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.

What courses should I take?
- ARTS 103 - VIST 284 - VIST 441
- ARTS 353 - VIST 370 - VIST 470
- VIST 170 - VIST 372