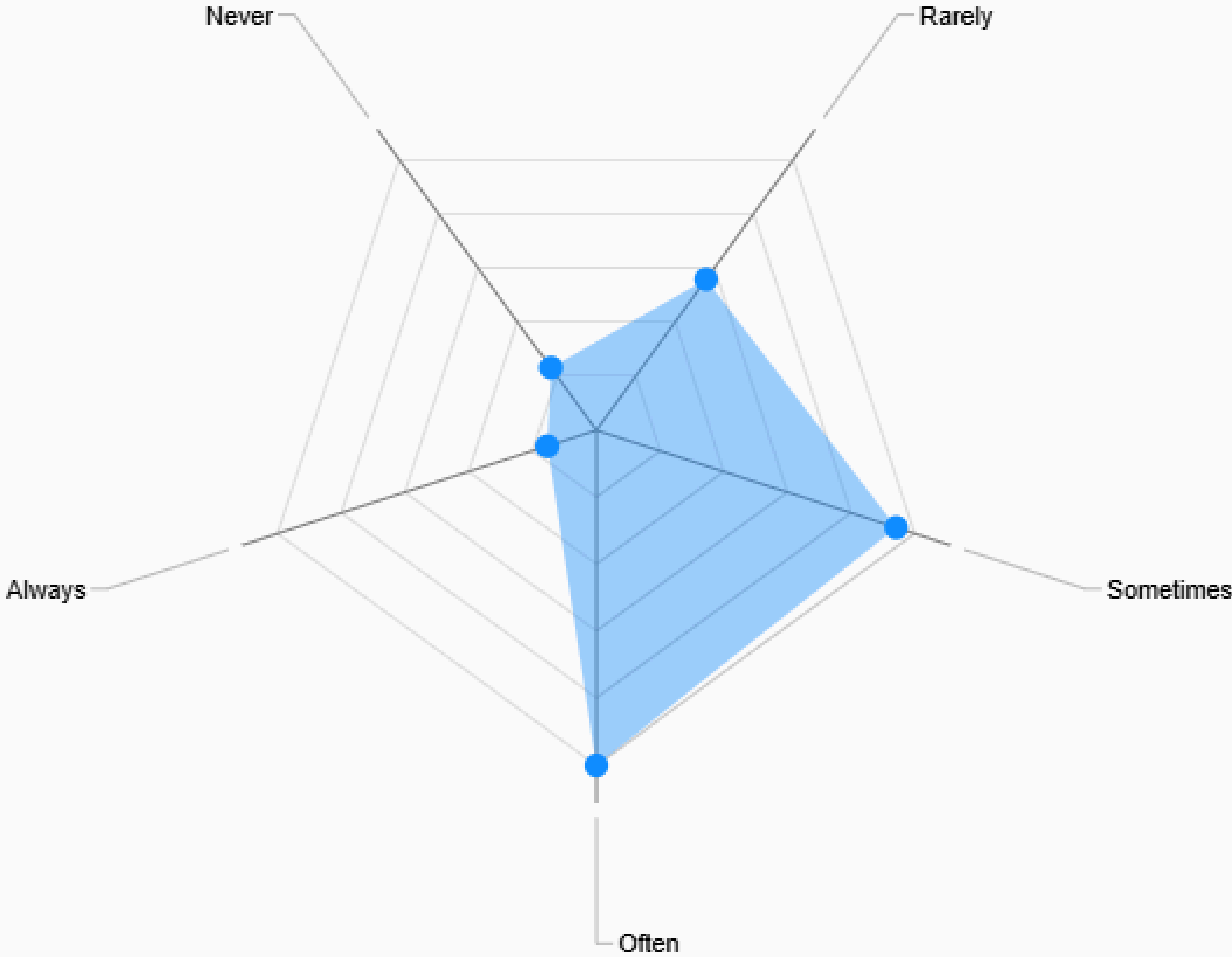
## 5. Key Issues Explored

*My survey focused on critical areas affecting animation professionals:*

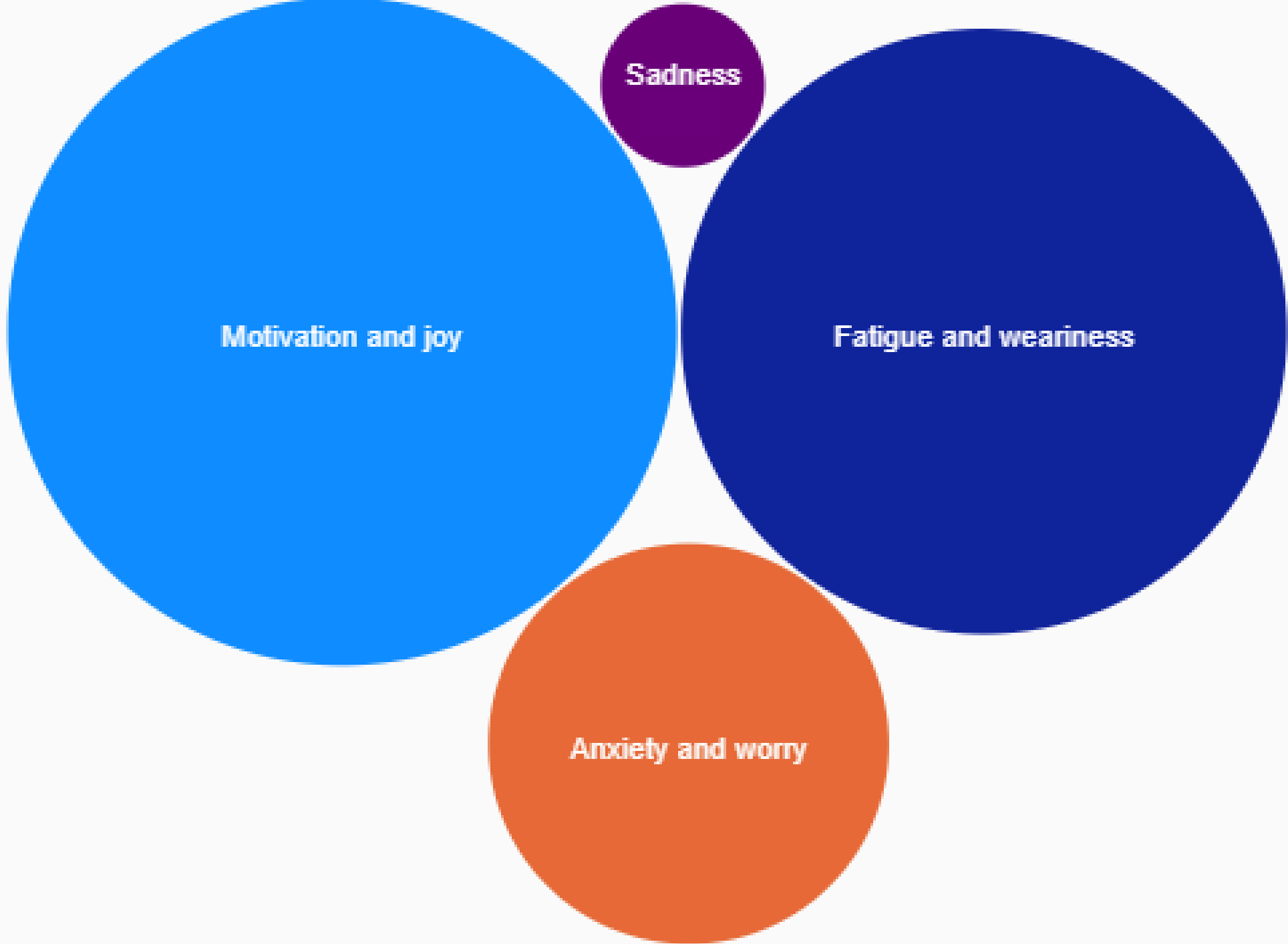
- *1. health,*
- *2. workplace recognition,*
- *3. career mobility,*
- *4. financial stability,*
- *5. overall industry perception.*

# 6.1 Health and Well-being Concerns

*Do you experience sleep disturbances or difficulties maintaining regular patterns of wakefulness and rest?*



