While an art director is not a necessary position on the art team it can be a useful one depending on the project. With their sole objective to communicate the artistic vision to the art team they act as a filter that ensures the art team's style matches their vision and that all deliverables match this style. They work closely with the lead artist who does more of a hands-on work with the team, ensuring that the quality is up to par and relaying information to the art director. The difference being that a team needs a lead artist as they are the manager of the art team, and will assume the role of an art director alongside being a lead artist if an art director is not present. Additionally in some respect the art director can be seen as a specialized arm of the project manager, as the project manager may not always speak with the team but instead speak to the team lead who relays information to the team. This overlapping dynamic between roles allows for one person to fill in a position if another person is absent or otherwise nonexistent.

While every role on the art team is an important one, I feel that the lead artist is the greatest asset with years of experience and a general knowledge of each art field that they manage. This allows the lead artist to be a multitool that can fill any role with decent proficiency. Granted in a large team they may not have the time to fill this role adequately while doing their own job but it can allow them to aid and assist their team in a more robust manner, or fill in for someone who is absent as necessary. As compared to each of the other roles that the lead artists manage. Most of the skills in each of these roles are specific to said role - technical artist is more technical on the engine side of art, while a concept artist is drawing sketches in an art program. Some of the roles could easily swap between one another but not all of them. In this reasoning the lead artist is important for having the knowledge of all the tools being used and working as a bridge between each minor role, communicating for each person where there is a lack of understanding.

As a member of the art team I fill more of the role of a technical artist. My main disciplines are in programming so having knowledge of the game engine helps in my understanding and preparation of art assist into usable game assets. I am able to import art assets and generally decipher issues with the import may be improperly exported models, misplaced textures, or general poor quality. With these assets I have been able to create a semi-dynamic model that adapts to its surroundings - such as holding various tools properly in animation, and establishing said animations to play at the correct moment. I have used a selection of sprite assets to create particle systems to add more believability to the art assets while occasionally assisting with level design when new assets are imported into the project. While I am still newer to the aspects of art and design in game development I have acquired a decent repertoire of skills that has allowed me to fulfill a general range of tasks spread across the art team while focusing more on the technical aspects of the project.