

Technical Artist - Games

Required Skills

Level 1

- Demonstrates competency with Photoshop for the purpose of generating and manipulating texture maps.
- Demonstrates competency with 3ds Max for the purposes of modeling, UV management, normal baking, and animation rigging.
- Employs basic animation knowledge in game particle effects
- Arranges and imports models and materials in engine
- Writes script using MEL
- Demonstrates competency in modeling, texturing, animation, and rigging
- Uses art tools with basic proficiency
- Operates with an understanding of pipeline concepts
- Employs a process-oriented mindset when defining naming standards, organizing assets, and completing other tasks
- Demonstrates experience with creating and working with shaders
- Demonstrates competency with basic lighting concepts

Level 2

- Demonstrates proficiency with Photoshop actions
- Manipulates in-game rigs
- Creates complex shades
- Designs environment construction systems
- Writes code using Python, CH, and C++
- Employs basic shading techniques
- Demonstrates experience with basic pipeline scripting
- Demonstrates experience in creating motion graphics
- Employs basic rigging skills
- Employs basic design skills
- Demonstrates basic general art skills (character, environment, texturing)

Level 3

- Practices good file management
- Writes scripts in Max
- Constructs and sets up state machines (in game)
- In game crowds SIMS****
- Develops script to dictate game play
- Designs shaders with advanced proficiency
- Writes code with advanced proficiency
- Develops basic UI systems
- Develops procedural art and VFX
- Creates tools for environment assembly
- Assesses and optimizes assets
- Creates exporters

Level 4

- Practices good file management
- Writes scripts in Max
- Constructs and sets up state machines (in game)
- In game crowds SIMS****
- Develops script to dictate game play
- Designs shaders with advanced proficiency
- Writes code with advanced proficiency
- Develops basic UI systems
- Develops procedural art and VFX
- Creates tools for environment assembly
- Assesses and optimizes assets
- Creates exporters

What courses should I take?

- | | | |
|------------|------------|------------|
| - ARTS 104 | - VIST 270 | - VIST 374 |
| - ARTS 111 | - VIST 271 | - VIST 470 |
| - ARTS 325 | - VIST 284 | - VIST 486 |
| - ARTS 353 | - VIST 370 | - VIST 487 |
| - VIST 170 | - VIST 372 | |

Vizzers in the Industry

Gracie Arenas Strittmatter

Technical Artist, BioWare

An Aggie graduate twice over, Gracie received her BS in Computer Science in 2004 and her MS in Visualization in 2008. Her thesis combined the use of a Wiimote and Max/MSP/Jitter to create an interactive, real-time, video-based painting installation, all before the technology of the Kinect and Playstation Move had been released. After graduating in 2008, she joined EA as an Associate Technical Artist. She remained in Orlando until 2014, eventually reaching the title of Senior Technical Artist and working on projects such as Star Wars: The Old Republic, Madden NFL, and Tiger Woods PGA Tour. She even got to use her knowledge as an avid San Antonio Spurs fan while working on NBA Live. She then joined BioWare, a division of EA in Austin, Texas, where she currently works as a Senior Technical Artist creating Python-based toolsets for animation. Gracie also serves on the industry board for the Department of Visualization and has held positions on several SIGGRAPH committees, including the 2013 chair of the Student Volunteer Program.