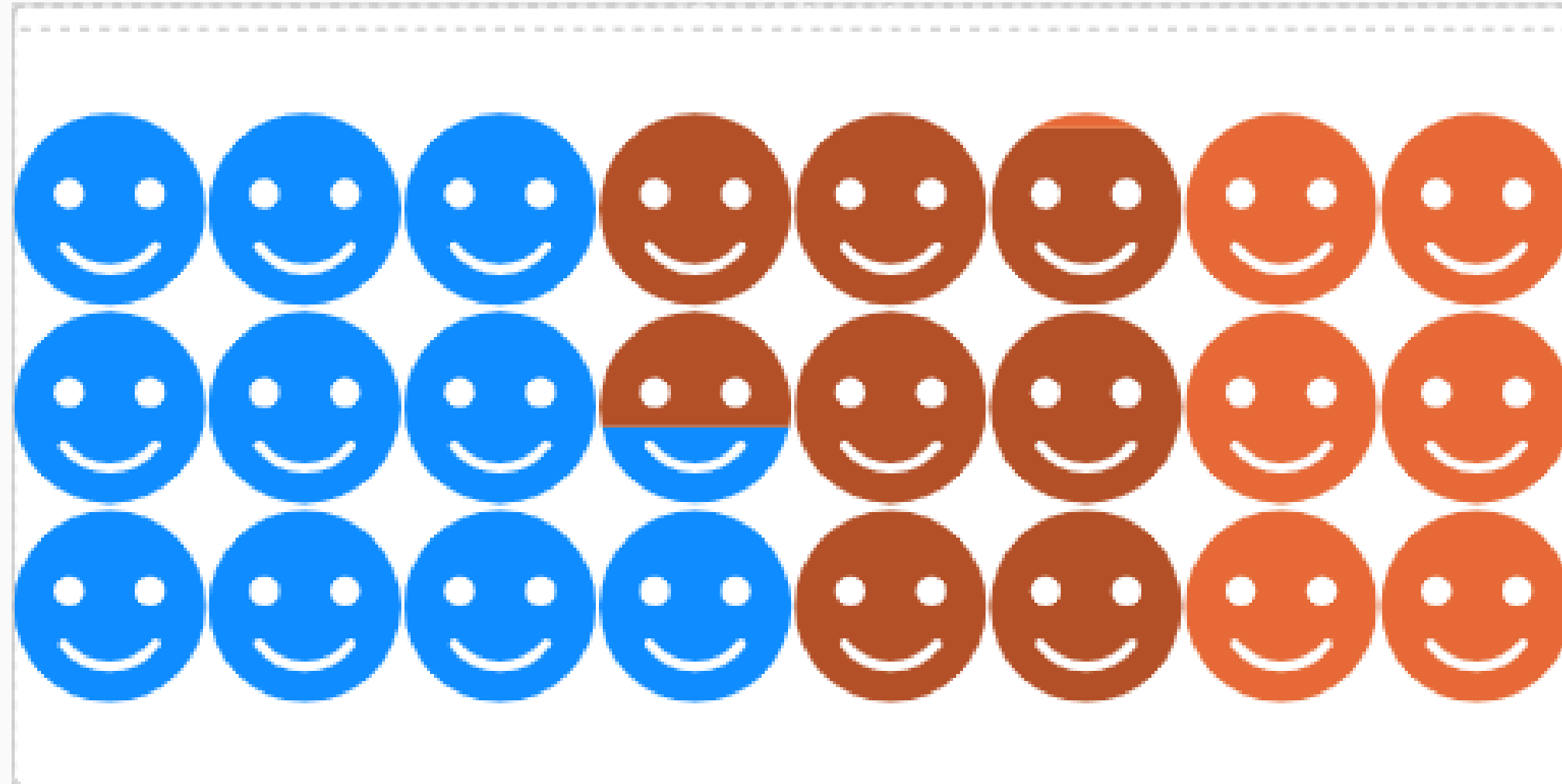
*What emotions do you feel most frequently when you go to work?*



*The survey results were alarming: 40% of respondents experience frequent sleep disturbances, and 55% feel negative about going to work.*

