

How to Make Money & Pursue Your Creative Vision

A Brief Resource List

Below you'll find a brief list of books and resources that will be useful when finding your own footing in the creative industry. Read broadly. Get into weird things. Experiment with ideas that fascinate you, and don't let me tell you what to do. See you out there soon.

Books

- *So Good They Can't Ignore You* by Cal Newport
- *Range: Why Generalists Triumph in a Specialized World* by David Epstein
- *Daily Rituals: How Artists Work* by Mason Currey

Scheduling

- *The Time-Block Planner: A Daily Method for Deep Work in a Distracted World* by Cal Newport
- [Notion.so](https://www.notion.so)

Animation

- [Holdframe](#) (\$) – a series of workshops with project files by highly sought after designers and animators in the industry. Highly recommended.
- [School of Motion](#) (\$\$\$) – full courses teaching you various workflows and techniques currently used in the animation/motion design industry today.
- [Motionographer Job Board](#) – this is a great place to find your first jobs or freelance gigs. Whatever you do, don't sell your services for cheap on places like Fiverr.

Some Other Interesting Stuff

- [Quill](#) – 2D animation in VR. Amazing. Intuitive. Slightly nauseating.
- [Gravity Sketch](#) – creating 3D models in VR is so dope. It'll definitely be part of animation's future workflows.
- [Bad Animals](#) – this is my blog. There are essays, case studies and Q&As on there. I also have a mentorship program, most suited for those looking to freelance.