

Animator

Required Skills

Level 1

- Demonstrates understanding of the principles of animation, timing, spacing, and weight.
- Reproduces basic movements of objects.
- Arranges animation movements in a logical, visually appealing order.
- Applies critique and comments from supervisors to create revisions in work.

Level 2

- Demonstrates an understanding of complex movement pertaining to acting and dialogue.
- Differentiates between dramatic movement and basic movement.
- Recognizes basic principles and produces animations that utilize these principles.
- Employs basic use of model deformations when composing movement.
- Produces basic animations of particle systems.
- Identifies the effect of lighting on movement and describe basic lighting animation.

Level 3

- Creates complex emotional performances that engage the audience.
- Illustrates that the character is actively and consciously thinking.
- Constructs believable dialogue through mastery of lip sync techniques.
- Designs advanced particle animations.
- Composes appealing lighting animations that contribute to the action and mood of the scene.
- Composes movement with advanced use of model deformations.
- Interprets questions that arise and provides mentoring and training to the team.
- Develops, researches, and tests facial rigs and experiments with facial animation for the development of characters' personalities.
- Complies with other departments to make sure that characters' acting performances remain consistent across all sequences.
- Breaks down concepts to mentor and provide guidance and insight to animators.

Level 4

- Complies with the director and other staff in order to appraise and apply creative direction.
- Evaluates issues and performance of animation team and generates critique at a department level.

What courses should I take?

- VIST 284 - VIST 374
- VIST 370

