

Structured Written Report

By

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The Video Game Industry

Introduction:

My chosen vocation is the game industry, the video game industry to be precise. This report shall cover the industry in general and the range of occupations contained therein. It will detail the qualifications and experience needed for work associated with two occupations within the games industry. It will also discuss the employment and career opportunities.

The Industry in General

http://en.wikipedia.org/wiki/Video_game_industry

“The video game industry (often referred to as interactive entertainment) is the economic sector involved with the development, marketing and sales of video games. It encompasses dozens of job disciplines and employs thousands of people worldwide.”

According to the website, the excerpt above is taken from, the video game industry “took in about US\$9.5 billion in the US in 2007, 11.7 billion in 2008, and 25.1 billion in 2010” and according to the following.

<http://seekingalpha.com/article/89124-the-video-game-industry-an-18-billion-entertainment-juggernaut>

“The one-day record holder for a movie premiere is Spiderman 3, which brought in \$59 million in ticket sales on its opening day. Spring's opening blockbuster brought in \$500 million in sales. It was the biggest entertainment opening ever. But it wasn't a movie. Grand Theft Auto IV, a video game, recorded sales of \$310 million... on its first day. Last year's game industry grew to \$18.8 billion. That's a 40% increase from the prior year. Software sales represented \$9.5 billion of that figure, and it's not hard to see why. The video game industry of today looks nothing like it did 10 years ago. Gone are low-tech games and disconnected users. Today's video game players are all ages, demographic and geographic backgrounds.”

In recent years and in the light of the global recession one would venture to say the video game industry is thriving, judging by those figures. It also stands out as being one sector where employment opportunities are somewhat, for the want of a better word, plentiful and in a multitude of vocations from manufacturing, development and marketing to name but a few.

The article goes on to further say,

“The video game industry is broken down into games and consoles. Games can come in many different formats. Most are console games, meaning they only play on a specific company's game system - called a console, while the PC versions can play on any computer. PC games represent only a small sales segment in the game market, but they have an incredible reach with users. Last year, 40% of all U.S. residents two years of age or older played an online game.

The console market is concentrated among a few game systems like Nintendo's (NTDOY.PK) Wii and DS, Sony's (SNE) Playstation 3 and Microsoft's (MSFT) X-Box 360. Consoles represent \$9.35 billion in sales for the industry.

Aside from the tremendous time that goes into the coding and construction, labour is the largest cost in producing a game. Programmers can make \$90k annually, or more. With the ability to locate offices in economical locations, and the ability to sublet work wherever it's cost efficient, the game industry can produce games for less.

The cost to make an average game can run from \$10 to \$50 million. When you compare that to the average 2007 movie cost of \$106 million, you can see why the profit margins are so attractive. Diverse platforms have given rise to a multitude of games as companies have rushed to meet the demands of numerous demographic segments.”

Obviously the industry is vastly popular on many levels with the general population. The scope of its reach and possibilities for employment and entertainment seem to be limitless. In the global market for jobs and commercially and on a manufacturing level the video game industry seems to be unsurpassable and unstoppable.

The following is a quote from the 1st website above,

“The video game industry began in 1971 with the release of the arcade game, Computer Space. The following year, Atari, Inc. released the first commercially successful video game, Pong, the original arcade version of which sold over 19,000 arcade cabinets. That same year saw the introduction of video games to the home market with the release of the early video game console, the Magnavox Odyssey.”

One can clearly see that the industry has blossomed and come on in leaps and bounds from humble beginnings in the 1970's into the juggernaut it is today.

From console wars to game character wars and the like the industry has grown exponentially over the years. Company rivalries have given rise to major advancements in technology over the years like Sega and Nintendo. Nowadays it is not much different with monthly trade shows the world over displaying the latest hardware and software. One just needs to check anyone of the numerous sites for these expos. These expos alone are responsible for countless jobs within the industry.

<http://ie.ign.com/events>

The following Video Game Events and Conventions are just a snippet of the thousands held worldwide, covered on ign.

“Each year there are many shows and conventions that celebrate video games. Some are open to everyone while others are limited to people in the industry like the game developers and publishers.

E3: The Electronic Entertainment Expo is the largest show dedicated to video games industry, held in Los Angeles.

