

# Is a Career in Computer Graphics Possible? Part 2: Dedication and Expectation

## Panelists

Jenny Fulle  
Sony Pictures Imageworks

Kevin Koch  
The Animation Guild  
IATSE Local 839

Henry LaBounta  
Electronic Arts

Is our work environment becoming as ephemeral as our work?  
Companies are demanding more of our time, making permanent crunch time a possible future. Can companies stay profitable while avoiding massive overtime, or are class-action lawsuits by employees going to proliferate?

Or is that impossible? Should we just learn to live with serious stress and eventual burnout?

How have employers and employees who have been in this business for many years survived?

What can all of us (companies, employers, researchers, developers, artists, students) do to make sure that sane and stable jobs exist for us in computer graphics?