

SKILLS FRAMEWORK FOR MEDIA		
SKILLS MAP - 2D ARTIST* (CONCEPT ART/BACKGROUND ART/CHARACTER ART, STORYBOARDING)		
Sector	Media	
Sub-sector	Games, Film and Video, TV and Broadcast	
Track	Visual Graphics	
Sub-track	2D Art	
Occupation	Visual Graphics Professional	
Job Role	2D Artist* (Concept Art/Background Art/Character Art, Storyboarding)	
Job Role Description	<p>The 2D Artist creates art as per instructions to support the creative production processes. He/She is responsible for producing sketches and/or artwork based on oral instructions and drawing sketches from different angles.</p> <p>He may create concept art to enable the visualisation of characters, periods or environments, and backgrounds. He may be involved in the creation of art assets for characters or backgrounds and environments as per production requirements for games, animated films or visual effects for live-action films. He may also be involved in creating hand-drawn or digital storyboards to enable the visualisation of the flow of a production script and the determination of the composition of each shot.</p> <p>The work involves working in an individual capacity to deliver creative outcomes as part of a team in a project environment. He spends significant time in research and regularly attends team meetings to align expectations with the team.</p> <p>He should have the creative talent to deliver high quality artwork as well as be highly collaborative to support the alignment of the creative direction of the team's deliverables. He may require creative storytelling abilities to create storyboards. He should plan well to be able to deliver his work on time.</p>	
Critical Work Functions and Key Tasks	Critical Work Functions	Key Tasks
	Establish creative requirements for the project	Interpret script to understand requirements for concept art and production assets
		Conduct research to generate ideas for period setting and environment art based on concept briefing
		Contribute creative ideas to concept briefings, based on script and storyboards
	Specialisation in Concept Art/Character Art/Background Art	
	Develop concept art	Support the concept development with sketches and ideas
		Identify ideas or concepts from existing libraries and make necessary changes to develop and align to current concept
		Create environment and background concept art to contribute to the overall concept development
		Refine art environment and background concepts based on feedback
	Develop creative assets for production	Create background art and 2D animation assets based on approved concept art, using digital painting tools
		Discuss production art options in approval meetings to shortlist suitable ideas for further development
		Contribute to team discussions to make changes to the look and feel of all art assets created by the team as well as adhering to the creative vision
		Refine own artwork based on feedback
		Perform clean-up of 2D animation keyframes after production approval
		Create in-between frames to complete sequence of frames required for animation
		Update asset libraries with various versions of production art created during the project
	Develop skills and portfolio	Draw ideas from imagination and research to develop skills for developing production art
		Build own portfolio with assets created from research as well as work done on previous projects to showcase own suitability for specific project requirements
		Develop better understanding of depicting mood and emotion by utilising visual styles for the purpose of enhancing breadth and depth of own portfolio by exploring lighting, shading and colouring themes
	Specialisation in Storyboarding	
Create storyboards to guide production	Determine artistic interpretation of the scenes for the purpose of creating the look and feel of the storyboard frames by studying script and/or screenplay	
	Support the process of storyboarding by creating sketches for allocated shots	
	Perform clean-up of rough storyboard sketches	
	Utilise digital storyboarding tools to convert detailed sketches into storyboard panels	
	Detail storyboards using concept art and creative inputs	

Skills and Competencies	Technical Skills and Competencies		Generic Skills and Competencies (Top 5)	
	2D Animation	Level 2 [^]	Creative Thinking	Basic
Concept Art Creation	Level 2 [^]	Teamwork	Basic	
Concept Creation	Level 3	Digital Literacy	Advanced	
Research	Level 1, Level 2	Problem Solving	Basic	
Storyboarding	Level 3 ^{^^}	Sense Making	Basic	
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.

NOTE: *Text in brackets refer to specialisations included in the job role

NOTE: [^] Skills needed for Concept Art/Character Art/Background Art

NOTE: ^{^^} Skills only needed for Storyboarding