Gamescom: is the biggest video game show in Europe open to the industry and the public.

Tokyo Game Show: TGS brings the best of video games to Tokyo each fall.

GDC: The Game Developer's Conference in San Jose is where developers share their latest technology and ideas.

PAX Prime: The Penny Arcade Expo is a festival where fans can celebrate all things gaming.

PAX East: The Penny Arcade game festival for the East Coast.

BlizzCon: The annual BlizzCon convention celebrates the games of Blizzard Entertainment.

MineCon: Convention celebrating the game Minecraft.

HaloFest: Celebrated the tenth anniversary of the Halo franchise.

Popular Culture Conventions: The pop culture conventions cover a wide range of entertainment from movies and TV shows, to comic and video games.

Comic-Con: San Diego International Comic-Con is the largest convention for movies, TV shows and comics.

New York Comic Con: The NY Comic Con celebrates movies, TV, comics and pop culture.

Wondercon: This San Francisco convention is brought to you by Comic-Con International, the folks behind San Diego Comic-Con.

C2E2: Chicago's biggest and best comic convention also celebrates TV, movies, and games.

Kapow!: Convention dedicated to comics, movies, TV shows and video games from London.

Supanova: Annual Australian road show highlighting the very best of modern pop culture.

International Consumer Electronics Show: CES is the world's largest technology tradeshow featuring electronics, TVs, gadgets and more.”

These shows feature the latest technology and gadgets and have become an integral part of the video game industry. They allow for massive public and industry exposure. There are a plethora of employment opportunities tied to these events also from journalists to booth vendors and cos-players.

Range Of Industry Jobs

There are a specific range of jobs available in the video game industry. The following are detailed excerpts regarding these jobs on:

http://www.stormthecastle.com/mainpages/videogametutorial/work_in_video_games.htm

Concept Artist:

The concept artist works with traditional art tools such as paint, acrylics, pencils and pastels. If you really love drawing things that are video game related such as scenes, characters and worlds this might be a good option for you. It is very competitive and takes a fair amount of talent/skill. If this is the path you think you might want to take your best career options would be to take a very heavy course load in traditional arts and minor in video games so you can understand the game industry but be an artist first.

2 Dimensional Artist:

This type of artist is concerned with the backgrounds the structures and the textures of the game world. You should have a solid grasp of Photoshop if this is the career path you want to take. Photoshop is the defacto career standard for any artist of this type. I recommend you get a trial version of this software, a student version or the full version and get working on it. Proficiency with this software is a must. If you are considering buying it out right it is rather expensive and if your budget prohibits you from purchase right now you can use the much less expensive Paint Shop Pro. It is similar to Photoshop and will give you a good understanding of how a paint program works. It will make your eventual transition into Photoshop much easier.

3 Dimensional Model Artist:

This type of artist is concerned with making the characters, monsters, creatures and objects that inhabit a video game world. In this area of the game art choice of software is not as straight-forward as in the 2d art. The most accepted software is 3D studio Max and you can't go wrong if you learn how to use this suite. If you are looking for a free 3d modelling tool that will get you started you may want to get Milkshape. It is a modelling tool designed for the game Half-Life. Taking everything into consideration you won't go wrong no matter what software tool you start your 3D modelling with. The concepts of modelling are universal so the skills will transfer from one tool to the other. You will just have to learn the specifics of the new tool which will be easy enough.

<http://careerplanning.about.com/od/occupations/a/videogamecareer.htm>

Game Designer:

A video game designer will come up with a concept that will eventually become a video game and see that idea through to fruition. He or she will work with other members of the development team, including artists, programmers and audio engineers. Video game design jobs are not entry-level positions — one will have to work him or herself up to this position by working in other jobs in the field. Video game design jobs include game designer, lead designer and level designer.

Programmer:

Video game programmers design and develop the code that make the video games work. They work with the design team to implement its vision for the final product. Video game programmers specialize in one area of programming and are usually computer software engineers and computer programmers.

3D Animator:

Animators make video games come to life visually and are an integral part of the video game development team. They create the series of pictures that form the images in a video game.

Audio Engineer:

Audio engineers are responsible for anything you hear during a video game. They give voice to characters and create a game's sound effects.

