



# Interactive Computer Graphics

## Job Title

## Description

**2D Matte Painter**

Create visual elements used for backgrounds within the television and film industry.

**3D Animation Generalist**

Work as a 3D Animator using diverse capabilities in modeling, rigging, texturing, shading, scripting, tracking, and compositing.

**3D Character Animation**

Create 3D character animation using Modeling, Rigging, and Animation of bi-ped figures for Television, Film, Gaming, and Virtual & Augmented Reality.

**Creative Director**

Oversee all aspects of the creative production process from defining creative vision and client pitches, to the final delivery.

**Digital Fabrication**

Work as an Industrial Designer using 2D and 3D CAD computer aided design software for subtractive and additive manufacturing.

**Game Designer**

Work as a Game Designer using gaming assets to include, level design, character creation, environmental elements, game logic coding.

**Motion Graphic Artist**

Working in the Media and Entertainment industries, create motion graphics such as on-air graphics for sporting events, openings to film and television shows, and live entertainment venues.

**UI/UX User Interface,  
User Experience Designer**

Work as a UI/UX Designer to create website, mobile, desktop Apps, gaming, screen design, graphic design, coding, and information architecture.

**Visual Effects for Television/Film**

Create photorealistic visual elements to be integrated into live action video for the television and film industry.

**VR/AR Virtual and  
Augmented Reality Designer**

Create interactive content in the fast-past emerging technologies industry. Skills include UI/UX, 2D illustration, 3D animation, information architecture, gaming logic coding.