

DIGITAL CREATIVE CONTENT - ANIMATION

CG MODELLER

Job Description

- CG Modellers create 3D models from designs, concept drawings and references. They need to produce an accurate translation of the reference, staying 'in style' and meeting the production's creative and technical requirements.
- Key Responsibilities:
 - Create and manage digital assets
 - Interpret concept art and sketches to create CG characters, environment and props
 - Follow design guidelines
 - Ensure accurate asset naming conventions
 - Prototype and iterate on models and characters based on feedback from team members
 - Work with artists, animators and programmers to ensure projects are executed within timeline
 - Keep abreast with latest developments in 3D design, capture and modelling tools and technologies

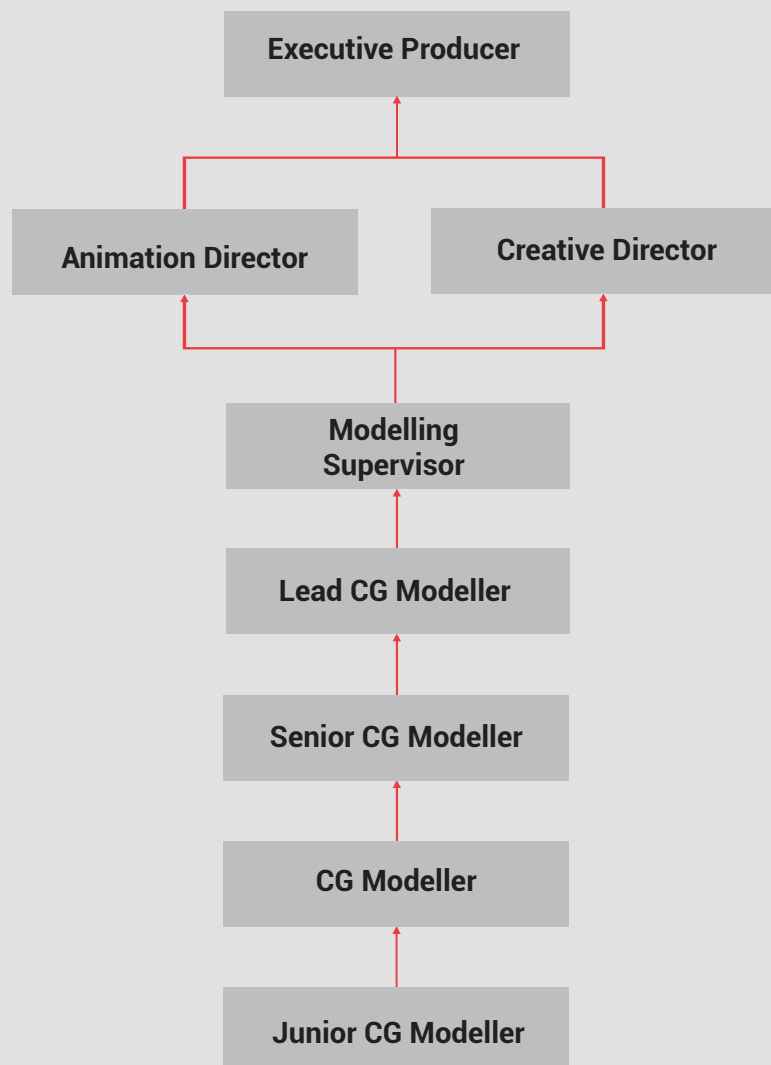
Competencies

- Ability to create moderate to complex and organic models, characters, props and environments
- Good understanding of modelling with either Polygons or NURBS
- Artistic talent and technical skills
- A good eye for detail
- Networking skills and commitment to projects through previous work experience
- Multitasking - the flexibility to switch between several projects at once.
- Topology knowledge
- 3D Modelling
- Texturing
- Sculpting
- Model Optimisation
- Image Editing
- UV mapping

