Graduate Profiles
vs Competencies Matrix

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

Competence Code	COMPETENCES		Film Director	Art (Art Director, Concept Designer)	Modeler	Animator	Rigger
				PROFILES			
C1	**Artistically coordinate the necessary actions to make a film**		x				
C2	**Propose original ideas for an animation film**		x	X			
C3	**Propose criteria and bring ideas to improve animation in all phases of the process**		x	*	*	*	*
C3.1		in the aspect of: Script/Scenario	x				
C3.2		Character Design	x	x			
C3.3		Background/Set Design	x	x		x	
C3.4		Storyboard	x	x		x	
C3.5		Sound	x			x	
C3.6		Cinematography	x	x			
C3.7		Animatic	x	x		x	
C3.8		Animation	x	x		x	
C3.9		Editing	x				
C3.10		Postproduction (Cleaning)	x				
C3.11		Postproduction (VFX)	x				
C3.12		Postproduction (Colour Grading)	x				
C4	**Write script/ scenario for animations**		x				
C5	**Visualize original ideas**		x	x	x	x	x
C6	**Develop characters according to a story**		x	x	x		x
C7	**Develop a storyboard to visualize a story**		x	x			
C8	**Visualize the space of the film**		x	x			
C9	**Animate following 12 principles of animation** [1]						
C39	**Animate characters according to their anatomic features following 12 principles of animation** [2]				x	x	
C42	**Animate a range of basic movement sequences** [3]					x	
C10	**Plan and draw the shot structures and angles to maximise dramatic effect**						
C11	**Communicating with team about animating character movement and expressions**		x			x	
C12	**Understand the entire animation production pipeline and his / her specific role in it** [1]		x	x	x	x	x
C57	**Maintain basic documentation and asset management** [2]		x	x	x	x	x
CGT1	**Collaborating with Art Supervisors / Leads / Senior Artists to troubleshoot technical and / or creative challenges**		x	x	x	x	x
CGT2	**Collaborate with design, animation, and visual effects departments to meet the highest visual quality and standards**		x	x	x	x	x
CGT3	**Work in a multi-disciplinary team environment and interact with various other stakeholders (e.g. artists, experts ...)**		x	x	x	x	x
CGT4	**Gives clearly formulated feedback to collaborators**		x	x	x	x	x
CGT5	**Approaches criticism and feedback within the professional environment constructively**		x	x	x	x	x
CGO1	**Communicate orally and in writing**		x	x	x	x	x
CGO2	**Use of English**		x	x	x	x	x

Left-margin labels: Director · COMMON SPECIFIC · COMMON GENERIC

Right-margin labels: TEAM COLLABORATION (GENERIC) COMPETENCES · OTHER GENERIC COMPETENCES

			COMPETENCES	Film Director	Art (Art Director, Concept Designer)	Modeler	Animator	Rigger	
C13		1	**Choose the most appropriate tool and approaches for visualizing a given project (for game, film, etc.)**		x				
C26		2	**Research and design for animation in various cinematic styles**	x	x		x	x	
C14			**Use and Combine tools from different art fields**						
C14.1			Drawing		x	x			
C14.2			Graphic Design		x	x			
C14.3			Photography		x				
C14.4			Sculpting		x	x			
C14.5			Different materials		x				
C14.6			Light		x				
C14.7			Colour		x				
C16		1	**Analyze a storyboard by identifying the elements of each plan (decor, character, mobility, ..)**	x	x		x		
C17		2	**Develop storyboards for an overview of a project's final form**	x	x				
C18		3	**Supervise storyboard development**						
C19		1	**Analyze an animatic**						
C20		2	**Develop an animatic**						
C21		3	**Supervise the creation of animatics**	x	x				
C25	Profile		**Use image composition software**		x				
	Profile		**Implement virtual camera angles for previsualisation purposes**		x				
CGT1			**Collaborating with Art Supervisors / Leads / Senior Artists to troubleshoot technical and / or creative challenges**	x	x	x	x	x	
CGT6			**Interpret artistic direction with ease**	x	x	x	x	x	
CGT5			**Approaches criticism and feedback within the professional environment constructively**	x	x	x	x	x	
CGT2			**Collaborate with design, animation, and visual effects departments to the meet the highest visual quality and standards**	x	x	x	x	x	
CGT3			**Work in a multi-disciplinary team environment and interact with various other stakeholders (e.g. artists, experts ...)**	x	x	x	x	x	
CGO1			**Communicate orally and in writing**	x	x	x	x	x	
CGO2			**Use of English**	x	x	x	x	x	

