



"CDICAE - Collaboration to Design an Innovative Curriculum for Animation Education - 2017-1-TR01-KA203-046117 " project carried out by Republic of Turkey Ministry of EU Affairs, Education and Youth Programs Center Presidency and Erciyes University Faculty of Fine Arts, Visual Communication Design Department within the scope of the Collaboration for Innovation and Exchange of Good Practices within the framework of Strategic Partnerships for ERASMUS+ Program KA2 Higher Education Programs.



Graduate Profiles and Job Roles

(O2. An Academic Curriculum Design for
Higher Education Institutions)

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3.2. Graduate Profiles and Job Roles

3.2.1. Graduates Profiles

- a. Director
- b. Art (Art Director, Concept Artist)
- c. Model (3D Model and Texture Artist)
- d. Animator
- e. Rigger (Skeletonizing and Animation Controls and Equipping Artist)
- f. Game Artist

3.2.2. Brief Description of Job Roles

a. Director

The animation director is the person responsible for the quality of the animated film, the duration of the film, the meeting of the creative expectations and the requirements of the production, and its delivery on time and without exceeding the budget. As the deadline approaches in film production, it works directly with the production manager, visual effects chief, technical director, and the rest of the team to regulate the team's work distribution to ensure consistency, balance the tension between departments. In order to reduce errors and time losses in the production flow, rig communicates regularly with the model, art and animation teams and organizes regular meetings for the teams to exchange information with each other. Animation directing will be suitable for people who have the ability and willingness to deal with multiple tasks. Animation directors work in various businesses such as animation-movie-video game production studios, advertising agencies. Some of the directors also work on a project-free basis.

b. Art (Art Director, Concept Artist)

Art directors should be able to analyze a storyboard and define each element in all plans, to research and design in various cinematic styles for animation, to be able to develop a summary storyboard for the project result format, to be able to consult the storyboard development process, to animate development, to analyze and guide the development process, expected to use and combine tools from art fields. It is expected to be able to use image composition software, apply camera angles for pre-visualization, decide the most suitable tools and approaches for the given games, movies, etc. projects. Publishing houses, advertising agencies, animation studios, TV and film production in tasks such as deciding on visual styles, producing images, set designs for stop-motion scenes, criticizing other artists in the art department for photography, drawing, modeling, painting, etc. and coordinating the art department. has the opportunity to work in their studio.

c. Model (3D Model and Texture Artist)

Model artists create computer models for 3D characters, environments and objects based on concept art work. .They also paint 2-dimensional texture images to cover the surfaces of the models with colors and textures, and they set the coating coordinates, called UVW Mapping, to adjust which pixel of the image to be used as the texture will overlap with which part of the 3D geometry. For 3D models produced especially in the field of animation to fulfill its function, it is expected that it will have information about the skeletonization and animation controls, the Rig stage and the animation stage,

which are the next stages in the workflow. It is expected that he will have knowledge about concept art and drawing stages, which is the previous stage that he will refer to in model production.

They use programs such as 3DS Max, Maya, Zbrush, Mudbox, OculusMedium for modeling. In addition to these programs, they use painting and texturing software such as Mari, Polypaint, SubstancePainter for texturing. Apart from software specific to this area, Photoshop, CorelPhotopaint etc. photographic image processing and Adobe Illustrator, Corel Draw etc. they are expected to dominate vector drawing software.

The working areas of model artists are quite wide; Creates models and images for a wide range of target audiences such as television channels, movie studios, game development firms, graphic design and advertising agencies, architectural offices, product design firms, manufacturing firms, science and medical laboratories, forensic units. As a result of the diversity of their production, model artists need to work with interdisciplinary teams such as engineers, architects, health institutions, geologists, scientists.

d. Animator (Animation Artist)

Animators are artists who produce films from sequential images they create using materials such as drawings, puppets, computer models. These artists are responsible for creating multiple images called frames, which give an illusion of movement when combined and viewed sequentially. These images are hand-drawn, model, dummy, etc. It can be produced by digital or traditional methods. Animation artists should have as much artistic talent as they need to master computer techniques. It is expected that they will have competencies such as proper listening and reading (reading scenarios and stories to understand animation needs, understanding the given tasks precisely), preparing storyboard drawings that tell the story, and helping to coordinate production with rig artist and director. Be familiar with the use of a variety of materials, including clay, plaster, oil paint, watercolor and acrylic. The main trends of animators are methods such as Cel, Stop-motion, Cut-Out in traditional methods, while 2D and 3D computer production animation methods for digital methods. Regarding computer competencies, 2D software such as ToonBoomHarmony and AdobeAnimate, 3D software such as 3D Studio MAX and Maya, Virtual Reality-based new generation software such as ANIMVR, and video editing software such as AdobeAfterEffects, AdobePremiere must follow trends. Animators mostly work on a project basis, with workplaces such as animation-movie-video game production studios, cartoon series channels, advertising agencies. Although some animators work as freelancers, they continue their production in some of their homes and some in their studios. Also, thanks to the wide range of animations that cater to the needs of disciplines, engineers, architects, health institutions, geologists, scientists have the opportunity to work for different disciplines.

e. Rig Designer (Skeletonization and Animation Controls and Equipping Artist)

Equipping with skeletonization and animation controls (Rig) artists essentially perform the skin systems and skinning necessary to manipulate the body and facial geometries of the characters. They work in collaboration with concept artists and animators who take place before and after them in the workflow for the animation field. Therefore, they are expected to have a basic level of knowledge in these areas. Apart from characters, they work on systems such as visual effects. They are responsible for creating a series of bones that allow the character to be rejuvenated by deforming the parts in the anatomy for reinforcement, and associating this skeleton with the model geometry. They also design animation

controls and associate them with models so that animators can control these characters. They develop solutions by developing tools to solve animation problems of animators and to improve systems. Rig designers must have coding knowledge to produce solutions for non-standard situations. In addition to his knowledge of anatomy and physics, he should be an expert in software such as 3D StudioMax (CharacterStudio, CAT (CharacterAnimation Toolkit)) Maya, Motionbuilder, XSI. Equipping processes require creativity and patience, which requires very detailed work. It is recommended that people who want to specialize in this field should take this situation into consideration. Rig artists need to have a high understanding of computer graphics workflow and production methods, a strong management ability and artistic skills.

Rig designers have the opportunity to work in animation studios, game development firms, advertising agencies, television and film industries as rig designer or Technical director.

f. Game Artist

Game Artists create characters, environments, items, etc. props, textures, collision objects, and animations for the game worlds. Artists using 2D and 3D development platforms also work on the interaction experience of the game's objects, characters and environment with the player. Game art and animation artists allow them to create 3D art assets for multiple video game platforms that have mastered all levels of the game. Color theory, lighting, shading, anatomy, life drawing, perspective, stage staging, low polygon and high polygon modeling, 3D mesh topology, texturing, rigging, 3D video games are experienced in combining artistic principles used in the creation of art assets. Hand key character and propeller animations, motion capture and face animation.

By combining game art and animation, art and technology, it allows artists to create and visualize their passion for art using environments from 2D and 3D platforms, characters, textures, props and collision objects.