

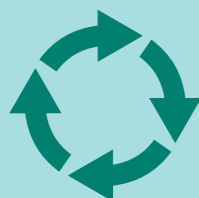
**Bournemouth University**

# Careers in Animation & VFX

The BA (Hons) Computer Animation & Visual Effects course includes three pathways, allowing you to specialise in an area that suits your career ambitions.

- Art & Design Pathway ●
- Technical Arts Pathway ●
- Visual Effects Pathway ●

Careers in Animation & VFX



**Production Management**

## Runner

Works as a general assistant carrying out tasks as directed by members of the production team.



## Data Input/Output Technician

Tasked with organising computer files and managing its storage throughout a VFX production.



## VFX Editor

Is the connecting channel between the production team amongst the live action and the VFX team at a studio, overseeing all the visual effects.



## Production Co-ordinator

Supports the Production Manager and all the production departments, coordinating various elements to ensure the process runs smoothly.



## Production Manager

Oversees the entire production, running the day-to-day management of the team, processes, and procedures.



## Director

Oversees the entire animation, briefing teams, working with actors and reviewing the process at each stage to ensure the required standards are met and delivered on time.



## Producer

Producers have overall responsibility, managing the Director, the project schedule and all the other departments. They push the creative boundaries and ensure the quality of a project.



**Pre-Production**

## Modeller

Using artistic skills they produce models, either computer-generated or using materials, for example plasticine to build figurines ready to be animated.



## Storyboard Artist

Assist the Head of Story and senior artists to create visuals for each scene of the animation's narrative.



## Previsualisation Artist

Using the storyboard they create digital content to help plan out what the production will look like before it's created.



## Concept Artist

Sketches the first illustrations for a production to conceptualise the look, providing a reference point for use throughout the pipeline.



## Art Director

Decides how the key elements of each scene will look including the characters, props, and digital scenery.



## Background Designer

Using the visuals from the storyboard the background designer creates detailed backdrops for each scene.



## Character Designer

Configures the style of every character in a project, referring to the narrative and creative annotations from the Director.



## Head of Story

Brings together all the elements from pre-production to provide a visual representation of the narrative.



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**Computer-generated (CG) department**

## Matchmove Artist

Will match computer-generated scenes with shots from live-action footage so the two can be convincingly combined.



## Layout Artists

Working in collaboration with other VFX Artists their work establishes the conditions of the cameras and style of the animated run of scenes.



## Environment Artists

Builds the computer-generated places for the actors to act within, this could be anything from galaxies to terrains.



## Texture Artist

Tasked with making surfaces (anything from window reflections to animal scales) look realistic.



## Modelling Artist

Working with software programmes they create the assets in a production from characters and vehicles to furniture and trees. They may specialise in 3D or 2D assets.



## Animator

There are different types of Animators who make a believable world through the blend of realism and artistry.



## Technical Animator

They are the connection between Programmers and Animators, resolving technical problems that arise, they ensure remarkable animation happens.



## Lighting Artist

Brings a computer-generated (CG) scene to life through the adjustment of factors such as lighting and colour to build realistic atmospheres.



## Look Development Artist

Responsible for the realism of computer-generated objects or creatures, if an artist draws a monster a Look Dev will consider emotional expression etc.



## Computer Graphics Supervisor

Deciding the order of what needs to be done, they design the VFX pipeline supervising all CG imagery that the artists make.



**Technical**

## Assistant Technical Director

They design solutions and use coding skills to help identify and fix problems ensuring everyone in the pipeline has the tools they need.



## Software Developer

Software Developers design and adapt technical systems to complete a VFX project.



## Creature Technical Director

They develop and program digital tools enabling artists to create believable features on their creatures.



## Rigging Technical Director

Construct the digital skeletons of computer-generated characters and models, they ensure that their movements are realistic.



## Effects Technical Director

Create effects for VFX Artists to use in their sequences by writing programming language - everything from fires to waterfalls.