Row labels (left margin): Art (Art Director, Concept Artist); COMMON SPECIFIC; COMMON GENERIC

Right margin labels: ART TOOLBOX; TEAM COLLABORATION (GENERIC) COMPETENCES; OTHER GENERIC COMPETENCES

Modeler (Model and Texture Artist)

COMPETENCES

Code			Competence	Film Director	Art (Art Director, Concept Designer)	Modeler	Animator	Rigger	
C28	COMMON	1	**Analyze / Anatomy, form, proportions**		x	x	x	x	
C29	SPECIFI	2	**Develop / Anatomy, form, proportions and silhouette to create or adapt characters**			x			
C31	PROFILES		**Develop / sculpt and refine a neutral 3D model to fit the aesthetic needs of Character Designers**			x			DIGITAL TOOLBOX
C32			**Create both high resolution 3D sculpts and final low polygon game assets**		x	x			
C33			**Create textures that are stylized, hand painted and next-gen materials for use in game engine**		x	x			
C34			**Model and sculpt characters of any style - from realistic humans/creatures or robots to stylized characters, with or without concept art**			x			
C35			**Model 3D environments for animation scenes**			x			
C36			**Model 3D characters for animation**			x			
C37			**Create Efficient and clean UVW mapping, displacement map extraction and mesh re-topology**		x	x			
C38			**Create and optimise 3D models**			x			
CGT1	COMMON GENERIC		**Collaborating with Art Supervisors / Leads / Senior Artists to troubleshoot technical and / or creative challenges**	x	x	x	x	x	TEAM COLLABORATION (GENERIC) COMPETENCES
CGT6			**Interpret artistic direction with ease**	x	x	x	x	x	
CGT5			**Approaches criticism and feedback within the professional environment constructively**	x	x	x	x	x	
CGT2			**Collaborate with design, animation, and visual effects departments to the meet the highest visual quality and standards**	x	x	x	x	x	
CGT3			**Work in a multi-disciplinary team environment and interact with various other stakeholders (e.g. artists, experts ...)**	x	x	x	x	x	
CGO1			**Communicate orally and in writing**	x	x	x	x	x	OTHER GENERIC COMPETENCES
CGO2			**Use of English**	x	x	x	x	x	

Code	Category	Competence	Film Director	Art (Art Director, Concept Designer)	Modeler	Animator	Rigger	OTHER GENERIC COMPETENCES
		COMPETENCES						
C40	COMMON GENERIC PROFILE	Produce a simple "sound picture" for audiovisual product (animatic)				x		
C61		Creating original animation, using both traditional methods and computer programs				x		
C62		Managing continuity of character performance	x			x		
C64		Using Innovative technologies such as VR for animation production				x		
C65		Implement animation rig for skeleton and animation controls				x	x	
C66		Create CGI 3D Animations (humanoids, creatures, vehicles, assets)				x		
C43		Create Sequence animation clips on a timeline				x		
CGT6	COMMON GENERIC	Interpret artistic direction with ease	x	x	x	x	x	
CGT5		Approaches criticism and feedback within the professional environment constructively	x	x	x	x	x	
CGT2		Collaborate with design, animation, and visual effects departments to the meet the highest visual quality and standards	x	x	x	x	x	
CGT3		Work in a multi-disciplinary team environment and interact with various other stakeholders (e.g. artists, experts ...)	x	x	x	x	x	
CGO1		Communicate orally and in writing	x	x	x	x	x	
CGO2		Use of English	x	x	x	x	x	

