UNIVERSITY OF SOUTHERN CALIFORNIA

Technical Artist III

Job Code: 165679

Grade:  TJ
OT Eligible: No
Comp Approval: 9/10/2008

JOB SUMMARY:

Researches, conceptualizes, and creates 2D and 3D computer graphic assets using off-the-shelf and/or proprietary software. Assists in forming policy and norms regarding the creation, modification, enhancements and standards while maintaining pipelines for art assets. Assists in creating, maintaining and describing newly developed processes. Works directly with engineers, programmers, art directors, other artists, content designers, and researchers to pioneer, enhance, and advise on technical issues relating to art and to achieve team and project goals, including the integration, definition and meeting of requirements for art assets. Utilizes technical and creative resources to achieve consistency of art throughout project while meeting all project requirements such as budget, schedule, aesthetic, and technical matters. Provides leadership, guidance and direction to junior team members, both internal and external.

JOB ACCOUNTABILITIES:

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<tr>
<th>% TIME</th>
<th>Researches, conceptualizes, and creates 2D and 3D computer graphic assets using off-the-shelf and/or proprietary software.</th>
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<td>Provides leadership, direction and guidance to junior team members regarding overall aesthetics of project. Assists with training team members. Models and textures 3D architectural environments such as buildings, settings, terrains, etc., modes of transportation, objects/props, and other art related needs to complete the aesthetic vision.</td>
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<td>Creates and retargets animation for characters, vehicles, and props using existing or custom rigs. Creates storyboards to show new concepts. Creates new rigs and defines standards.</td>
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<td>Constructs environments using mapping, scale, proportion and lighting to realize the artistic goals.</td>
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<td>Provides leadership, guidance and direction to technical and creative personnel to achieve consistency of art throughout the project while meeting all project requirements such as budget, schedule, aesthetic and technical matters.</td>
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<td>Designs and creates new art tools with programmer assistance. Tests and/or coordinates testing for new tools and/or features. Evaluates and recommends tools for use by the art team.</td>
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<td>Analyzes, evaluates and initiates streamline processes and features needed to improve production. Assists in describing newly developed processes. May assist in implementing processes and training others on utilization of processes, as needed.</td>
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<td>Creates, modifies, enhances, standardizes, and maintains pipelines for art assets and seeks out inefficiencies and problems. Makes recommendations and/or creates solutions to identified problems.</td>
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Assists with selection, evaluation and the interviewing of artists for team. Manages budget and task allocations within the art team, both internal and external. Reviews work for compliance to standards.

Solves pre-production and production issues by applying technical expertise to ensure art assets meet project requirements. Identifies problems in current systems, produces test cases, determines best course of action and implements fixes.

Communicates technical issues to programming staff and facilitates communication between the artists and programmers.

Creates, maintains and implements naming conventions, directory structures and asset management. Documents processes and assists with defining production pipeline standards.

Establishes, builds, and maintains vendor relationships and attends vendor/industry sponsored events to identify and communicate industry trends, features and techniques.

Facilitates and assists with training other technical artists, both internal and external.

Consults with technical personnel. Writes tutorials as necessary and maintains art pipeline process documentation.

Stays informed of new developments and technologies by reading journals and other pertinent publications, maintaining contact with vendors, and participating in professional organizations, meetings and seminars.

Performs other related duties as assigned or requested. The university reserves the right to add or change duties at any time.

*Select E (ESSENTIAL), M (MARGINAL) or NA (NON-APPLICABLE) to denote importance of each job function to position.

EMERGENCY RESPONSE/RECOVERY:

Essential:  

Minimum Education:

- Bachelor’s degree
- Specialized/technical training
- Combined experience/education as substitute for minimum education

Minimum Experience:

- 3 years

Minimum Field of Expertise:
Experience and proficiency using off-the-shelf art 2D and 3D development tools. Strong design knowledge and experience creating art assets. Knowledge and a strong understanding of multi-media scripting. Understanding of programming and advanced rendering techniques. Knowledge of character/vehicle rigging, skinning and animation. Demonstrated 3D modeling and texturing skills. Demonstrated content and asset management source control. Knowledge and understanding of the principles of animation, cinematography and video editing/compositing. Must be able to meet deadlines and work with minimal direction.

Preferred Education:
Bachelor's degree in a related discipline

Preferred Experience:
5 years

Skills: Administrative:
Communicate with others to gather information
Diagram and Illustration creation for research papers, signage, etc. (Adobe Illustrator)
Presentation slide creation (e.g., Keynote, PowerPoint)
Research information
Understand and apply policies and procedures
Use computer packages to prepare graphics
Use desktop publishing software
Use off-the-shelf 2D and 3D packages (e.g., Maya, Photoshop, etc.)
Use off-the-shelf graphics software (e.g., Maya, Adobe Creative Suite, etc.)
Video editing (e.g., Final Cut Pro, Adobe Premiere, video compression for web)
Web page creation (e.g., FrontPage, Dreamweaver, GoLive, HTML)

Skills: Other:
Analysis
Assessment/evaluation
Conceptualization and design
Consulting
Graphic design
Interpretation of policies/analyses/trends/etc.
Knowledge of applicable laws/policies/principles/etc.
Lead/guidance Skills
Organization
Planning
Problem identification and resolution
Teaching/training

Skills: Machine/Equipment:
Computer network (department or school)
Computer network (university)
Computer peripheral equipment
Fax
Personal computer
Personal mobile communication devices
Photocopier

Supervises: Level:
Leads one or more employees performing similar work.
May oversee student and/or temporary workers.

Comments:

Evening or weekend work may be necessary to meet deadlines or solve specific problems.

SIGNATURES:

Employee: _______________________________ Date: ____________________________

Supervisor: _______________________________ Date: ____________________________

The above statements are intended to describe the general nature and level of work being performed. They are not intended to be construed as an exhaustive list of all responsibilities, duties and skills required of personnel so classified.

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