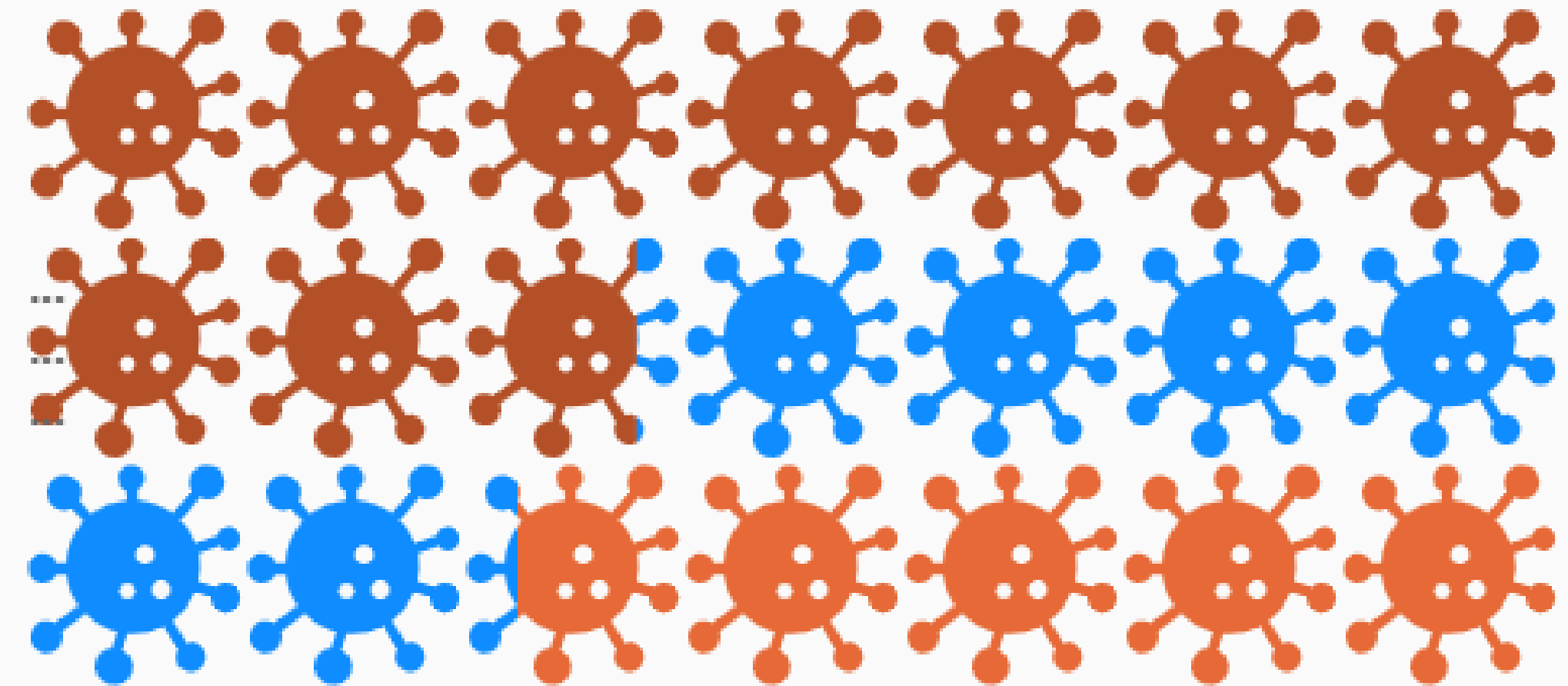
## 6.2 Health and Well-being Concerns

*Have you ever suffered from work-related burnout?*



☹️ = 6 ☺️ No ☹️ Yes, once 😊 Yes, more than once

*Do you have any physical problems related to your work?*

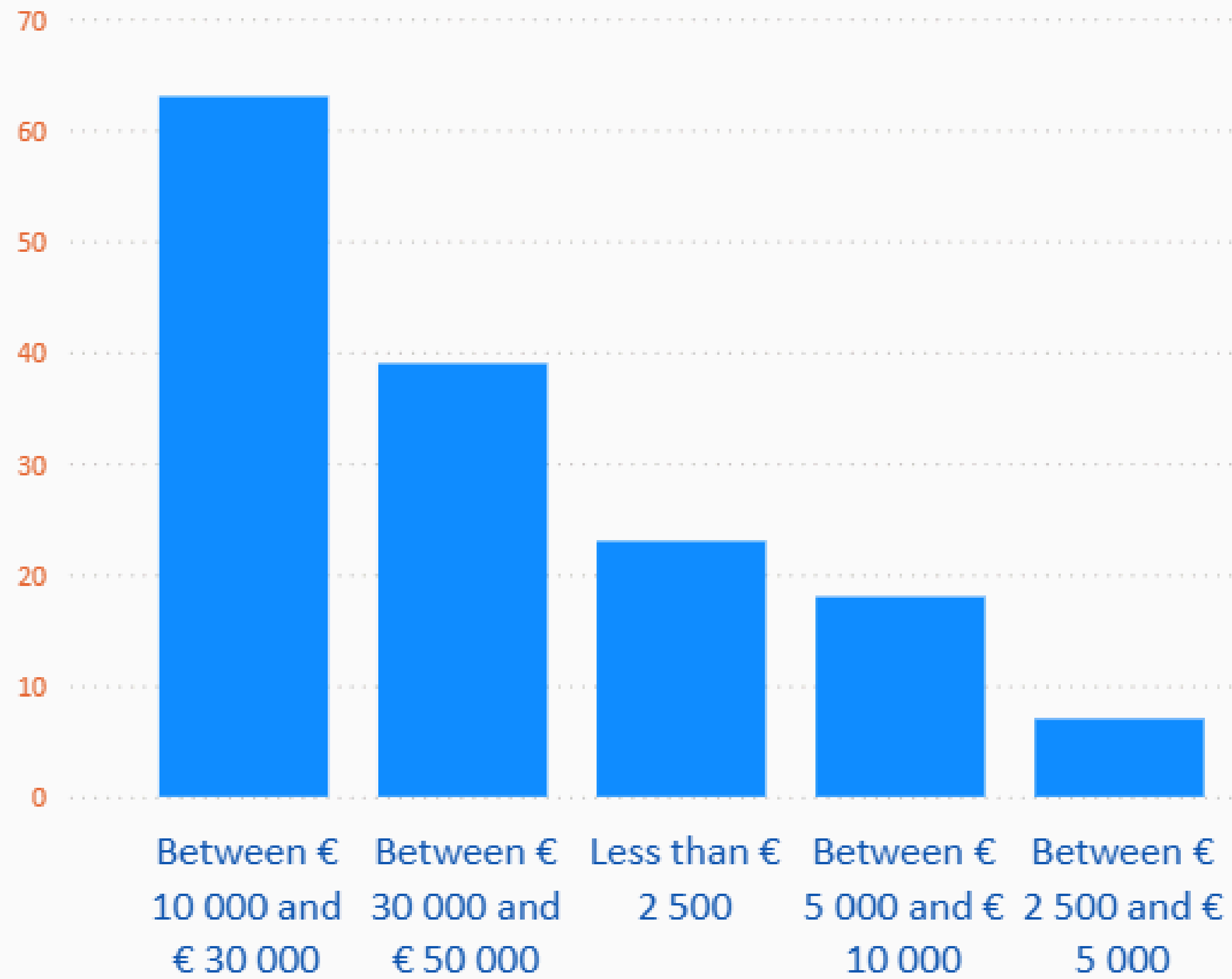


