

Careers in Animation and VFX

Our BA (Hons) Computer Animation & Visual Effects course can open the door to a variety of exciting careers. Here are just a few examples of the roles you could pursue.



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.



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 look realistic (anything from window reflections to animal scales).

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 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 computer-generated 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.



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-testing 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.



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

UI designers focus on the user's visual experience creating the visual elements through which a player moves and interacts with, including the Heads Ups 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.