Common Certifications*

- Blender Foundation Certified Trainer
- 3ds Max Certified User Autodesk
- 3ds Max Certified Professional Autodesk
- Maya Certified User Autodesk
- Maya Certified Professional Autodesk

Career Pathway



Essential / Core Skills

- Modelling Software (eg. Blender, 3ds Max, Maya, 3D Coat, Cinema 4D)
- 2D Software (eg. Photoshop & Illustrator)
- Compositing Visuals
- Texturing
- Sculpting
- Model Optimisation
- Image Editing

Commonly Used Tools / New Technologies

- Autodesk Maya3D Studio Max
- Autodesk 3D Studio Max
- Blender
- Zbrush
- Mudbox
- Substance Designer
- Unreal Engine
- After Effects
- Adobe Photoshop
- Substance Painter
- Marvellous Designer
- Python
- Shader Development

Soft Skills

- Agile Problem-Solving
- Business acumen
- Creative
- Critical thinking
- Strong Communication
- Team building
- Anatomy & Articulation Knowledge
- Resourcefulness
- Storytelling Skills
- Teamwork/Working with others

*This list is not exhaustive and serves only as a guide

2D/3D ANIMATOR

Job Description

- An Animator should understand and have a keen sense of performance theatrics, emotion and timing and is responsible for delivering animation assets for production.
- Key Responsibilities:
 - Read scripts and storylines to understand animation requirements
 - Create drawings and illustrations manually or digitally
 - Ensure continuity and flow between shots and sequences
 - Ensure synchronisation of animation and audio
 - Ensure all animated shots are production ready
 - Direct/manage work of animation assistants
 - Collaborate with Animation Lead/Supervisor and Head of Production to execute the vision of the Director and Creative Director

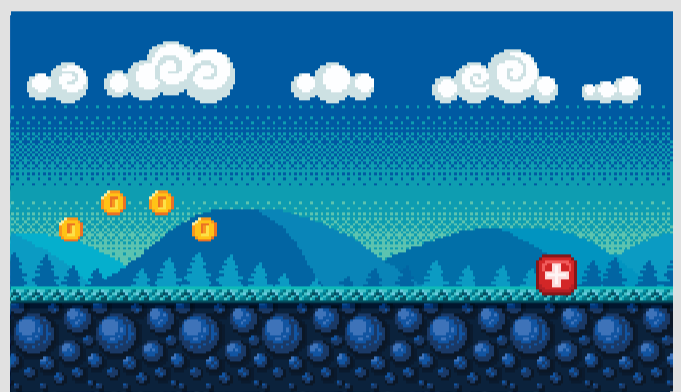
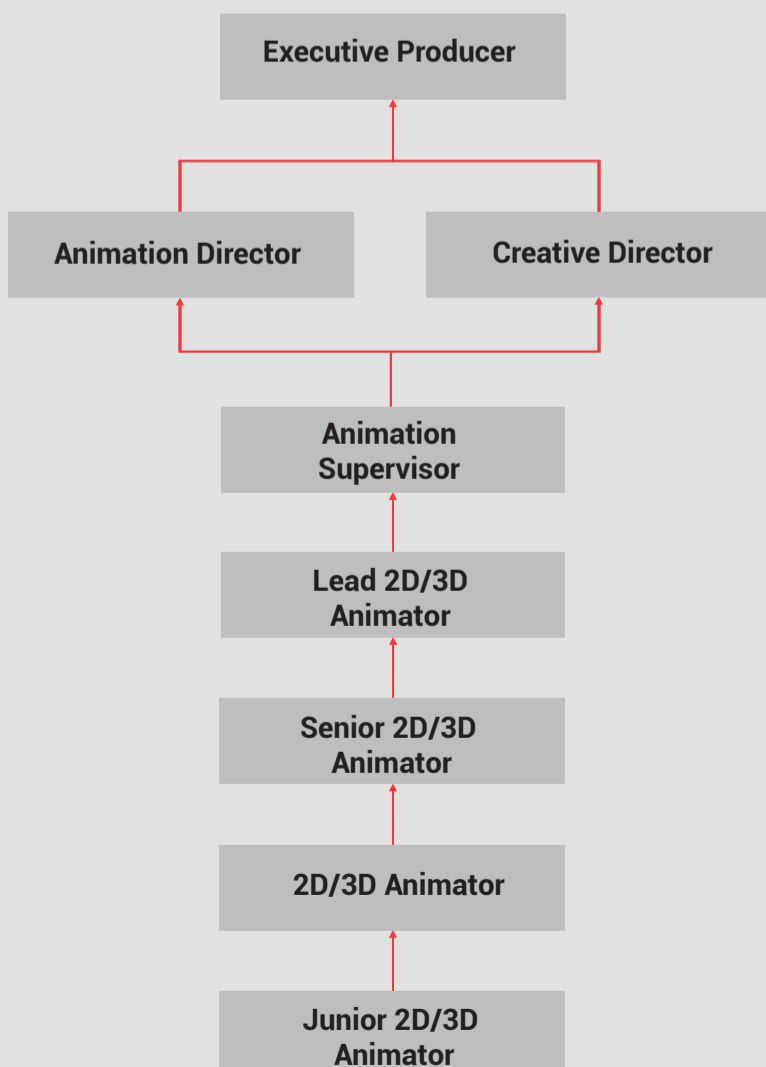
Competencies