☹️ = 7.1429 ☹️ Yes, occasionally ☺️ No, never ☹️ Yes, regularly

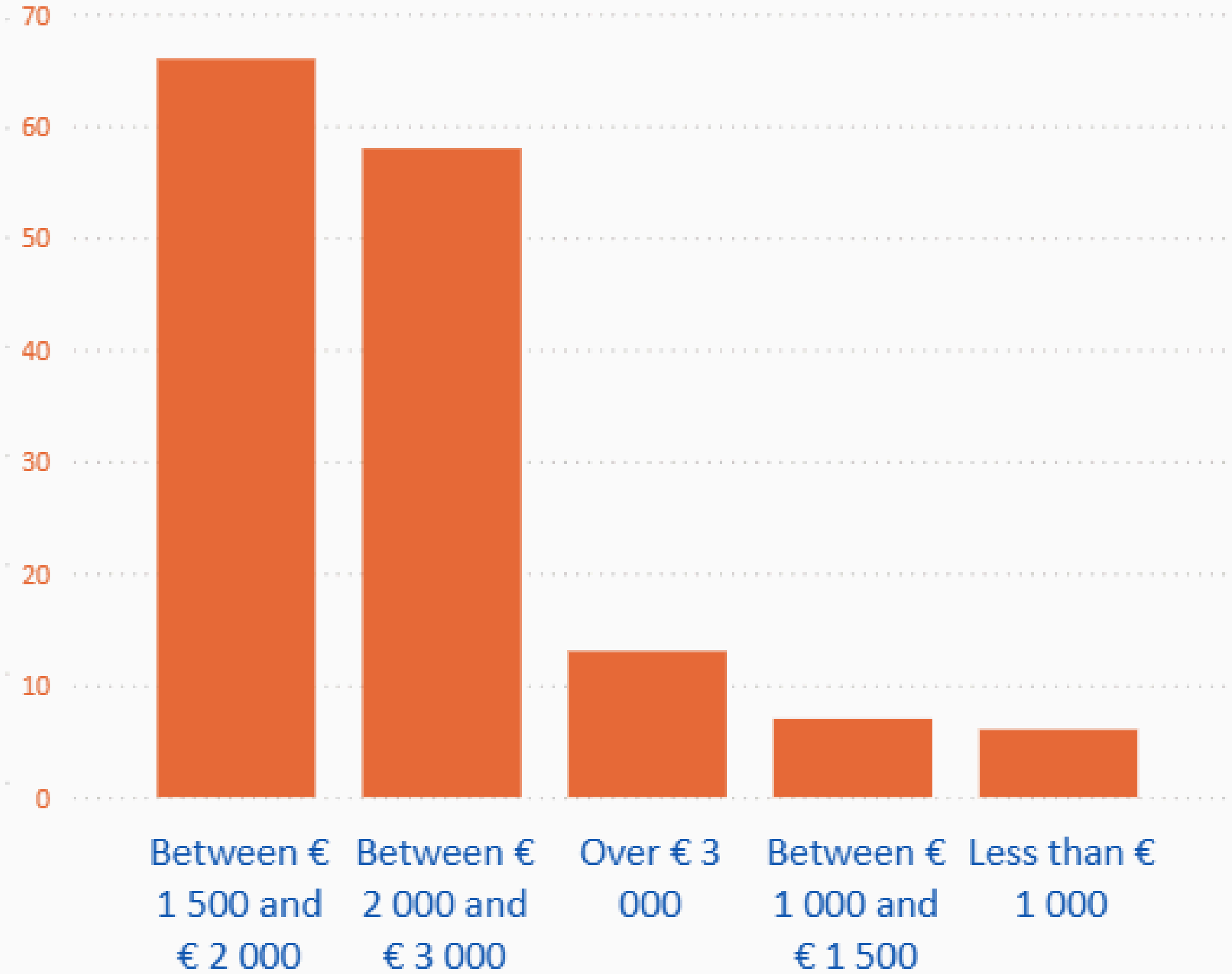
*Moreover, 57% of respondents had experienced burnout at least once, while 69% regularly suffer from physical ailments due to work-related stress, repetitive tasks and poor ergonomics.*

