

SKILLS FRAMEWORK FOR MEDIA SKILLS MAP - ANIMATOR				
<b>Sector</b>	Media			
<b>Sub-sector</b>	Games, Film and Video, TV and Broadcast			
<b>Track</b>	Visual Graphics			
<b>Sub-track</b>	Animation			
<b>Occupation</b>	Visual Graphics Professional			
<b>Job Role</b>	<b>Animator</b>			
<b>Job Role Description</b>	<p>The Animator supports animation production by developing animation assets as per instructions provided. He/She is responsible for delivering animation assets for production while developing skills to deliver complex animation sequences.</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 understand and have a keen sense of performance theatrics, emotion and timing. He should be able to plan his own work and communicate effectively with team members and other stakeholders to function effectively as part of a project team.</p>			
<b>Critical Work Functions and Key Tasks</b>	<b>Critical Work Functions</b>	<b>Key Tasks</b>		
		Establish creative requirements for the project	Interpret script to understand requirements for animation assets	
			Conduct research on motion for characters, objects and other elements of each frame that need to be animated	
	Contribute creative ideas to the animation briefing discussions			
	Develop creative assets for production	Provide inputs for determining various kinds of simulated motion required in the animated scenes		
		Analyse the physical motion of living and inanimate objects of various shapes, sizes and material composition as per project requirements to communicate to the team		
		Create blocking animation from the animatic as per instructions to determine motion sequence for each shot in the scene		
		Create key frames for animated sequences depicting motion using various animation techniques		
		Utilise animation tools to develop animated sequences from created key frames		
		Present created animation sequences to the team for review		
Refine animation sequences based on creative inputs from the team				
Develop skills and portfolio	Explore various available animation techniques to diversify skillsets and be able to deliver across a variety of projects with different requirements			
	Build own portfolio with animation created from research as well as work done on previous projects to showcase own suitability for specific project requirements			
	Explore different artistic themes and visual styles to enhance breadth and depth of own portfolio			
<b>Skills and Competencies</b>	<b>Technical Skills and Competencies</b>		<b>Generic Skills and Competencies (Top 5)</b>	
	3D Animation	Level 2	Teamwork	Basic
	Compositing Visuals	Level 2	Computational Thinking	Basic
	Concept Creation	Level 3	Sense Making	Basic
	Research	Level 1, Level 2	Creative Thinking	Basic
	<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.