Writer:

Writers fill different roles within the video game industry. Script writers create the story the game is based upon and write dialogue for the characters. Technical writers are responsible for the documentation and instructions that accompany video games.

Translator Localisation:

A translator converts the audio aspects of a video game, including the characters' dialogue and instructions, to other languages. A translator can also convert written instructions and documentation.

Video Game Tester:

A game tester provides quality assurance for a video game company. He or she makes sure a game functions as it is supposed to, identifies problems and bugs, and reports findings.

Technical Support Specialist:

Technical support specialists are the link between the video game company and the public. They help customers who may have problems operating a game or related equipment.

The following jobs are in relation to the Business and Marketing side of the industry.

Producer:

Video game producers, like producers that work in the entertainment industry, tend to the business and financial details involved in making a video game. He or she coordinates the activities of all personnel who work on a video game and keeps production within time and budget constraints.

Marketing Manager:

Marketing managers oversee the activities of the marketing team. He or she formulates the way a video game will be marketed to the public.

Market Research Analyst:

Market research analysts help video game companies determine what products and services to sell, how much to charge for them and where and how to sell them.

Sales Representative:

Sales representatives sell video games to wholesalers or retailers on behalf of the manufacturer. He or she must be knowledgeable about the product, potential customers and the industry.

Teaching Games Development:

Recently an integral part of the industry which I feel has been overlooked on these sites is the teaching aspect of the industry. Without the colleges and schools the world over teaching students how to develop games I guess none of it would be possible.

Programmer: Career Information

The following is a detailed account of the qualifications and experience needed to work as a programmer in the video game industry. The information is gathered from these sites

http://careerplanning.about.com/od/occupations/p/comp_programmer.htm

&

http://www.careerdirections.ie/ShowJobFull.aspx?job_id=56

Introduction:

A computer programmer writes the programs computers and or games use to perform their functions. The programmer follows the specifications given to him or her by a computer software engineer. In the vernacular they can be called coders also.

Employment Facts:

There were 426,000 computer programmers employed globally in the video game and computer industry in 2008. Computer applications programmers write and test computer programs. They deal with programs that instruct computers to carry out specific tasks, e.g., stock control. Many programmers spend time adapting existing programs to suit clients.

Programmers work out the logical steps needed to create the program, fully testing this and keeping careful records, so the program can be adapted later.

Work Activities:

Applications programmers write programs that instruct a computer to perform tasks such as controlling company stock or updating staff records. They may write new programs or adapt existing ones. They may work on one program or a number ('suite') of programs.

Programmers who work for a large firm or organisation may be responsible for maintaining and updating one or more programs. This requires them to solve any problems that individual users have, and adapt the program to fit in with any changes in the way they work.

When they write a new application program, programmers follow a specification, or 'spec', provided by a systems analyst. The spec describes what the program should do. It may be very precise, in which case the programmer has to follow it exactly, or it may be quite 'loose', which allows the programmer to be more creative. Each spec shows a series of steps, which the programmer translates into computer code. Once programmers have developed a new program, they have to check it very carefully for faults ('bugs') and carefully test it using mock data before it is ready for the final user.

It is becoming more common for applications programmers to be responsible for duties that systems analysts have carried out in the past. Where this is the case, employers may use the title 'analyst programmer' for this career. Applications programmers often work in teams, with each person contributing to the program or suite of programs.

Personal Qualities and Skills:

You will need to be analytical and logical in your approach to problem solving. Attention to detail is essential. You will need to be patient because an important part of the work involves looking for faults in the program. You will need to be able to work towards meeting deadlines therefore you may often have to work under pressure.

Programmers must enjoy working on their own; you must be able to concentrate for long periods of time. You will also need good communication and teamwork skills because much of the work is project based. You also have to keep up to date with new and changing computer languages.

Pay and Opportunities:

Good programmers can command high salaries especially for contract work. Starting salaries will depend on the company, job description, experience and qualifications. Starting salaries should be in the region of EUR 30k a year.

Entry Routes and Training:

Most employers regard programming as graduate entry, and expect a computer science or related (e.g., engineering, maths) degree. Large organisations that have in-house training facilities may recruit internal applicants or from other disciplines with an interest in, and an aptitude for programming. Generally some computer science, programming or related educational qualifications are required. Postgraduate qualifications are useful but not essential. Once in employment on the job training and refresher courses are the norm to keep up to date with new computer languages.

