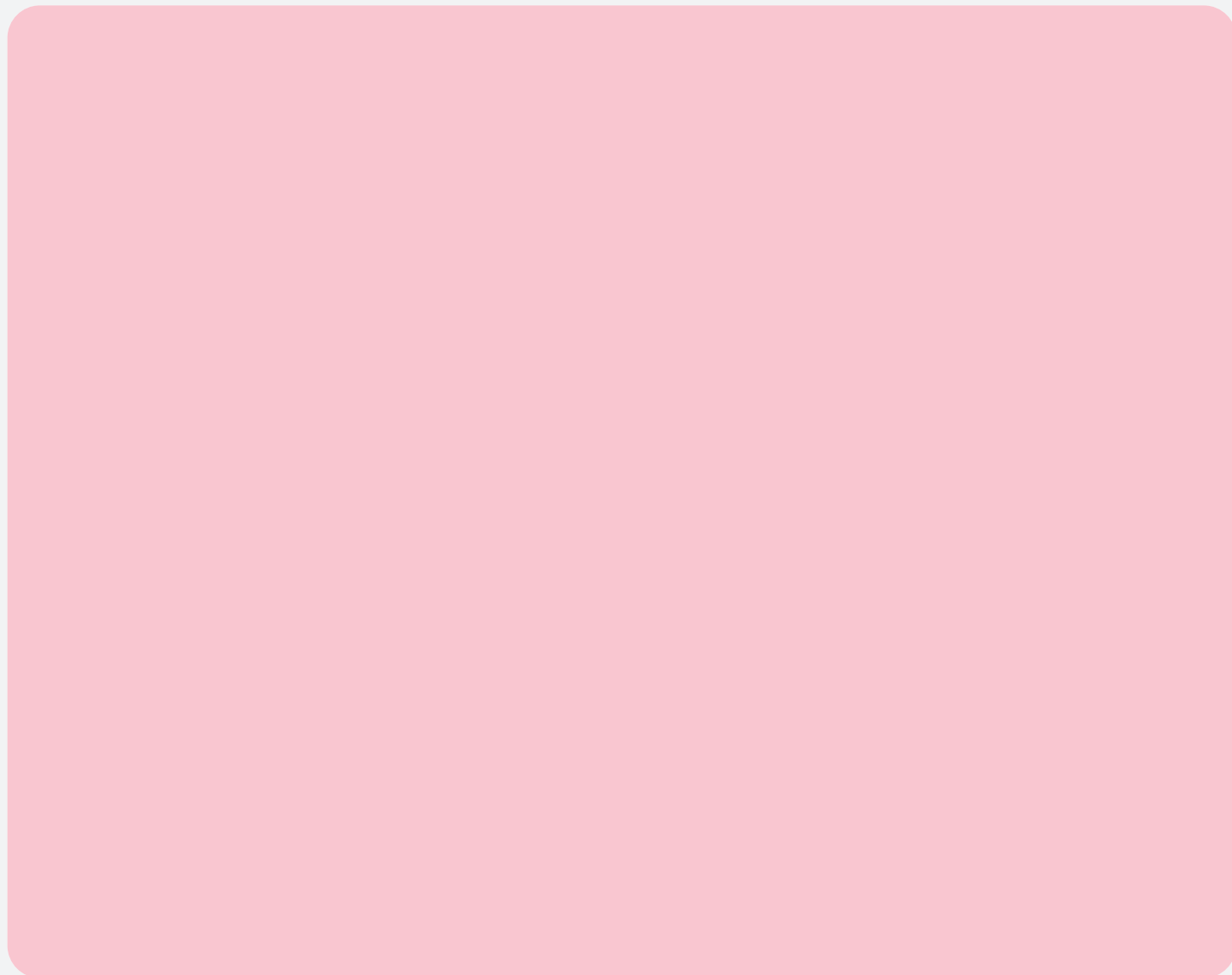
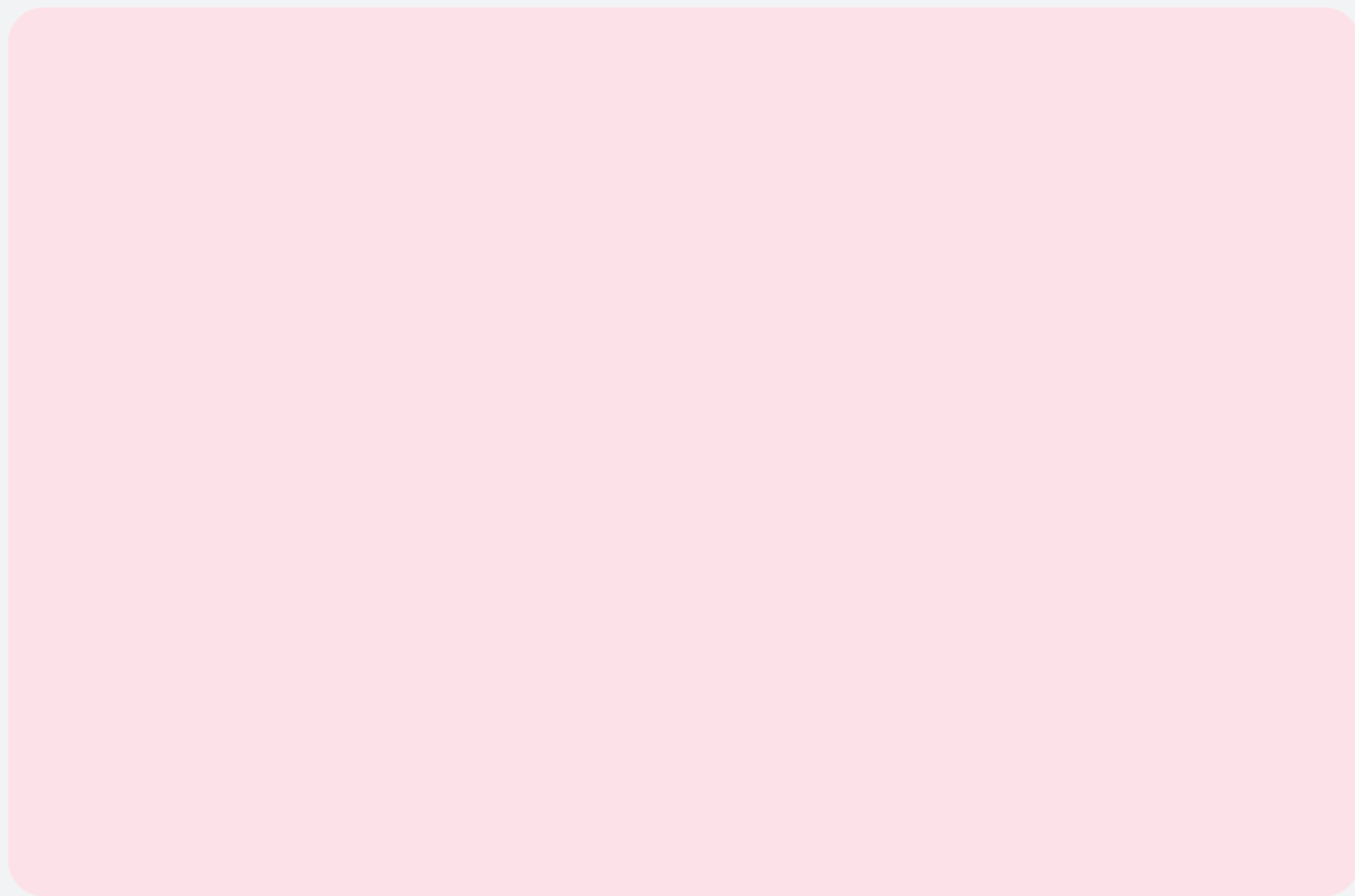
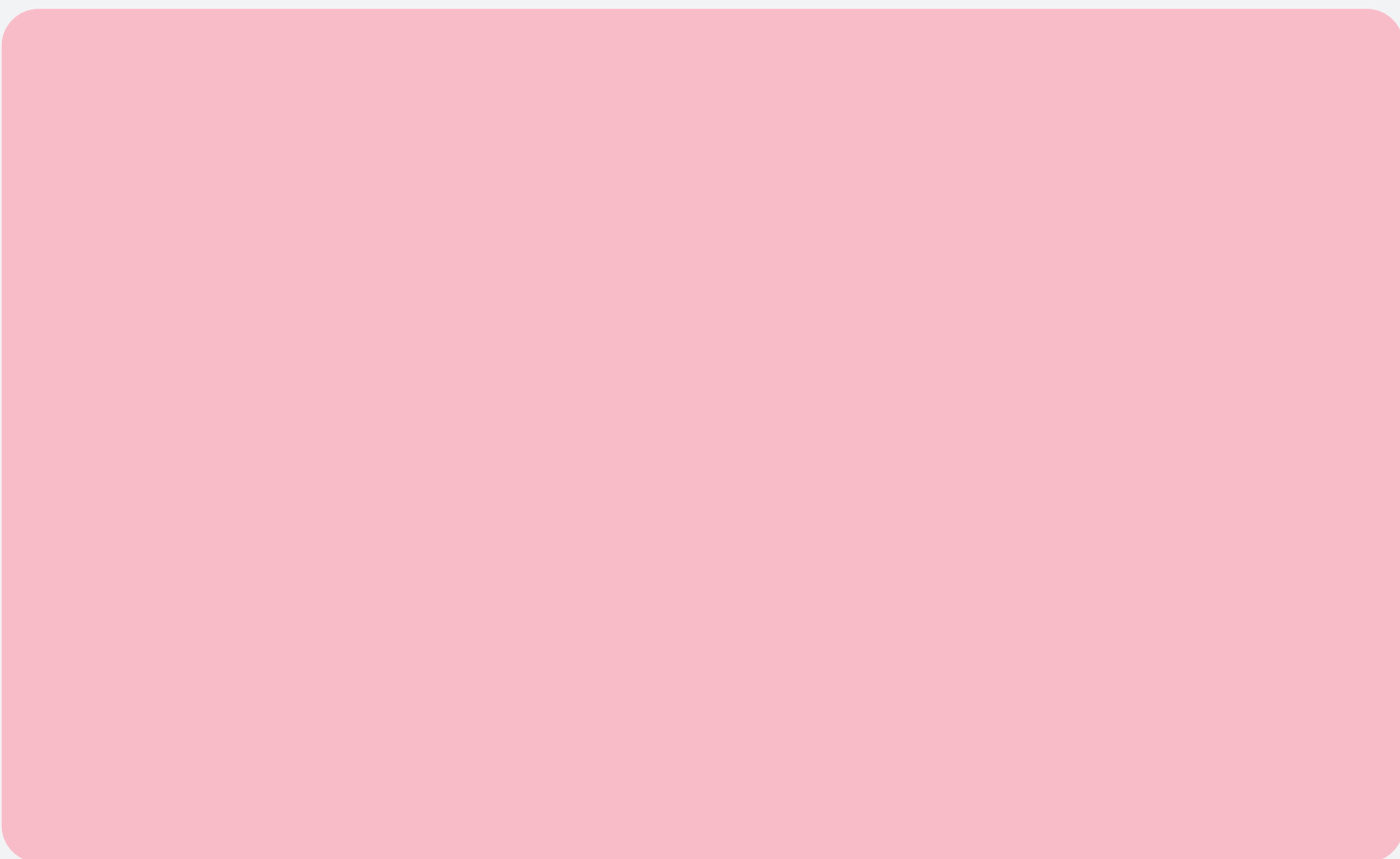
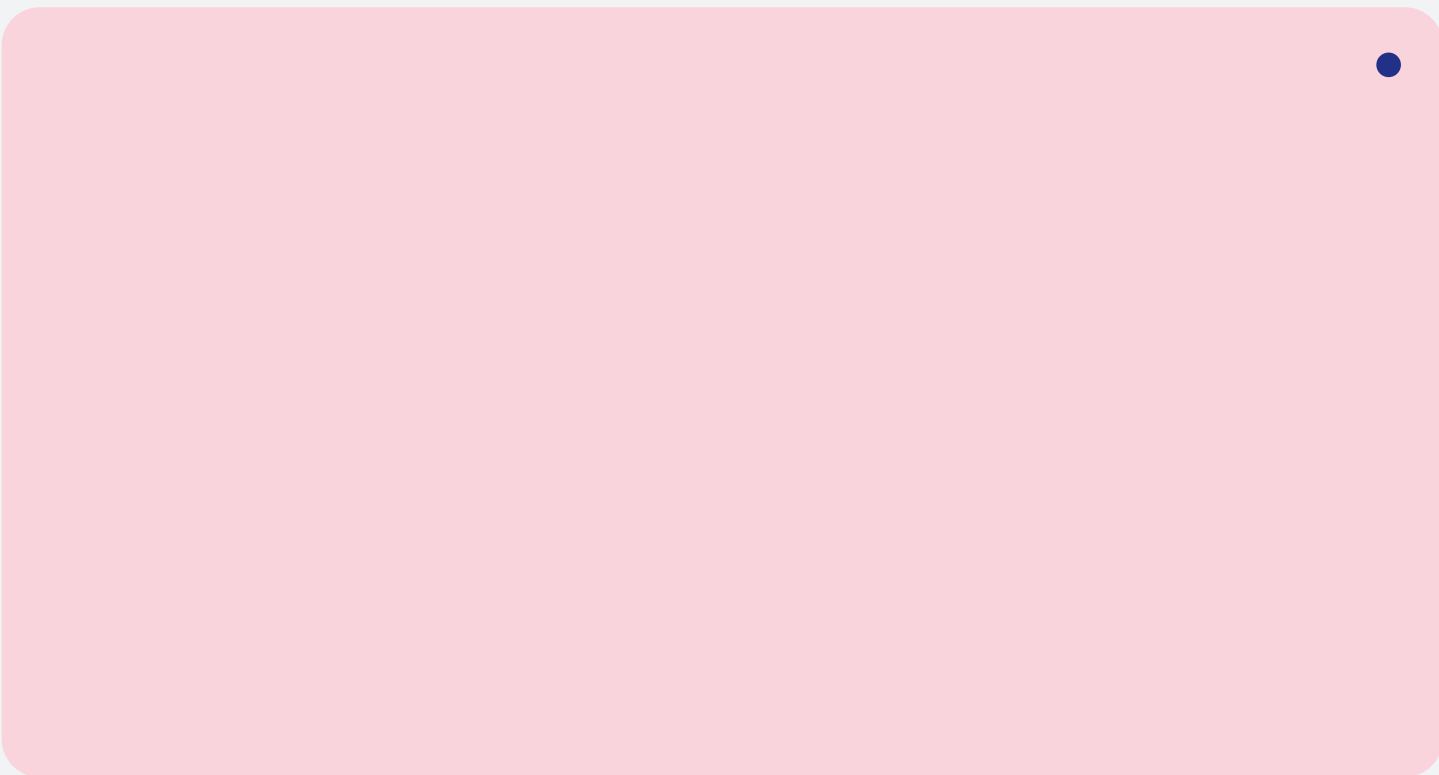




BSc (Hons) Games Design ●
BSc (Hons) Games Programming ●





Compositing

Junior Artist

This role could be in either pre- or post-production, they could be a Junior Layout Artist, Junior Lighting Artist or Junior Modeller.

Junior Compositor

Takes on tasks to support the Compositor, helping also with rendering and the quality of images.

Prep Artist

Working closely with the compositing team Prep Artists use various paint techniques to prepare 'plates' to be layered on by Compositors.

Junior Animator

Working in 2D or 3D a Junior Animator will help create animations by completing various tasks.

Layout Artists

Working in collaboration with VFX Supervisors they establish depth and perspective - in 2D this can be drawing backdrops and in a 3D space they would use digital software.

Rigger

Create digital skeletons, defining the range of mobility, animators will use these as the basis for the character movement.

Animation Technical Director

Helping Animators do the best job possible they programme digital tools to help artists.

Audio

UX Designer

They are responsible for making the game enjoyable and easy for players planning what the game communicates back based on their play actions.

Design

Programming

Quality Assurance