

SKILLS FRAMEWORK FOR MEDIA SKILLS MAP - LEAD TECHNICAL ARTIST				
Sector	Media			
Sub-sector	Games			
Track	Game Technical Development			
Sub-track	Technical			
Occupation	Game Technical Development Professional			
Job Role	Lead Technical Artist			
Job Role Description	<p>The Lead Technical Artist oversees all art pipeline content and resolves all technical issues within the pipeline. He/She provides consistent upgrades and improvements to the art pipeline. He ensures that art assets meet performance requirements and constraints for each target platform. He devises the best techniques for the technical team to utilise. He keeps up-to-date on tools and technology developments in the industry to improve the quality and efficiency of production. He collaborates with other partner studios to share industry best practices and tools. He manages the research and development of complex art elements for games.</p> <p>The work involves a high amount of coordination between creative and technical teams to align goals, expectations, pipeline and compatibility of output. He spends most of his time in ideating and implementing techniques that enhance the efficiencies of the production processes, while also resolving complex challenges of production workflows.</p> <p>He is an effective problem solver with artistic flair as well as technical expertise in game development. He has the ability to make decisions based on research and data. He is an advisor who balances trade-offs and conflicting priorities, therefore, should also be proficient in communicating and influencing.</p>			
Critical Work Functions and Key Tasks	Critical Work Functions	Identify pipeline requirements	Key Tasks	
			Analyse production workflows to understand pipeline requirements and anticipate challenges of integrating assets within the technical environment	
			Conduct research on new technologies that would improve production efficiencies or enhance production quality	
			Propose suitable tools and technologies to resolve production workflow challenges	
	Implement production pipelines	Support the development of cost estimates based on technical requirements of the project		
		Oversee the design of asset pipelines to meet production requirements for the integration of art within the game		
		Drive the development of tools to implement game production pipelines		
		Resolve complex problems pertaining to asset pipelines and technical production workflows		
		Provide technical advisory in the creation of game art assets to meet technical and workflow requirements		
		Drive the documentation of pipeline development processes and outcomes		
	Optimise production pipelines and processes	Educate artists and engineers in the use of the art pipelines and customised tools		
		Review organisation's tools and practices with industry's best practices		
		Collaborate with art and engineering staff on art pipeline improvements		
		Scout for new tools and technologies for complex issues and problems		
		Develop tools and scripts for the department to solve complex visual asset problems		
Share best practices using training sessions to ensure correct tools and methods are used				
Skills and Competencies	Technical Skills and Competencies		Generic Skills and Competencies (Top 5)	
	2D Animation	Level 4	Communication	Advanced
	3D Animation	Level 4	Problem Solving	Intermediate
	3D Modelling	Level 4	Creative Thinking	Advanced
	Compositing Visuals	Level 4	Decision Making	Advanced
	Digital Lighting	Level 4	Leadership	Basic
	Game Porting	Level 3		
	Game Production Optimisation	Level 4		
	Game Technical Design	Level 4		
	Game User Interface Development	Level 3		
	Gameplay Design	Level 3		
	Gameplay Development	Level 3		

	Level Design	Level 3	
	Research	Level 4	
	Rigging for Animation	Level 4	
	Surfacing and Texturing	Level 4	
	User Experience Design	Level 3	
	User Interface Design	Level 3	
Programme Listing	For a list of Training Programmes available for the Media sector, please visit: www.skillsfuture.sg/skills-framework/Media		

The information contained in this document serves as a guide.