Qualifications:

To work as a computer programmer one must usually have a bachelor's degree, generally in computer science, mathematics, or information systems. Some computer programmers take coursework in computer science while earning their degrees in accounting, finance and business. Some of those working as computer programmers earn an associate's degree or certificate.

Other Requirements:

Programming skills and experience are highly valued in this field, particularly knowledge of object-oriented languages and tools such as C++ and Java. In addition, working computer

programmers must constantly update their skills to keep up with changing technology. Application for admission to undergraduate courses must be made in accordance with the regulations and procedures and timetable described in the CAO Handbook

The Handbook is confined to giving information on how to apply for admission to the relevant institutions. Applicants should not attempt to complete the application form without first referring to the information literature on courses, which is available from the institutions to which application is to be made.

Please also see: <http://www.cao.ie/courses.php> for information on course qualifications.

Adult Opportunities:

There is no formal upper age limit for entry to this job. Mature candidates with relevant technical qualifications and experience have a good chance of entry. However, entry can be difficult without experience. One may be able to take a postgraduate course in computing, following a non-relevant first degree.

Mature entrants, normally defined as people aged 23 years or over, can find that educational institutions will relax normal academic entrance requirements for higher education courses especially if their previous work experience is relevant and if they show a genuine aptitude for this type of work.

Advancement Opportunities :

After gaining experience, a computer programmer may be promoted to a managerial position. One with business experience may become a programmer-analyst or systems analyst. Specialized knowledge and experience with a language or operating system can lead to a computer programmer becoming a computer software engineer.

Job Outlook:

Employment of computer programmers, the U.S. Bureau of Labour Statistics predicts, is expected to decline slowly through 2018. Median annual earnings of computer programmers were \$70,940 in 2009.

A Day in a Computer Programmer's Life:

- Correcting errors by making appropriate changes and rechecking the program to ensure that the desired results are produced.
- Conducting trial runs of programs and software applications to ensure that they will produce the desired information and that the instructions are correct.
- Compiling and writing documentation of program development and subsequent revisions, inserting comments in the coded instructions so others can understand the program.

•Writing, updating, and maintaining computer programs or software packages to handle specific jobs such as tracking inventory, storing or retrieving data, or controlling other equipment.

•Consulting with managerial, engineering, and technical personnel to clarify program intent, identify problems, and suggest changes.

The following is an actual job available and accepting applicants as 10/01/13

<http://www.gamesindustry.biz/jobs/interactive-selection/dublin/ireland/uk-and-europe/senior-software-engineer--systems--cross-platform-games-id56195>

Senior Software Engineer - (Systems) - Cross Platform Games

Job Title	Senior Software Engineer - (Systems) - Cross Platform Games
Job Category	Programming
Skills Required	Programming
Location	Dublin
Job Description	Senior Software Engineer – (Systems) - Cross Platform Games Key Responsibilities: <ul style="list-style-type: none">• Developing high-quality, cross-platform multithreaded core infrastructure for our clients products• Working on all aspects of Software Development including implementation, testing, documentation and delivery• Leading and participating in code reviews with other members of the engineering team on a regular basis• Working directly with product management and customers to understand their requirements and implement software solutions• Developing and maintaining one of the most respected codebases in the games industry• Drafting tutorials, white papers and speaking at technical meetings / conferences• Taking ownership of more general projects/responsibilities within the

development team such as recruitment initiatives, presentations and technical relationships with partner companies

Requirements:

- Bachelor's Degree in Computer Science or equivalent
- Exceptional C++ skills
- Experience in several of:
 - Systems level programming
 - Game asset pipelines
 - Network programming
 - Multithreading, parallelization & scheduling
 - Reflection
 - Profiling and optimizing
 - Scripting languages
- Experience working in a 'Core Technology' team
- Working knowledge of 3d Mathematics /linear algebra
- Experience writing reusable components and libraries
- Strong communication skills with the ability to work in a team environment on a shared code base

Please contact Adrian Garrick on 0208 944 7777 or adrian@interactiveselection.com if you are interested in this position. Please forward your CV in a Word format [View Many More Interactive Selection Jobs](#)

