

Production  
Management

### Data input/Output Technician

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

### Community Manager

Attending events, constructing newsworthy articles and handling digital social content - Community Managers look after a developing game community.

### Production Co-ordinator

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

### Production Manager

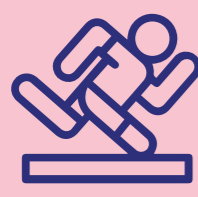
Oversees the entire production, running the day-to-day management of the team, processes and procedures.

### Publisher

Publishers provide funding to game developers, confirming contracts with the game development companies to ensure the full brief is met - this role works closely with the Producer.

### 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.

### Concept Artist

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

### Character Designer

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

### Art Director

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

### Head of Story

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



Computer-  
Generated  
(CG) Department

### Environment Artists

Build computer-generated environments for the actors to perform within, this could be anything from galaxies to terrains.

### 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.

### 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.

### Lighting Artist

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

### Texture Artist

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

### 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 programme digital tools enabling artists to create believable features on their creatures.

### Effects Technical Director

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

### Technical Artist

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

### Pipeline Technical Director

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

### VFX Artist

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



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 Composer

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

### Prep Artist

Working closely with the compositing team Prep Artists use various paint techniques to prepare 'plates' for layering by Compositors.

### Junior Animator

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

### 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.

### Rigger

Creates digital skeletons, defining the range of mobility, animators will use these as the basis for the character movement.

### Animation Technical Director

Helping Animators do the best work possible, they programme digital tools to help artists.



Audio

### Sound Designer

Creating all the sounds from scratch. A Sound Designer will be highly imaginative and innovative to recreate the natural sounds of a scene creating emotion for the players.

### Audio Programmer

Often with a background in audio engineering, an audio programmer makes it possible for effects such as car engines, footsteps, and dialogue to be generated through a player's actions creating an excellent gameplay experience.



Design

### Level Designer

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

### UX Designer

They are responsible for making the game enjoyable and easy for players planning how 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-Up Display (HUD).

### Gameplay Designer

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

### Gameplay Programmer

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



Quality Assurance

### QA Tester

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

