

Technical Director - Generalist

Required Skills

Level 1

- Expresses and explains fundamental concepts of computer graphics from a computer science perspective.
- Working knowledge of one or more 3D animation software packages.
- Analyzes and debugs common workflow problems in a single software package or within a single discipline.
- Reports, explains, and communicates effectively with supervisor.
- Explains complex problems and ideas in simple terms.
- Programs tools using Python, C, and C++.
- Uses tools productively.
- Analyzes, examines, develops solutions to unique problems.

Level 2

- Solves problems that include more than one software package or discipline.
- Demonstrates expert knowledge of one or more software packages.
- Analyzes and solves problems without significant supervision.
- Writes tools that increase productivity.
- Writes tools that integrate into a pipeline and employ 3rd party software.
- Reports, explains, and communicates effectively with members of a discipline.

Level 3

- Solves issues related to complex, multitasking department.
- Mentors Level 1 and Level 2 TDs.
- Utilizes data structures.

Level 4

- Designs project-wide solutions that support artistic/creative goals.
- Leads teams in solving tools problems.
- Designs and implements pipelines that touch all departments.
- Analyzes, designs, and implements tools solutions in partnership with others.

What courses should I take?

- ARTS 353
- VIST 284
- VIST 470
- VIST 170
- VIST 370
- VIST 486
- VIST 270
- VIST 372
- VIST 487
- VIST 271
- VIST 441

Vizzers in the Industry

Kendall Litaker

*General Technical Director,
Walt Disney Animation*

Kendall came to the Viz Lab after receiving a BA in Digital Media and a minor in Computer Science from the University of Central Florida in 2009. While at Texas A&M, she completed her thesis on Cinematic Scientific Visualizations, creating particle renderings for various galaxies and nebulae, and graduated with her MS in Visualization Sciences in 2013. In November of 2013, she joined the Disney team as an Assistant Technical Director on the feature Zootopia. While working on the film, she was able to experience all aspects of the production schedule for a feature-length film. As an assistant TD, she developed code and tools to support the various artists during production. One of the tools she helped develop was a more intuitive method for setting up levels of detail on fur and environments, a technique that will be presented at the 2016 SIGGRAPH Conference in Anaheim. Earlier this year, she became a General Technical Director, a position that allows her to specialize in different departments. She's currently assisting the Asset departments, which are responsible for modeling, look development, hair, cloth, and more.

