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| **Skill List** | **Possible Character Classes** |
| **Asset Creation**  Concept Art Creation *(Char)(Env)*  Orthographic Drafting *(Char)(Env)*  Low Poly Modelling *(Char)(Env)*  High Poly Modelling *(Char)(Env)*  Organic Modelling *(Char)(Env)*  Hard Surface Modelling *(Char)(Env)*  Digital Sculpting *(Char)*  Character Rigging *(Char) (Tech)*  Skin Weighting *(Char) (Tech)*  UV Mapping *(Char)(Env) (Tech)*  Texture Painting *(Char)(Env)*  **Animation**  Dramatic Animation *(Anim)*  Games Animation *(Anim)*  Storyboarding *(Anim)*  **Other 3D Related Skills:**  Shader Editing *(Char)(Env)(Tech)*  MEL Scripting *(Tech)*  Render Optimization *(Char)(Env)(Tech)*  Environment Lighting *(Env)*  Vehicle Rigging *(Tech)*  **Project Management**  Scheduling (All)(Lead)  Client Briefing (Lead)  Project Planning (Lead)  Project Forecasting (Lead)  Team Building (Lead)  Task Tracking (All)(Lead)  Troubleshooting (All)(Lead)  Negotiation (All)(Lead)  **Complementary Skills**  Matte Painting  Compositing  Graphic Design  Illustration  Figure Drawing  Painting  Perspective Drawing  Architectural Drafting  Sculpting  Photography  Colour Theory  Cinematography | **Character Artist:**  The Junior Character Artist will be responsible for creating aesthetically pleasing characters and creatures through their expert knowledge of shape and form, proportions, colour and design principles. |
| **Environment Artist**  An environment artist is a specialized artist that focuses on the construction of world assets for a game or film. An environment artist may build anything from structures to terrain, or even environmental props |
| **Level Designer**  Level designers try to create levels that build upon the skills that the gamer has developed while still offering enough difference to give the gamer variety and complexity. It must fit in with the mood and thematic elements of the game. The level designer must carefully plan how the player will interact with the environment created by the level designer |
| **Animator**  Animators in the games industry are responsible for the portrayal of movement and behaviour. Most often this is applied to give life to game characters and creatures, but sometimes animations are also applied to other elements such as objects, scenery, vegetation and environmental effects.. |
| **Technical Artist**  The Technical Artist acts as a bridge between the artists and programmers working on a game. They ensure art assets can be easily integrated into a game without sacrificing either the overall artistic vision or exceeding the technical limits of the chosen platform. |
| **Lead Artist**  The Lead Artist is responsible for developing and driving an original and innovative art style for the game. Ensure that all assets created by the art team conform to the style and technical guidelines of the title. Participate in and run meetings, reviews, and planning as part of effective communication. |