- Artistic talent and technical skills
- A good eye for detail
- Ability to work with others and to take direction
- Networking skills and commitment to projects through previous work experience
- Multitasking - the flexibility to switch between several projects at once
- Articulation Knowledge
- Principles of 2D/3D animation
- Compositing Visuals
- Concept Creation

Common Certifications*

- Toon Boom Certification
- Blender Foundation Certified Trainer
- 3ds Max Certified User Autodesk
- 3ds Max Certified Professional Autodesk
- Maya Certified User Autodesk
- Maya Certified Professional Autodesk

Career Pathway



Essential / Core Skills

- 3D Animation
- 2D Software (eg. Photoshop & Illustrator)
- Compositing Visuals
- Concept Creation

Commonly Used Tools / New Technologies

- Unity
- Unreal
- Maya
- Python
- Blender
- Nuke
- Toon Boom
- Adobe Photoshop
- Adobe Illustrator
- Adobe After Effect
- Adobe Audition
- Adobe Premiere

Soft Skills

- Agile Problem-Solving
- Business Acumen
- Creative
- Critical & Analytical Skills
- Strong Communication
- Team building
- Acting
- Time Management
- Storytelling skills

*This list is not exhaustive and serves only as a guide

COMPOSITOR

Job Description

- The compositor's role is to combine all elements into the final image, ensuring style and continuity is maintained. To achieve this they enhance the lighting, match colour levels, add grain and motion blur where required, create convincing shadows, keying and rotoscoping. Compositors need a thorough understanding of the CG process combined with relevant artistic skills.
- Key Responsibilities:
 - Integrate 2D and 3D elements as well as shot elements to generate images that correspond to the required standards
 - Maintain the overall look for assigned shots and sequences to create uniformity
 - Work on shots/sequences assigned within a given timeline
 - Complete compositing of shots including lighting
 - Maintain good communication with the production team
 - Keep up to date with technological developments within their field

