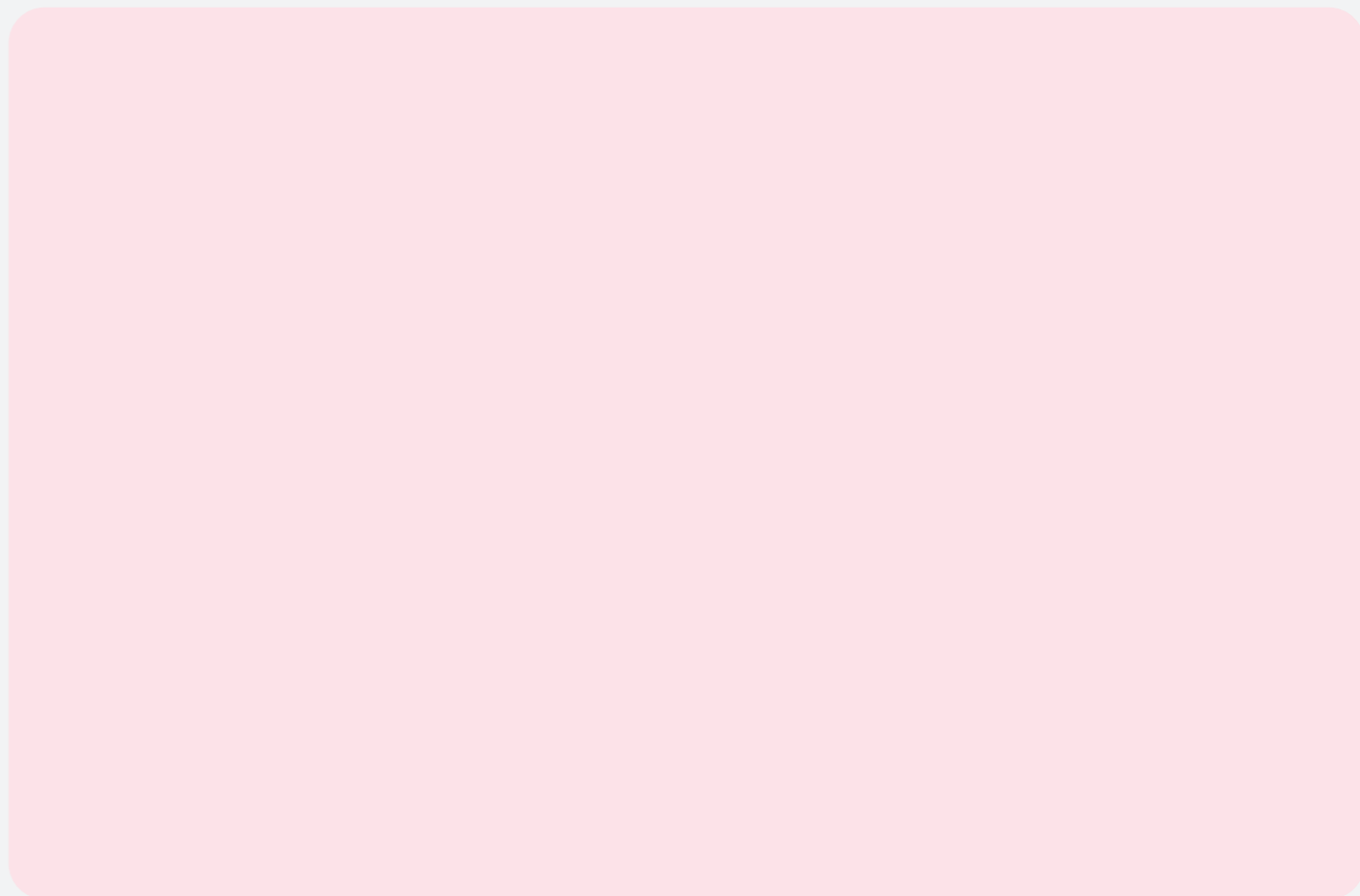
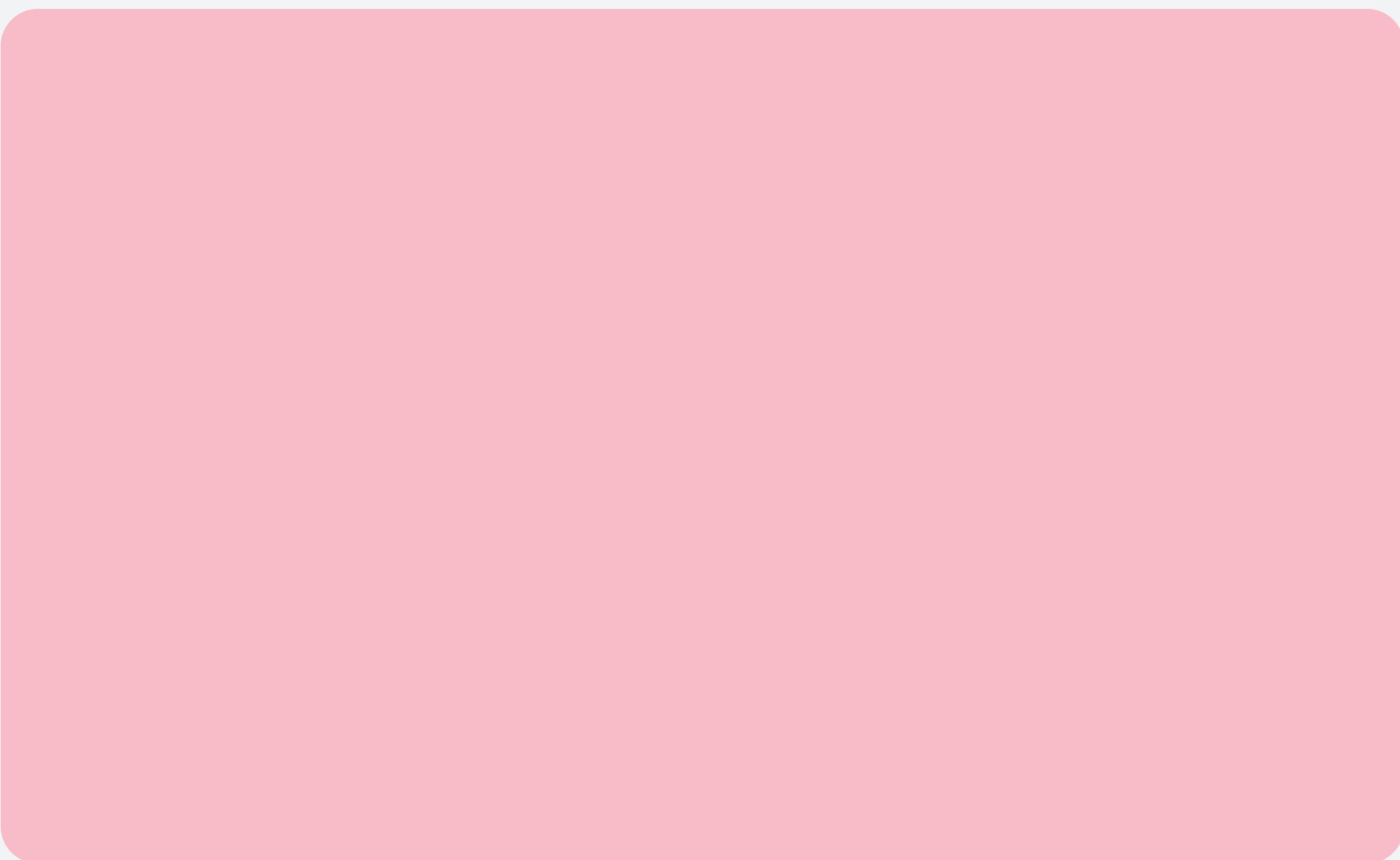
