

SKILLS FRAMEWORK FOR MEDIA		
SKILLS MAP - LEAD 3D ARTIST* (LIVE-ACTION VISUAL EFFECTS)		
Sector	Media	
Sub-sector	Games, Film and Video, TV and Broadcast	
Track	Visual Graphics	
Sub-track	3D Art	
Occupation	Visual Graphics Professional	
Job Role	Lead 3D Artist* (Live-action Visual Effects)	
Job Role Description	<p>The Lead 3D Artist leads the creation of the desired appearance of the production by delivering 3D art that achieves the creative vision of the production. He/She is responsible for planning and delivering 3D art with the 3D art team. He ascertains the 3D art requirements for every shot and recommends suitable approaches to meet the creative vision of the production.</p> <p>He may direct visual effects for live-action films by collaborating with creative as well as technical teams and may be involved in instructing talent to align performance and motion with visual effects requirements.</p> <p>The work involves providing creative leadership to the 3D art team while engaging with multiple stakeholders to ideate, execute and refine visual effects. The work also requires long working hours and may include travel to other locations.</p> <p>He is a team leader, an effective people and project manager, and works within available resources and constraints. He should have an eye for creative detail to critique creative ideas, plans and assets. He possesses strong communication and influencing skills to align various stakeholders with his ideas and plans.</p>	
Critical Work Functions and Key Tasks	Critical Work Functions	Key Tasks
	Establish creative requirements for the project	Provide inputs to the creative leadership during discussions to define artistic direction, style and production standards for achieving the creative vision
		Communicate expected standards of creative asset quality to the team
		Guide script and storyboard analysis to facilitate team's understanding of the purpose and requirements of animated sequences
		Develop creative briefs to communicate creative requirements for animation assets
		Finalise the type of 3D art and visual effects required for each shot
		Communicate 3D art requirements and available options to the creative leadership to enable decisions based on budgets and timeline constraints
	Plan asset development	Define priorities, processes and workflow of the 3D art pipeline to meet production goals
		Lead the use of new technology, practices and features to achieve the creative vision based on cost-benefit analysis and risk assessment
		Develop proof of concept for new techniques and ideas which suit production requirements for a proposal to the creative and technical leadership
		Create project schedule for the team in alignment with the overall project timelines and the 3D art budget
		Communicate project schedule and deliverable timelines to the 3D art team
		Provide time and cost estimates to build the 3D art budget of the project
		Allocate roles and responsibilities to team members based on specialisations and project requirements
		Manage 3D art and visual effects (VFX) outsourcing pipelines for collaboration with external vendors in developing visual effects for specific projects or requirements
	Develop creative assets for production	Drive the development of 3D art assets by guiding the team with creative inputs and technical know-how
		Allocate 3D art assets to team members based on art specialisation and project requirements
		Communicate project status, prioritised goals and updated timelines to the team periodically
		Lead the presentation of production art options to the creative leadership
		Review all 3D art to ensure alignment with the creative vision and a unified look of the overall content
Lead the iterative refinement of 3D art assets with creative and technical inputs for improvement		
Collaborate with the creative leadership in finalising the 3D art assets as per the project requirements		
Drive the creation, maintenance and updating of libraries for various versions of production art created		
Manage projects	Manage project to meet schedules, budget, manpower and technical quality targets	
	Manage the design, art and technical teams to define requirements and iteratively build solutions	
	Collaborate with users, technical staff and management to determine and resolve issues associated with project implementation	
	Conduct regular project reviews to recommend schedule changes, cost or resource adjustments	

	Manage teams and/or departments	Communicate common goals, direction and accountability among staff		
		Develop staff by coaching, mentoring and engaging in career discussions		
		Exhibit effective performance management practices within department in accordance with organisational policies and procedures		
		Monitor budgets, forecasting, work allocations and staffing of the various departments		
	Specialisation in Live-action Visual Effects (VFX)			
	Direct visual effects	Collaborate with the creative leadership in finalising the type of visual effects required for specific shots		
		Direct and record motion capture and blue or green shot footage for visual effects integration by collaborating with the creative leadership		
		Supervise creation of complex animations that cannot be effectively animated using standard animation techniques		
		Supervise provision of motion capture and simulations to the production team for executing complex animation sequences		
		Supervise provision of blue or green screen footage for the purpose of compositing		
Skills and Competencies	Technical Skills and Competencies		Generic Skills and Competencies (Top 5)	
	3D Modelling	Level 4	Leadership	Advanced
	Colour Grading	Level 4	Decision Making	Advanced
	Compositing Visuals	Level 4	Communication	Advanced
	Concept Creation	Level 5	Problem Solving	Advanced
	Digital Lighting	Level 4	Resource Management	Advanced
	Immersive Design	Level 4		
	Research	Level 4		
	Rigging for Animation	Level 4		
	Surfacing and Texturing	Level 4		
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