Technical Director – Effects Animation

Required Skills

Level 1
- Interprets timing, weight, and motion to create simulations and visuals that are believable or representative of real world interactions.
- Demonstrates competency and experience with at least one FX package, e.g. Houdini or Maya.
- Breaks down FX into components and assesses these parts to visually problem solve.
- Demonstrates experience with both the visual and technical aspects of 3D animation through short works in a portfolio.
- Demonstrates a basic understanding of Python, Hscript, and MEL.

Level 2
- Develops more procedural approaches to solving problems.
- Experiments with creating multiple effects that have the ability to interact with each other, rather than making simpler, single effects.
- Seamlessly combines effects with other parts of a shot (characters, sets, etc.).
- Writes code with a working level knowledge of Python, Hscript, MEL.
- Employs a working level knowledge of compositing in Nuke.

Level 3
- Develops more procedural approaches to solving problems.
- Experiments with creating multiple effects that have the ability to interact with each other, rather than making simpler, single effects.
- Seamlessly combines effects with other parts of a shot (characters, sets, etc.).
- Writes code with a working level knowledge of Python, Hscript, MEL.
- Employs a working level knowledge of compositing in Nuke.

Level 4
- Appraises issues and challenges as a lead to an effects team.
- Complies with other teams and departments within a project.
- Complies with supervising technical director for a project.
- Plans approaches for complex sequences at a show level .***
- Employs expert level knowledge and many years of experience in effects.
- Assembles complex systems such as procedural animation, rigid body dynamics, and particle systems.
- Develops systems into visually appealing images and integrates those images into a given shot.
- Creates and improves tools for managing the pipeline process within the team.

What courses should I take?

- ARTS 103
- ARTS 353
- VIST 170
- VIST 284
- VIST 370
- VIST 372
- VIST 441
- VIST 470