Salary Attractive

Date posted 23/11/2012

Recruiter



This job is advertised on behalf of Interactive Selection using their internal reference 15670

3D Animation: Career Information

The following is a detailed account of the qualifications and experience needed to work as a programmer in the video game industry. The information is gathered from these sites

<http://www.theartcareerproject.com/get-movin-with-a-career-in-3d-animation/215/>

&

http://www.creativeskillset.org/animation/careers/3D_computer/index_1.asp

&

<http://www.mymajors.com/careers-and-jobs/3D-Animator>

Job Description:

Create special effects, animation, or other visual images using film, video, computers, or other electronic tools and media for use in products or creations, such as computer games, movies, music videos, and commercials. A job as a 3D Animator falls under the broader career category of Multimedia Artists and Animators. 3D Computer Animation, or CGI, takes place in a variety of different contexts. Therefore it is important to remember that different companies will have different interpretations of what a job role entails.

What Does a 3D Animator Do?:

A career in 3D animation involves creating 3D moving images using computer software. These images are made with the use of digital models. After the models have been created, details are added, like hair, clothing, skin, grass, trees, and any other item that completes a scene.

- Design complex graphics and animation, using independent judgment, creativity, and computer equipment.
- Participate in design and production of multimedia campaigns, handling budgeting and scheduling, and assisting with such responsibilities as production coordination, background design and progress tracking.
- Make objects or characters appear lifelike by manipulating light, color, texture, shadow, and transparency, or manipulating static images to give the illusion of motion.
- Create two-dimensional and three-dimensional images depicting objects in motion or illustrating a process, using computer animation or modeling programs.
- Develop briefings, brochures, multimedia presentations, web pages, promotional products, technical illustrations, and computer artwork for use in products, technical manuals, literature, newsletters and slide shows.

The types of animations that 3D animators create can vary. Some 3D animators create long feature movies, for instance. Others may create shorter animations, like short skits, which can be used for advertisements or website animations. Some 3D animators specialize in creating animations for video games, and others create special effects for live action motion pictures.

Depending on an animator's area of expertise, he might also specialize in creating different aspects of an animation. For instance, one animator may create animated people, while others will help complete the background animation, like landscapes and buildings.

3D animators also work with several different people when creating an animated scene. For instance, they will often work with writers and directors. They must also coordinate the animated action with voice actors and music directors.

- What work activities does a 3D Animator do?:
- Interacting With Computers - Using computers and computer systems (including hardware and software) to program, write software, set up functions, enter data, or process information.
- Thinking Creatively - Developing, designing, or creating new applications, ideas, relationships, systems, or products, including artistic contributions.
- Updating and Using Relevant Knowledge - Keeping up-to-date technically and applying new knowledge to your job.
- Making Decisions and Solving Problems - Analyzing information and evaluating results to choose the best solution and solve problems.

- Communicating with Persons Outside Organization - Communicating with people outside the organization, representing the organization to customers, the public, government, and other external sources. This information can be exchanged in person, in writing, or by telephone or e-mail.

What are the Education Requirements For a Career in 3D Animation?

3D animation is a technical career that requires specialized knowledge. Because of this, individuals looking to break into a career in 3D animation usually need to complete at least four years of post-secondary education. Some animators may further their education even more and earn a master's degree in 3D animation. Research animation schools and online animation programs today.

To earn a degree in this area, students will usually need to take a combination of art and computer courses, as well as courses in anatomy and natural sciences.

What Can One Do With a Degree in 3D Animation?:

Students who have earned degrees in 3D animation are sometimes hired by large animation studios. These studios may create feature length movies or short animated scenes, which can be used for advertising or website design.

Individuals interested in a career in 3D animation may also want to consider aiding in the creation of video games. This rapidly growing industry uses 3D animation in order to create graphics and moving images while creating console or computer video games.

Jobs in 3D Computer Animation:

3D Computer Animation, or CGI, takes place in a variety of different contexts. Therefore it is important to remember that different companies will have different interpretations of what a job role entails. Some jobs will exist in one studio but not in others. For example whilst a Storyboard Artist is a very key role within feature production, the same job rarely occurs within a Facility House as storyboards will be provided by the client.