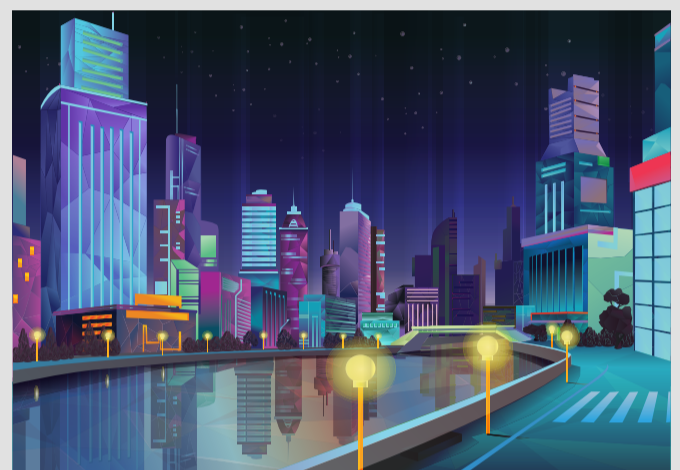
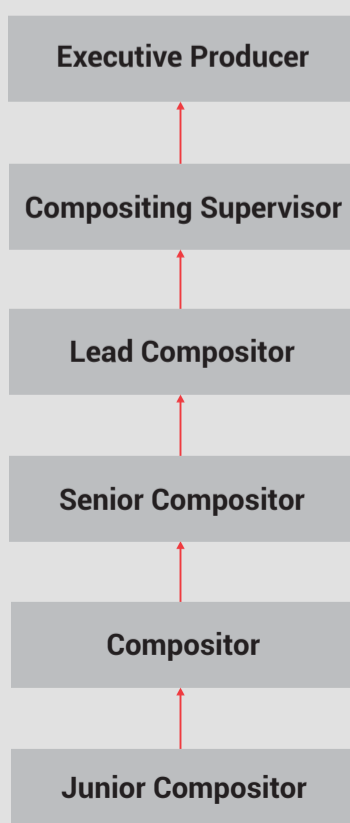
Competencies

- Demonstrable artistic skills including a strong sense of composition and perspective
- Good understanding of light, shadow and colour
- Ability to understanding colours and a good understanding of editing
- Good understanding of anatomy, scale, form, weight and volume
- Good understanding of the principles of cinematography, animation and photography
- 3D rendering knowledge
- Understanding composition
- Eye for detail
- Good knowledge of keying process
- Good working knowledge of palettes and CLUTs (Colour Look Up Tables)
- Ability to follow design reference accurately and work in a range of styles
- 3D Visualisation
- Visual style and Design
- Layer Knowledge
- Cinematography
- Compositing
- Rotoscoping

Common Certifications*

- Nuke Certified Artist
- Houdini Certified Partners Program
- Adobe Premier Pro CC 2015

Career Pathway



Essential / Core Skills

- Modelling Software (eg. Blender, 3ds Max, Maya, 3D Coat, Cinema 4D)
- 2D Software (eg. Photoshop & Illustrator)
- Rotoscoping
- Compositing Visuals
- Concept Creation
- 3D rendering knowledge
- 3D Visualisation

Commonly Used Tools / New Technologies

- Nuke
- Fusion
- Adobe After Effects
- Adobe Premiere Pro
- Silhouette FX
- Houdini
- Harmony
- Maya
- Scripting (Python)
- Substance Painter

Soft Skills

- An understanding prod pipeline
- Understanding timing
- Agile Problem-Solving
- Business acumen
- Creativity
- Critical & Analytical Skills
- Strong Communication
- Team building
- Time management

*This list is not exhaustive and serves only as a guide

2D / 3D RIGGING ARTIST

Job Description

- 2D/3D Rigging Artist is responsible for manipulating the geometry of characters in their interaction with environments through a thorough understanding of physics and anatomy. They are responsible for using computer programs to form skeletons by creating a series of bones that deform and animate specific parts of a character.
- Key Responsibilities:
 - Create rigs for different types of objects, characters and props
 - Design and set up character dynamics (eg. hair, cloth, etc)
 - Work closely with Modellers and Animators to develop rigs that will allow the full range of motion and acting
 - Fixing/improving existing rigs by troubleshooting animation issues
 - Develop new tools/techniques to solve character production challenges