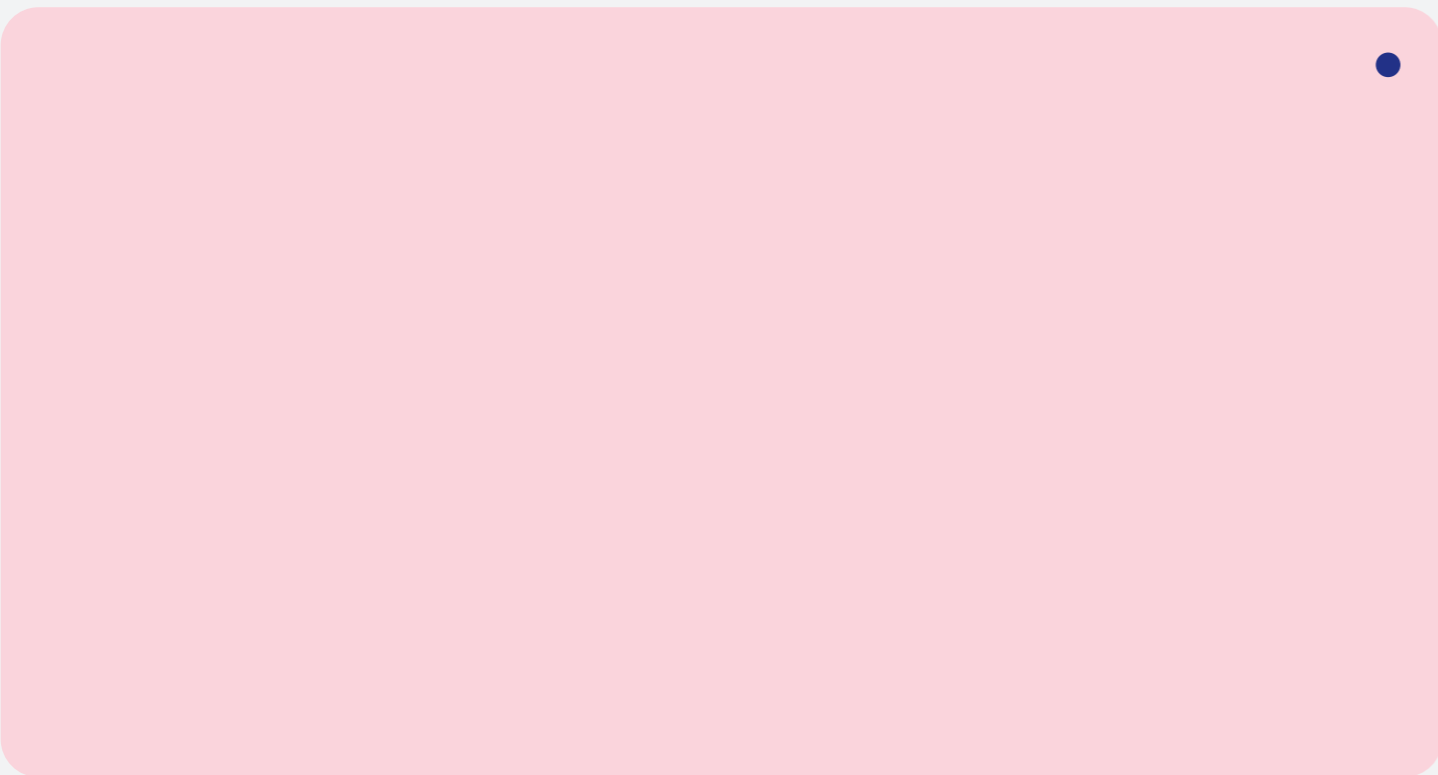




BSc (Hons) Games Design ●  
BSc (Hons) Games Programming ●





## 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