

Layout Artist

Required Skills

Level 1

- Employs creative camera control in 3D packages.
- Assesses and recreates both subtle and energetic camera movement from live action or established animation films.
- Creates basic rigs with constraints for 3D camera set-up.

Level 2

- Employs solid experience with posing characters, animating the camera, and blocking timings.
- Examines efficiency of tools and workflow.
- Designs efficient rigs and constraints for 3D camera set-up.
- Calculates the dependencies of other downstream departments on the decisions made by the layout team.

Level 3

- Demonstrates advanced proficiency in complex camera and staging situations.
- Assesses work quality of artists on the team and provides guidance and mentoring.

Level 4

- Complies with production management to coordinate a schedule and deadlines for a chosen project.
- Assesses problems and questions within the department.

What courses should I take?

- ARTS 310 - ARTS 353
- ARTS 311 - VIST 465

