Unit 12 – Ass 1 – Task 2

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| Title | Lighting Technician |
| Description of role and responsibilities | The role needs the person to be able to light an area. This is for the client to decide. You will need to have some knowledge of electronic or electrical systems. They need to be physically fit as they will need to get to some heights with the lights. As a lighting technician, your work could range from basic spotlighting for conferences or presentations to operating strobes, lasers and pyrotechnics. You could do this at concerts and theatres or when providing lighting for film or TV studios and locations. |
| Training | There will be some training, this can be done when the job has been given out. You would start as a trainee or assistant and learn on the job from experienced lighting technicians. You may also be able to attend training courses to develop your skills through organisations like the BBC Academy or the Association of British Theatre Technicians. Creative Skillset's website also has information about relevant courses. BBC Academy, Association of British Theatre Technicians, Creative Skillset. |
| Skill Set | The skills include:  Good practical and numeracy skills,  Knowledge of electrical systems and electronics,  Good communication and people skills,  The ability to work well in a team,  Creativity and problem-solving skills,  The ability to follow technical and design instructions,  Awareness of health and safety,  Physical stamina and a head for heights,  Willingness to work long and irregular hours when necessary. |
| Salary | A minimum of £15,000 plus per year.  Your hours are likely to be long and irregular. In film and TV, you could work any time of the day or night, depending on filming schedules. Live performances usually take place in the evening, but may also involve you setting up equipment during the day. Your working environment would vary. Location work and outdoor concerts can involve working in all weather conditions. Theatres and studios can be very hot. You may have to work at heights on cranes or scaffolding. You may also be required to wear protective clothing like safety boots and use equipment such as safety harnesses.  With experience you could earn £27,000 a year or more. |
| Useful Links | <https://nationalcareersservice.direct.gov.uk/advice/planning/jobprofiles/Pages/lightingtechnician.aspx> |
| How to Apply | You will need a university degree in production arts, or a foundation degree in lighting design, lighting technology, performance technology or technical theatre. |
| Additional Info |  |

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| Title | Animator |
| Description of role and responsibilities | The role wants the person to bring drawings or computer characters to life, they will use a computer to do this. Artistic talent is highly valued within the animation industry and you can still become an animator based on self-taught skills and experience. It's becoming more common for new animators to begin their careers by taking an animation or art-related course to develop their skills before looking for work.  You could specialize in one of the following animation techniques:  2D hand-drawn or traditional,  2D computer-generated,  3D computer-generated imagery (CGI) ,  stop-frame, stop-motion or model animation, |
| Training | You will need to have a university degree or other qualification, training for software may be required.  Most of your training would be on the job, learning from more experienced animators. You will also need to keep up to date with developments in the animation industry throughout your career.  It would be useful to learn software packages that are relevant to your job, for example: Flash, Maya, 3D Studio Max, Motion builder, Light wave 3D, After Effects.  Many other packages are available, and some companies also create software to meet their own needs. Your employer may organise some training courses for you, or you may be responsible for your own training and development. You can take short courses in various animation software packages and techniques at several film schools, universities and private training companies. |
| Skill Set | The animator will need to be able to work in accurate detail and they need to have some good computer skills.  Working on a smaller project might mean that you are involved with several of these jobs, especially during the production stage. On large or long-running productions, you could be part of a team of animators and assistants working on one stage for several weeks, months or even years. So you will need to have good teamwork skills. |
| Salary | £12,000 plus a year, for about 35-40 hours per week.  The work can be based at an office or studio depending on your role and the type of animation. Working as a freelance animator may give you the opportunity to work from home. In stop-motion animation you may spend a lot of time on your feet adjusting models. In other types of animation, you would spend most of your time sitting at a computer or drawing board. |
| Useful Links | <https://nationalcareersservice.direct.gov.uk/advice/planning/jobprofiles/Pages/animator.aspx> |
| How to Apply | To apply you will need to have a university degree or a qualifications in subjects such as, illustration, graphic design, computer programming, model making or sculpture, 3D design, maths or physics, multimedia design. |
| Additional Info |  |