## 7. Economic Reality

*How much money do you estimate you have invested in your training (schools, online courses, internships, etc.)?*



*What is the net amount of money you receive each month?*



*Financially, animation proved challenging. Almost half of my former colleagues earned between €1,500 and €2,000 per month, despite significant personal investment in their professional education.*

## 8. Recognition and Workplace Environment

*How would you rate the level of recognition and appreciation in your work?*

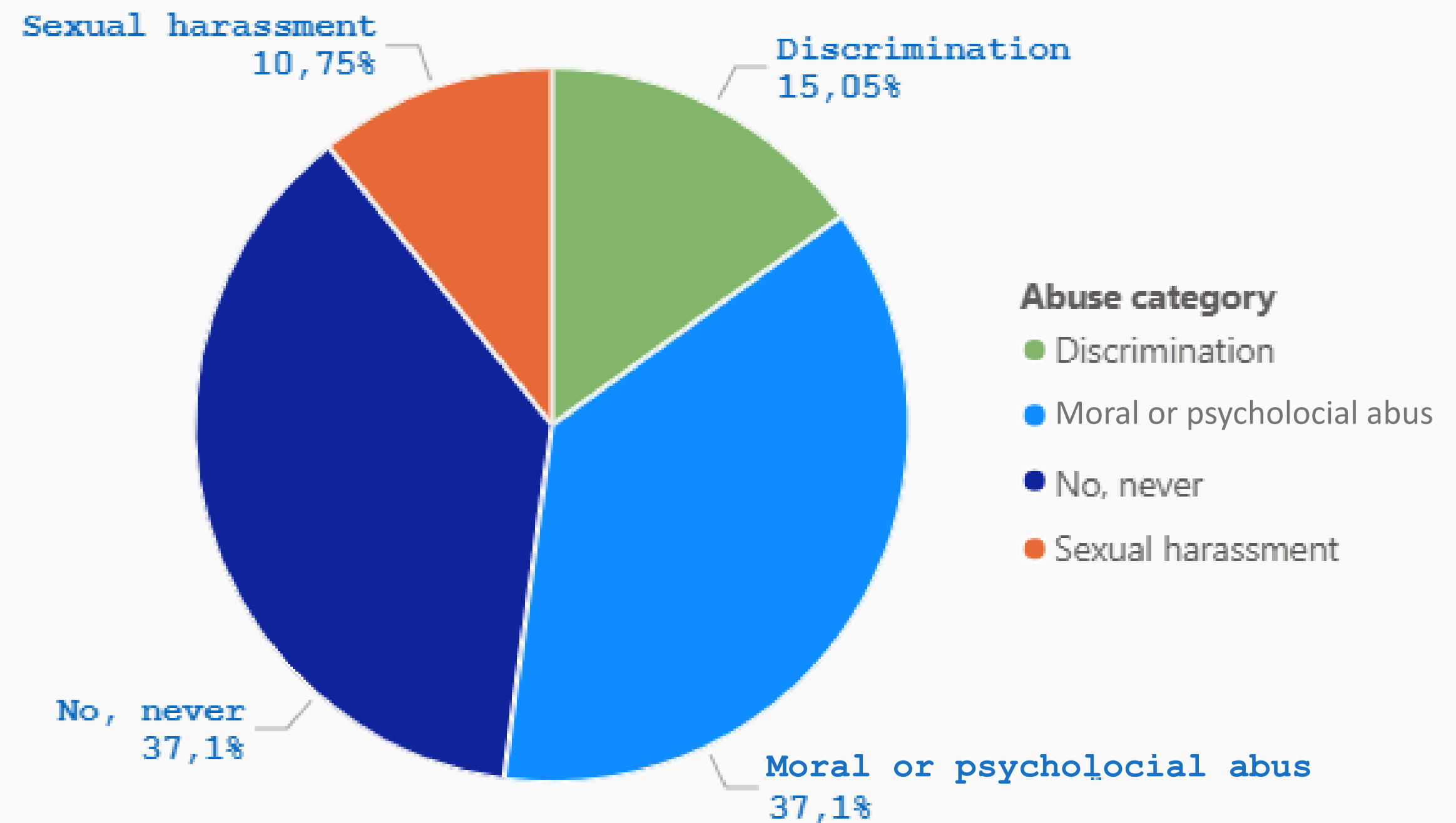
*I feel criticised or undervalued*

No	Yes
Rarely 72	Sometimes 31
Never 26	Often 19

*My employer rewards me, I feel appreciated*

Yes	No
Sometimes 56	Rarely 26
Often 52	Never 6

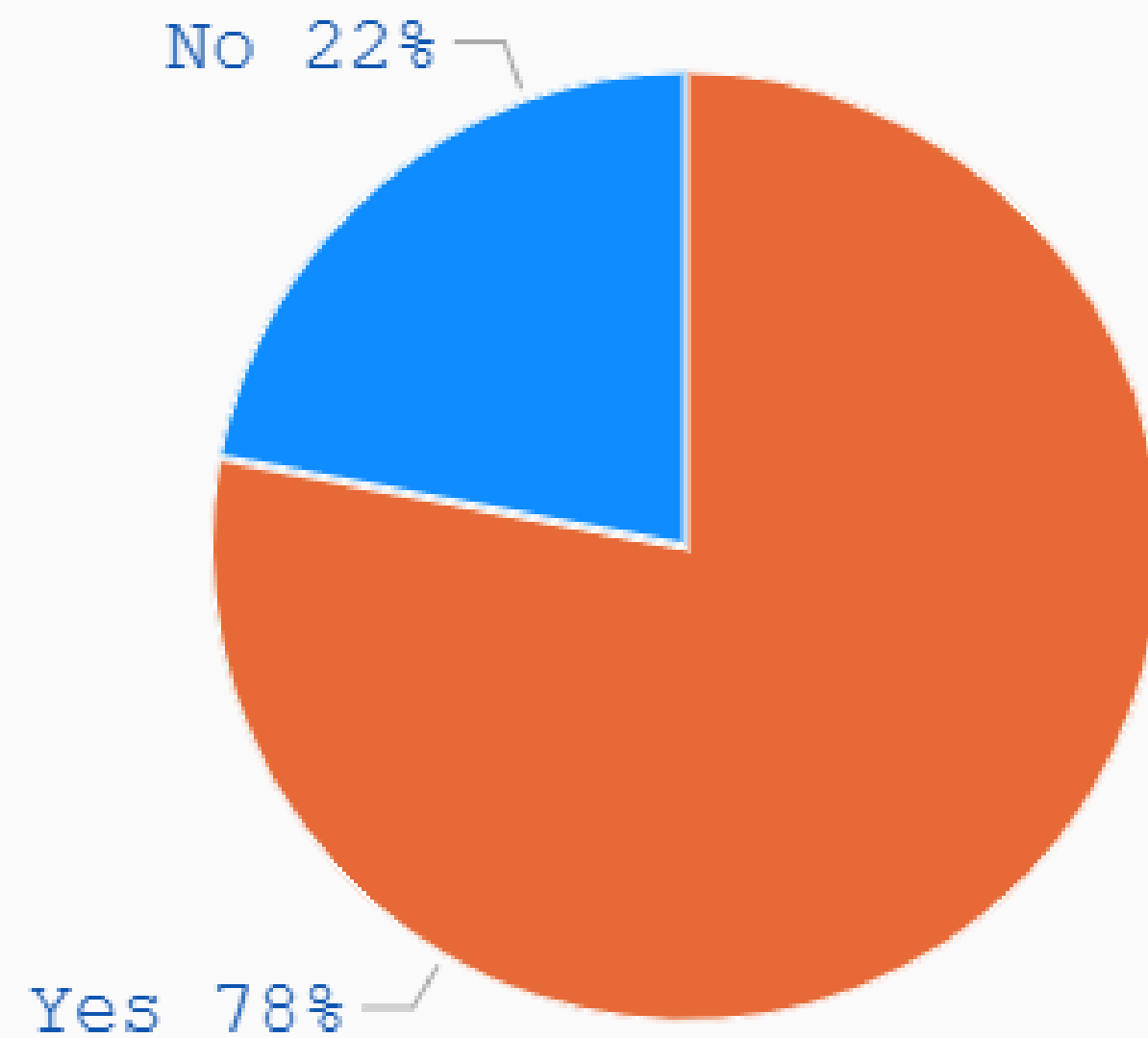
*Have you ever been a victim of or witnessed moral, psychological or sexual abuse at work?*



