

SKILLS FRAMEWORK FOR MEDIA		
SKILLS MAP - 3D ARTIST*(MODELLING/RIGGING/TEXTURING, DIGITAL LIGHTING, DIGITAL COMPOSITING)		
<b>Sector</b>	Media	
<b>Sub-sector</b>	Games, Film and Video, TV and Broadcast	
<b>Track</b>	Visual Graphics	
<b>Sub-track</b>	3D Art	
<b>Occupation</b>	Visual Graphics Professional	
<b>Job Role</b>	<b>3D Artist*(Modelling/Rigging/Texturing, Digital Lighting, Digital Compositing)</b>	
<b>Job Role Description</b>	<p>The 3D Artist creates 3D assets to meet the production requirements for games, animated films and live-action films. He/She is responsible for creating specific elements assigned based on specialisation or skill-set.</p> <p>He may create 3D art assets in one or more of modelling, rigging, surfacing and texturing, digital lighting and digital compositing specialisations.</p> <p>The work involves working in 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 be a creative thinker with a sense of design, layout, colour and composition. 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 3D art assets
		Conduct research to generate ideas for 3D art elements for production
		Contribute creative ideas to the 3D art briefing discussions
	Develop skills and portfolio	Explore various available asset creation techniques to diversify skillsets and deliver across a variety of projects
		Build own portfolio with assets 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>Specialisation in Modelling/Texturing/Rigging</b>	
	Develop 3D models for animation	Utilise 3D design tools to create 3D models for production
		Create textures for the surfacing of 3D character models and layout elements, using modelling tools and visual programming
		Create skeletal rigs to enable motion in characters with simpler movements
		Refine 3D models, textures and rigs iteratively based on creative inputs provided
	<b>Specialisation in Digital Lighting</b>	
	Execute lighting processes	Support the development of light-rigs to execute the artistic development of the project
		Utilise lighting reference maps captured during live-action footage recording to light up computer generated (CG) elements in alignment with the lighting of the live-action footage
		Utilise provided digital lighting tools and lighting templates to execute the lighting of the shot to achieve the creative vision of the shot
	<b>Specialisation in Digital Compositing</b>	
	Execute compositing of production assets	Retrieve raw CG elements, live action footage, blue or green screen footage and motion capture data for the purpose of compositing
		Utilise rotoscoping and chroma keying techniques for the creation of mattes for compositing
		Execute compositing of CG elements using digital compositing tools and techniques for simpler frames
Utilise match moving and 3D tracking tools for the integration of CG elements into live-action shots		

Skills and Competencies	Technical Skills and Competencies		Generic Skills and Competencies (Top 5)	
	3D Modelling	Level 2 <sup>^</sup>	Creative Thinking	Intermediate
Colour Grading	Level 2	Communication	Basic	
Compositing Visuals	Level 2 <sup>^^</sup>	Teamwork	Basic	
Concept Creation	Level 3	Interpersonal Skills	Basic	
Digital Lighting	Level 2 <sup>^^^</sup>	Problem Solving	Intermediate	
Research	Level 1, Level 2			
Rigging for Animation	Level 2 <sup>^</sup>			
Surfacing and Texturing	Level 2 <sup>^</sup>			
<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.  
 NOTE: \*Text in brackets refer to specialisations included in the job role  
 NOTE: ^ Skills needed for Modelling/Rigging/Texturing  
 NOTE: ^^ Skills needed for Digital Compositing  
 NOTE: ^^ ^ Skills only needed for Digital Lighting