

SKILLS FRAMEWORK FOR MEDIA SKILLS MAP - SENIOR 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>Senior Animator</b>			
<b>Job Role Description</b>	<p>The Senior Animator leads the development of animation assets to support the execution of the production's creative vision. He/She is responsible for developing complex animation assets for production. He also mentors a team of animators in executing animation sequences and complex animation techniques.</p> <p>The work involves delivering on individual goals for art asset development as well as guiding others in delivering creative outcomes as part of a team in a project environment. He spends most of his time in creative ideation and execution of project deliverables as well as in discussions to align expectations with the team.</p> <p>He should be able to generate new creative ideas and develop plans to implement them. He should have an eye for creative detail to be able to critique ideas. He should be able to guide and coach less experienced team members. He should also be proficient at communication, collaboration and stakeholder management to align various stakeholders with his ideas and plans.</p>			
<b>Critical Work Functions and Key Tasks</b>	<b>Critical Work Functions</b>	<b>Key Tasks</b>		
		Establish creative requirements for the project	Analyse script, storyboards and concept art to understand the animation requirements	
			Guide research direction to generate ideas for animation sequences	
			Guide the creative thought process by using illustrations during creative briefings	
			Determine the number of animated sequences to be created from the storyboard or animatic to meet production goals	
	Identify requirements for specialised animation for specific production needs			
	Plan asset development	Support the creation of the project plan for the team by providing time estimates for specific tasks		
		Allocate work to junior team members based on specialisations or skill-sets and in alignment with the project plan		
		Identify tools and pipeline requirements for allocated work		
	Develop creative assets for production	Visualise various types of simulated motion required in the shots to animate the scene		
Analyse the motion and rigging required for characters created from concept as per research and aesthetics to communicate to the team and other teams				
Guide the creation of blocking animation from the animatic to determine motion sequence for each shot in the scene				
Create key frames for animated sequences depicting motion by employing advanced animation techniques				
Review animation sequences created by junior team members to provide creative inputs for refinement				
Present animated sequences to the creative leadership for review				
Refine animated sequences based on inputs from the creative leadership				
Guide the maintenance and updating of asset libraries to store animation assets created during the project for the purpose of reference and reuse				
Develop skills and portfolio	Develop various available animation techniques to diversify skillsets and deliver across a variety of projects			
	Enhance own portfolio with animation created from research, work done on previous projects as well as individual exploratory projects to showcase own suitability for specific project requirements			
	Explore complex motion techniques to enhance own skill-set			
<b>Skills and Competencies</b>	<b>Technical Skills and Competencies</b>		<b>Generic Skills and Competencies (Top 5)</b>	
	3D Animation	Level 3	Creative Thinking	Intermediate
	Compositing Visuals	Level 3	Digital Literacy	Advanced
	Concept Creation	Level 4	Teamwork	Intermediate
	Research	Level 3	Problem Solving	Intermediate
<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.