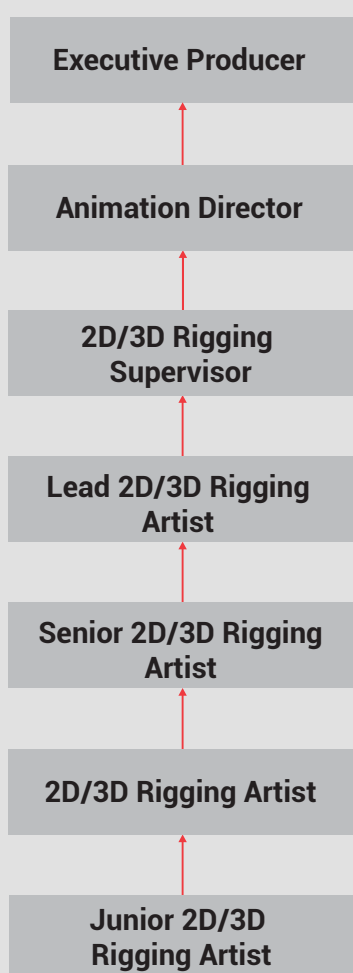
Competencies

- Artistic talent and technical skills
- A good eye for detail
- Networking skills and commitment to projects through previous work experience
- Multitasking - the flexibility to switch between several projects at once.
- Good understanding of modelling with either Polygons or NURBS
- Good understanding of UV mapping
- Good understanding of anatomy and articulation
- Good understanding of deformation
- Good understanding of pipeline
- Rigging
- Sculpture

Common Certifications*

- Blender Foundation Certified Trainer
- 3ds Max Certified Professional Autodesk
- Maya Certified Professional Autodesk

Career Pathway



Essential / Core Skills

- Modelling Software (eg. Blender, 3ds Max, Maya, 3D Coat, Cinema 4D)
- Colour Grading
- Compositing Visuals
- Concept Creation
- Digital Lighting
- Rigging for Animation
- Surfacing and Texturing

Commonly Used Tools / New Technologies

- Autodesk Maya3D Studio Max
- Autodesk 3D Studio Max
- Blender
- Harmony
- Toon Boom
- Python
- Unity
- Unreal

Soft Skills

- Agile Problem-Solving
- Business acumen
- Creative
- Critical thinking
- Strong Communication
- Team building
- Resourcefulness
- Storytelling Skills
- Teamwork/Working with others

*This list is not exhaustive and serves only as a guide

LIGHTING / RENDER ARTIST

Job Description

- The Lighting/Render Artist is responsible for lighting set-up in a shot and rendering layers for a CGI film.
- She/He interprets the artwork and creates a 3D representation that reflects the original intent of the designer/illustrator and director while respecting the technical requirements of the project.
- Key Responsibilities:
 - Applying all lighting effects to a scene
 - Design and implement lighting of characters and environments that meets the given art direction
 - Support the development of character textures and shading specifications for lighting and rendering optimisation
 - Ensure lighting blend seamlessly in a scene, as though it exist in the same environment with the other elements
 - Upon approval, renders all images and pass the sequence for final compositing

Competencies

- Understanding of a product pipeline
- Knowledge of 3 point lighting
- Understanding mood and colours
- Basic render passes
- Basic composition
- Understanding timing
- Understanding composition
- Good eye for detail
- 3D rendering knowledge
- Lighting
- Compositing
- Visual Effects

Common Certifications*

- Blender Foundation Certified Trainer
- 3ds Max Certified Professional Autodesk
- Maya Certified Professional Autodesk

Career Pathway



Essential / Core Skills

- Modelling Software (eg. Blender, 3ds Max, Maya, 3D Coat, Cinema 4D)
- Colour Grading
- Compositing Visuals
- Concept Creation
- Digital Lighting
- Ringing for Animation
- Surfacing and Texturing

Commonly Used Tools / New Technologies

- Autodesk Maya 3D Studio Max
- Autodesk 3D Studio Max
- Blender
- V-Ray
- Arnold
- Redshift
- Renderman
- Python
- Nuke
- Fusion
- Adobe After Effects

Soft Skills

- Business acumen
- Creativity
- Critical & Analytical Skills
- Agile Problem-Solving
- Proactive
- Strong Communication
- Teamwork
- Time management

*This list is not exhaustive and serves only as a guide