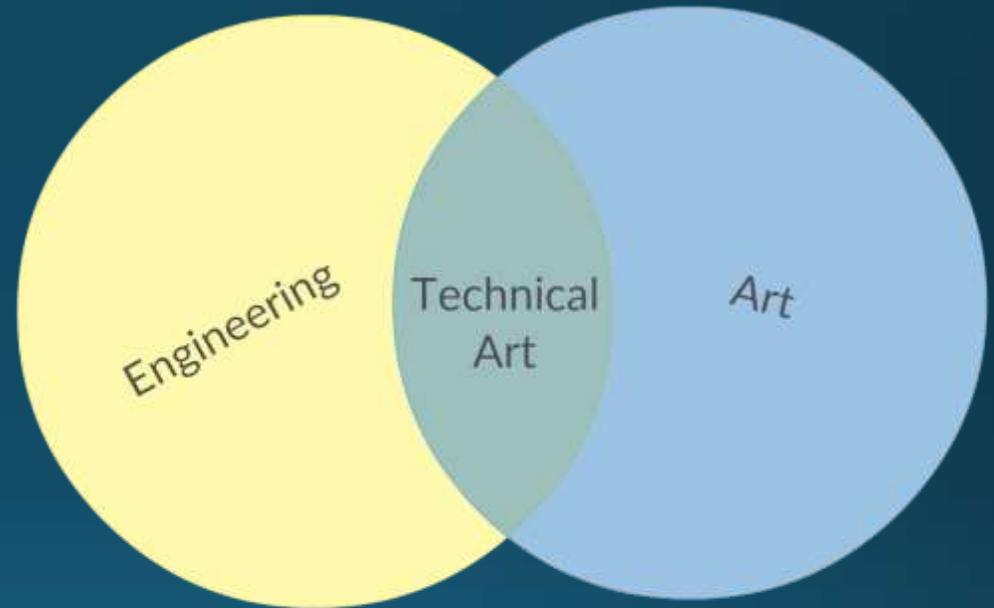


# Technical Art

# Technical Artist?

- Required for games to have cutting edge graphics
- Work with the art team
- Liaison between engineering teams and art teams



# What does that mean?

- Create technically challenging content (i.e. effects, simulations, shading, rigs, hair, etc.)
- Decide which new graphics and tool features are important for the current project
- Design and build pipelines along side with graphics and tools engineers
- Vet new pipeline before they get into the hands of the art teams
- Automate processes to save content creator's time
- Be masterful at content creation tools (Max, Maya, Houdini), being able to assist other users when issues come up
- Be able to balance art/content so it is in budget without sacrificing visual quality
- Be able to know what to add to improve a scene/level/cinematic/character
- Solve problems within game restrictions through creative means

# Skills?

- Familiarity with a large variety of content creation tools
- Familiarity with software programming structure
- Familiarity with art and programming terminology/vocabulary
- Able to think like an artist or programmer as needed
- Able to communicate pipeline design ideas to various audiences clearly
- Work well with groups of people
- Understand game budgets
- Have a good artistic eye
- Be a creative problem solver



# Types of Technician

- Tools and Pipeline Technical Artist
- Character Technical Artist
- Rigging Technical Artist
- Technical Animator
- Environment Technical Artist
- Lighting Technical Artist
- Shading (Technical) Artist
- Graphics Technical Artist
- FX Technical Artist
- Simulation Technical Artist
- Mocap Capture Artist
- General Technical Artist

