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Game Animator Job Description template

Game Animator Job Description Template/Brief

We are hiring a Game Animator responsible for putting life into items made by 2D and 3D artists by animating them. You are expected to generate the movements for characters and vehicles based on the designer's plan, giving the game personality, emotion, and realism.

It would help if you were well-versed in programming and gaming engines. Because game animation is frequently a complex blend of several forms of movement, you will create movement libraries that may be reused for each character. You will operate in a way that maximises gameplay and involvement while making maximum use of the game engine's technology.

Game Animator Job Profile

A Game Animator is often a generalist animator and/or 3D modeller who develops 2D and 3D art for video games. Working with design briefs and concept art, Game Artists bring the screenplay from the storyboard to life by populating the game's universe.

Reports To

- Art Director
- Programmers

Game Animator Responsibilities

- Liaise with primary designers and developers about the game's aesthetic and feel
- Research references and resources needed to create the game's assets
- Sketch concept designs and essential aspects of the visual style
- Create 3D representations of all elements per the game engine's technological limitations
- Apply textures across all visual elements
- Add lighting and shading effects to all elements, ensure colour, intensity, and illumination levels consistency
- Animate characters and creatures
- Integrate special effects to textures, sequences and events
- Create sound effects, mix audio, and design
- Create advertising materials, packaging, posters, and websites for the game's debut
- Create testing prototypes
- Utilise Motion Capture
- Keep track of production documentation
- Guide emerging technology
- Resolve both artistic and technical problems
- Follow the manufacturing schedule
- Curate and catalogue the asset library
- Design with the end-user in mind

Game Animator Requirements & Skills

- Game art and animation training
- Understanding of lighting, perspective, special effects and material finishes
- Cinematic sight for shading and lighting
- Strong sketching abilities, as well as the capacity to conceptualise and create from abstract concepts
- Solid understanding of game genres and current gaming trends
- Capacity to work from storyboards
- Developed understanding of visual language - texture, colour, dimension, scale, perspective, shade, composition, depth of field, proportion, spatial awareness, etc\sTalent for graphic storytelling\s3D modelling skills
- Knowledge of 2D and 3D animation, as well as expertise with animation concepts
- Logical and systematic work practises
- Working understanding of industry-standard software, as well as continued professional growth, are required
- Ability to work individually and as part of a team
- Working knowledge of audio files is required, as is the ability to generate special effects
- Knowledge of anatomy, biology, layout design, texturing, and asset production