UK Facility Houses tend to call all roles TDs (Technical Directors) rather than the title of the specific job. This means there are TDs in all specialities with varying levels of skills. When considering a career in Computer Graphics it is a good idea to think about whether you see yourself more as a creative or a technical person. Many jobs will require both attributes but most favour one or the other. Some will be almost entirely creative but others are exclusively technical and may require knowledge of Maths or Physics.

Development:

The Development stage broadly involves the conceiving and identifying of ideas and designing initial concepts. Pitching the product and securing funding and intellectual property rights are also important at this stage.

The Development stage very much requires a strong understanding of the target market and any commercial constraints, opportunities and competition it presents.

Jobs in Development:

Pre-Production. In broad generalised terms, the Pre-Production stage involves fleshing out the idea to make it ready for production, typically involving writing the script, drawing the storyboard, designing character turnarounds, designing layouts/backgrounds and creating an animatic. For post-production companies much of this work will be undertaken by the client.

Jobs in Pre-Production:

- Production Designer
- Layout TD (several levels)
- Art Director
- Layout Supervisor
- Concept Artist (often 2D)
- Layout Artists (Rough and Final)
- Character Designer (often 2D)
- Environments Designer
- Storyboard Supervisor
- Effects Designer
- Storyboard Artist
- Storyboard Assistant
- Head of Tools (R & D) Pre-Vis Artists (3D)
- Tools Writer
- R & D Artist/Look Dev. Artist

Production:

In CGI the production stage involves building, rigging and texturing models, animating characters, and setting up and lighting scenes. Rendering is also undertaken to output the animation sequences ready for compositing and editing.

Many of these activities can be undertaken either by manually manipulating objects on the computer screen or by using software-scripting languages to automate the process, and frequently involve combinations of both approaches.

In fact animators represent a fairly small proportion of the crew, many fewer than in 2D. It is significant that CG is often more sequence led than character led. Each animator can be asked to animate all the characters within a shot; whereas in 2D, a lead animator may handle a character throughout a project. This practice can vary from project to project.

Jobs in Production:

- Assistant Director
- Effects (FX) Supervisor
- Visual Effects (VFX) Supervisor
- Effects (FX) Artist/FX Animator
- Director of Photography
- Effects (FX) TD (several levels)
- CG Supervisor Cloth Simulation FX Artist
- Fur/Feathers FX Artist
- Modelling Supervisor Water FX Artist
- Modelling TD
- Modeller
- 3D Tracker/Match Mover
- Shading/Texture Supervisor
- Digital Painter
- Shading TD
- Matte Painter
- Shader Writer
- Texture Artist/Texture Painter
- Lighting Supervisor
- Lighting TD / CG Lighter (several levels)
- Rigging Supervisor
- Rigging TD
- Fixing TD

- Rigger
- Character TD Rendering Supervisor
- Rendering TD
- Shot TD (Facility Houses)
- Renderer
- Render Wrangler
- Set Dressers
- Runner
- Animation Director
- Lead Animator (Supervising Animator)
- Systems Administrator
- Animator
- IT Support
- Character Animator
- Junior Animator
- Production Secretary
- Production Assistant

Post Production:

Post Production involves collating assets e.g. filmed footage, digital animation sequences and special effects into the finished film. It includes editing, scoring the music, quality checking and outputting the final product into the required formats. Some animation companies focus exclusively on post-production and deliver special effects for film, TV and commercials.

Jobs in Post Production:

- Compositing Supervisor
- Editor
- Compositor
- Editing Assistant
- Roto Artist
- Scanning TD
- Scanner/Recorder
- Wire Remover