Animator

		COMPETENCES	Film Director	Art (Art Director, Concept Designer)	Modeler	Animator	Rigger
C67		**Evaluate model topology**				x	x
C68		**Perform anatomically correct rigs**					x
C69		**Produce tools for automating actions**					x
C79	common	**Argue movement in terms of visual coherence (aesthetic, anatomical, etc.)**	x	x	x	x	x
C71		**Modify the rig system for special needs**					x
C72		**Design user friendly rig interfaces**					x
C73		**Solve problem related rig systems**					x
C74		**Design facial set up of characters**					x
C75		**Design facial set up of characters in 2D and 3D**					x
C76		**Set up 3D facial expressions**					x
C77		**Apply anatomical knowledge to rig systems for expressive motion**			x		x
C78		**Apply Physics to rig systems for realistic motion**					x
C79		**Designing and maintaining a modeling topology conducive to the storyboarded range of deformations**			x		x
C80		**Working closely with Animators to provide and refine an articulation of the full range of expressions and body movement needed to support a character's acting range in the film**					x
C81		**Use of deformers to achieve a specific deformation called for by Animation with a concise set of animation controls**					x
C82		**Designing and maintaining Master Rigs that can be re-used as a basis for articulating similar characters, or applying existing Rigs to newly created character sculpts**					x
C83		**Writing scripts in Python, C, C++ and/or MEL to facilitate workflow improvements**					x
C84		**Troubleshooting technical issues inherent in maintaining a clean file structure and pipelines for both in-house and 3rd party software**	x				x
C85		**Develop, maintain, extend and support a wide range of facial animation and rigging performance capture systems, editing pipelines, tools and runtime systems**					x
C87		**Implements animation control rigging systems for complex characters and props using Maya & 3DSMAX**					x
C88		**Works with the Lead Rigger to ensure that all rigs meet the show's requirements**					x
C89		**Create and develop dynamic particle and fluid simulations**				x	x
C90		**Develops tools and plug-ins to optimize animation and rigging workflow**					x
C91		**Troubleshoot and wrangle character-rigging issues for artists within various disciplines**					x
C92		**Maintains or exceeds consistent level of productivity while meeting deadlines and producing high quality work**					x
C93		**Learn and bring new ideas / solutions to improve the production**	x	x	x	x	x
C94		**Maintain clean and well organized rigged files that have understandable, unique naming convention**					x
C95		**Identify the elements of anatomy and their articulation between them (muscles and bones) and / or the elements of an architecture**			x		x
C96		**Identify various anatomies, or create whole new systems**			x		x
C97		**Brainstorming new techniques and ideas for user interfaces, deformation tools, and character specific rigging solutions**					
CGT1	COMMON GENERIC	**Collaborating with Art Supervisors / Leads / Senior Artists to troubleshoot technical and / or creative challenges**	x	x	x	x	x
CGT6		**Interpret artistic direction with ease**	x	x	x	x	x
CGT5		**Approaches criticism and feedback within the professional environment constructively**	x	x	x	x	x
CGT2		**Collaborate with design, animation, and visual effects departments to the meet the highest visual quality and standards**	x	x	x	x	x
CGT3		**Work in a multi-disciplinary team environment and interact with various other stakeholders (e.g. artists, experts ...)**	x	x	x	x	x
CGO1		**Communicate orally and in writing**	x	x	x	x	x
CGO2		**Use of English**	x	x	x	x	x

TEAM COLLABORATION (GENERIC) COMPETENCES

OTHER GENERIC COMPETENCES

			COMPETENCES	Film Director	Art (Art Director, Concept Designer)	Modeler	Animator	Rigger	
C28	COMMON GENERI	1	**Maintain basic project documentation and manage game assets**	x		x	x	x	
C29					x				
C31	PROFILES		**Considering the technical capabilities and limitations of the platform on which the game will be played, it creates 2D art assets within the ga**			x			
C32			**Models 3-D environment / character / vehicle and assets for games on mobile / desktop / console platforms**		x	x			
C33			**It adapts to different play styles and graphic styles, and makes creative illustrations / paintings to be used in the game and prom**		x	x			
C34			**It creates versions of 3D models in different detail levels (LOD) according to the polygon budgets of the game projects**			x			
C35			**Integration of model geometries / textures / animations into the game development environment by transferring them smoothly to game eng**			x			
C36			**Programming at a basic level for purposes such as game mechanisms, integration of game assets**			x			
C37					x	x			
C38						x			
CGT1	COMMON GENERIC		**Collaborating with Art Supervisors / Leads / Senior Artists to troubleshoot technical and / or creative challenges**	x	x	x	x	x	
CGT6			**Interpret artistic direction with ease**	x	x	x	x	x	
CGT5			**Approaches criticism and feedback within the professional environment constructively**	x	x	x	x	x	
CGT2			**Collaborate with design, animation, and visual effects departments to the meet the highest visual quality and standards**	x	x	x	x	x	
CGT3			**Work in a multi-disciplinary team environment and interact with various other stakeholders (e.g. artists, experts ...)**	x	x	x	x	x	
CGO1			**Communicate orally and in writing**	x	x	x	x	x	
CGO2			**Use of English**	x	x	x	x	x	

Game