## Pipeline Technical Director

Has a wealth of knowledge regarding the VFX production pipeline, ensuring the seamlessness of an operation - diagnosing problems and establishing resolutions.



## Technical Artist

Support the art team with solving technical problems with the development of tools, ensuring the efficiency of the artwork of the game in play.



## VFX Artist

Using digital art software alongside skills in art, maths, and physics to create realistic effects.



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Production

**Data Capture Technician**

Based on set they collect information about the live-action footage that the VFX team needs.



**VFX Supervisor**

Responsible for the whole VFX project, they manage the pipeline, including all the artists and digital elements produced for a project.



Compositing

**Junior Artist**

This role could be in either pre- or post-production, they could be a Junior Layout Artist, Junior Lighting Artist or Junior Modeller.



**Junior Compositor**

Takes on tasks to support the Compositor, helping also with rendering and the quality of images.



**Junior Animator**

Working in 2D or 3D a Junior Animator will help create animations by completing various tasks.



**Prep Artist**

Working closely with the compositing team Prep Artists use various paint techniques to prepare 'plates' to be layered on by Compositors.



**Roto Artist Compositor**

Will work on areas of live-action frames where computer-generated images will enmesh.



**Compositor**

Putting different digital elements into realistic depictions, ensuring the overall look of the animation/VFX meets the Director's vision.



**FX Technical Director**

Using laws of physics, they create digital effects for artists to use in the flow of animation, anything from fire to water.



**Layout Artists**

Working in collaboration with VFX Supervisors they establish depth and perspective; in 2D this can be drawing backdrops and in a 3D space they would use digital software.



**Animation Technical Director**

Helping Animators do the best job possible they program digital tools to help artists.



**Compositing Supervisor**

Managing the compositors and checking for quality in their work, ensuring continuity of colour between shots.



Post-production

**Edit Assistant**

Support the Editor to stitch the animation sequence together, logging materials sent to the editorial department and completing other tasks to support the Editor.



**Editor**

Constructing the narrative sequence, they plan the different scenes and shots, and once production is complete they arrange the footage into a rough cut.



Quality Assurance

**QA Tester**

QA Testers assess specific aspects of a game writing detailed reports of each bug found and then re-test once the development team has resolved the issues.



**Build Engineer**

Responsible for testing code and ensuring the continuous stability of a game, they have in-depth knowledge of build systems.



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Design

**Level Designer**

Using systems and mechanics composed by Gameplay Designers they create the problems players solve in each 'level'.



**UX Designer**

They are responsible for making the game enjoyable and easy for players planning what the game communicates back based on their play actions.



**UI Designer**

They design the screens through which a player moves, creating visual elements player interactivity as well as the Heads Up Display (HUD).



**Gameplay Designer**

Responsible for bringing ideas, constructing prototypes, creating interactive narration and developing the game's mechanics. They are liable for how the game evolves and plays.



**Lead Designer**

Responsible for driving a game's vision from concept to functionality, they lead a team of designers to construct game characters, story, interfaces, and rules.



Programming

**Generalist Programmer**

Working with QA testers they identify and repair weaknesses in the system finding efficient ways to code a game.



**Artificial Intelligence Programmer**

The non-playable characters (NPCs) need to convey realism, AI Programmers write the code that determines how characters act.



**Engine Programmer**

Creates functionality, rewrites systems, and fixes technical glitches, they develop the game engine.



**Gameplay Programmer**

They develop and write the software and code to bring a game to life, conducting the rules that command gameplay.



**Physics Programmer**

They write the code based on the laws of physics to make realistic events, it's a fine balance between physics, programming, and gameplay.



**Tools Engineer**

They provide and maintain the best software programmes to make games design, art, and programming easier.



**VR/AR Programmer**

Research and development are key in this role to write code creating immersive, virtual, and augmented worlds.



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