The following is an actual job available and accepting applicants as 10/01/13

<http://www.cv-library.co.uk/cgi-bin/view-job.cgi?jobref=120285716&s=100320>

3D Graphic Designer	Job Title
£35000 - £40000/annum	Salary/Rate
Limerick, Non UK	Location
20/12/2012 (12:22)	Posted
Adecco	Agency/Employer
Role Responsibility:	Description
<p>The successful candidate should be a 3D Generalist who will work closely with a team of Medical experts to create detailed storyboards outlining how drugs work within the human body.</p> <p>They will then take that storyboard and using the existing library of 3D models they will begin to create a detailed animation explaining the process, if we don't have the required models the designer will create a new one.</p> <p>The designer will prepare all of the 3D elements for the Video Editor who will prepare the final video.</p> <p>Requirements:</p> <p>The successful candidate should be able to actively participate within the team and make improvements to the 3D library,give training to other team members as required and contribute to overall look and feel of the animations.</p> <p>The successful candidate should also be familiar with Soft Image and be considered to be a 3D Generalist and have experience in all areas of 3D production, animation, modeling, lighting, and rendering experience in Adobe After Effects</p> <p>Adecco is acting as an Employment Agency in relation to this vacancy.</p>	
Permanent	Job Type
ASAP	Start Date
N/A	Contract Length
Anne Kelly	Contact Name
Login or register to view	Telephone
AD199	Job Reference
120285716	Job ID
Less than 10	Applications

Conclusions

From the information gathered in this report one can safely say that the video game industry is bustling right now. On all levels from concept, to manufacturing, to distribution to retail and even the journalistic side the video game industry is unrivalled at the moment. The jobs market is flourishing and not showing any signs of stopping. I feel the creativity factor is the main aspect behind the success and on-going growth of the video game industry. The “anything is possible” element sticks out as being the driving force behind this burgeoning behemoth. With the advent of better software and technology being more and more available people are allowed to enter the fray with relative ease, although the gap between the professionals and amateurs is immense. Some are amateurs, some are professionals. No matter which the industry and its growth is benefitting immensely as a result.

If one were to endeavour to enter the video game industry the safest bet would be to enrol in a respectable college and complete the relevant courses, make contacts and “play the game” as it was intended (pun intended). I came across an interesting post on the below forum that I find is a fitting conclusion and encompasses all aspects for those embarking on a career in the video game industry.

<http://forums.awn.com/showthread.php?t=5906>

“What to expect? Well.....you can expect to work harder and longer hours than in most other jobs.

You can expect NO job security, instead your skills and developed talent will become your job security. You can expect to travel to work in another city at some point.

You can expect competition from other people, both before and after you get a job. Do not expect to make a lot of money, but you should be able to support yourself once work is steady.

Expect work to be seasonal, in the respect that projects (games and shows) have starting and stopping times and there's not always another project following it up.

Expect to work for people that, at some point, will not know what they are doing--most do, but there's a few out there that do not.

Expect to really bust your ass in getting the best training you can, it developing your ARTISTIC skills as well as computer skills. Expect that mediocre skills will land you mediocre to no jobs--accomplished skills will give you better options. Do not shirk at talent.

Expect to get stiffed on pay at some point in your career--it might not happened for a long time, it might only happen once, but its VERY likely to happen.

Expect fear, frustration, sweat, accomplishment, elation, joy, devastation etc. --the gamut of human emotions.

Expect to love the job and hate the job at the same time.”

Summary

The report began with a brief introduction, outlining the direction the report would be heading and all topics to be covered and investigated. Then there was a broadstroke description of the video game industry that covered the history from the humble beginnings in the 70's to the raging monster it has become today. There was a list of the various annual video game conventions held all over the planet to illustrate the global success and popularity of the industry. The report then extensively went on to cover the vast range jobs available in the video game industry.

In the second half of the report two specific career paths were laid out. The first was that of a Programmer and the second was that of 3D Animator. Both covered the experience and educational requirements to earn the respective titles and further went on to reveal the potential jobs after attaining said titles. Two actual live jobs were added also as a demonstration of the the current market.

Lastly came a brief conclusion, this summary, to follow is a couple of recommendations and finally there will be a bibliography.

Recommendations

A career in the video game industry is apparently no picnic and judging by this report. I would highly recommend doing a little research on the ins and outs of it for definite. Do not go headstrong into it before carefully weighing the options, expectations and overall outcomes.

It is essential to enroll on a college course of some sort that covers whatever ones desired field may be. It would also be essential to commit fully to said course and get stuck into it and do not falter in the light of endless assignments and the like no matter what.

I would recommend in investing in a decent PC as the software used in most cases is very resource heavy. A decision to take on such a huge life commitment should be carefully fleshed out from all angles and I would urge anyone interested in doing so to make sure it is what they want and love to do. Just like I did.

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