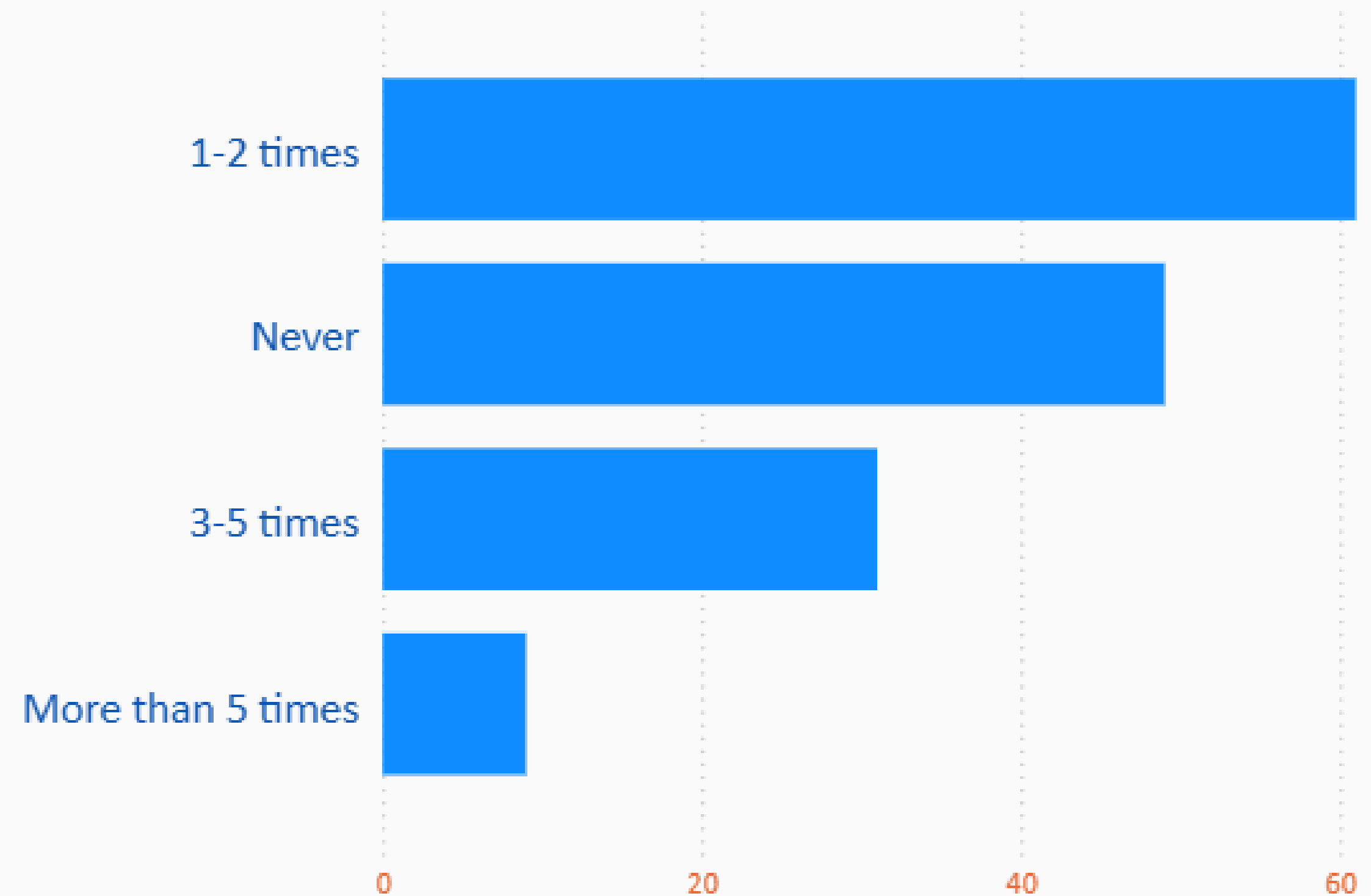
*Professional recognition emerged as a major issue. 21% rarely or never felt valued at work, while 63% reported experiencing or witnessing harassment or discrimination—a troubling insight into workplace culture.*

## 9. Professional Mobility and Stability

*Do you think your job prevents you from building a stable personal life?*



*How many times have you had to relocate to work in the animation industry?*



*The nature of animation jobs often requires frequent relocation, averaging two moves per career. This instability significantly affects personal life, with 78% believing their job compromises their ability to lead a stable life.*

## 10. Industry Health—The Animators' Perspective

When asked about the **overall health** of the animation industry,

**ONLY 1% RESPONDED POSITIVELY.**

*Are you considering leaving the animation industry?*

Yes		No
	I would like to, but it seems difficult 18	
Maybe in the next 5 years 46		
Yes, I often think about it 36	I have already retrained / I am currently retraining 11	Not at all 39



An overwhelming 87% described the industry as **unhealthy**, signaling deep-rooted problems that need immediate attention.

Image property: Superprod

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## 11. Why Business Intelligence?

Faced with these realities, I sought a career path where I could leverage my analytical strengths to address and **resolve business challenges.**

Business Intelligence offered me a clear path to use data-driven approaches **TO MAKE MEANINGFUL IMPROVEMENTS.**



Now, as a **BI Analyst**,

*I can translate complex issues into actionable insights, using tools like Power BI, Tableau, Looker Studio, SQL, and Python to facilitate **informed decision-making**.*

*I'm completing my Business Intelligence Analyst training by August 2025 and look forward to starting this new career chapter from September onwards.*

*I'm excited to contribute my analytical expertise to your team.*

