

SKILLS FRAMEWORK FOR MEDIA SKILLS MAP - TECHNICAL ARTIST				
<b>Sector</b>	Media			
<b>Sub-sector</b>	Games			
<b>Track</b>	Game Technical Development			
<b>Sub-track</b>	Technical Design			
<b>Occupation</b>	Game Technical Development Professional			
<b>Job Role</b>	<b>Technical Artist</b>			
<b>Job Role Description</b>	<p>The Technical Artist serves as a link between artists and programmers. He/She supports the development and design of all necessary art elements for the game. He conducts research on new techniques and technologies in order to achieve the most efficient artistic process. He identifies and recommends the art packages and tools for fulfilling the creative plan. He is also responsible for the development and maintenance of these tools. He sets the workflow standards for art production and ensures that technical requirements are met. He is responsible for the visual quality of artwork and ensures that the visual aspect of the game is in line with the game's vision. He maintains the efficient transfer of digital files between relevant teams so that the completed art is optimised. He helps to highlight discrepancies between the artistic and programming departments by keeping the best interests of the product in mind.</p> <p>The work involves providing guidance on technical processes and tools to the art team as well as aligning the art output to the technical expectations. This necessitates a high amount of coordination, collaboration and stakeholder management.</p> <p>He is a technical expert with a creative mindset. He is a team player and is effective at communicating with team members and other stakeholders. He has a problem solving mindset to resolve any creative or technical issues.</p>			
<b>Critical Work Functions and Key Tasks</b>	<b>Critical Work Functions</b>	Identify pipeline requirements	<b>Key Tasks</b>	
			Design broad production workflows based on the technical requirements of the project	
			Determine the art packages and technical tools best suited for the project	
			Conduct research on suitable tools and technologies to meet production needs	
	Implement production pipelines	Liaise with vendors to get commercial quotes for various tools		
		Design the asset pipelines to ensure proper integration of art within the game		
		Liaise with programming team for the creation of tools to resolve asset pipeline challenges		
		Ensure production standards for art production workflows are met		
		Develop prototypes to showcase the implementation of the production pipelines		
		Produce assets that are compatible with production pipelines and in alignment with the creative vision of the game by guiding creative teams		
	Optimise production pipelines and processes	Maintain documentation of the technical and art pipelines		
		Conduct research on new tools and technologies to help optimise the art production workflow		
Support the creation of custom tools to improve the efficiency of the team including main modelling and animation packages				
<b>Skills and Competencies</b>	<b>Technical Skills and Competencies</b>		<b>Generic Skills and Competencies (Top 5)</b>	
	2D Animation	Level 3	Communication	Advanced
	3D Animation	Level 3	Problem Solving	Advanced
	3D Modelling	Level 3	Computational Thinking	Basic
	Compositing Visuals	Level 3	Creative Thinking	Basic
	Digital Lighting	Level 3	Teamwork	Basic
	Game Porting	Level 2		
	Game Production Optimisation	Level 3		
	Game Technical Design	Level 3		
	Game User Interface Development	Level 2		
	Gameplay Design	Level 2		
	Gameplay Development	Level 2		
	Level Design	Level 2		
	Research	Level 3		

	Rigging for Animation	Level 3	
	Surfacing and Texturing	Level 3	
	User Experience Design	Level 2	
	User Interface Design	Level 2	
<b>Programme Listing</b>	For a list of Training Programmes available for the Media sector, please visit: <a href="http://www.skillsfuture.sg/skills-framework/Media">www.skillsfuture.sg/skills-framework/Media</a>		

The information contained in this document serves as a guide.