



Digital / Multimedia / Games

Multimedia and digital developers generate and manipulate graphics, animations, sound, text and video to create integrated multimedia programs. Multimedia applications include computer-based interactive training, data presentation and information kiosks, CD-ROMs, entertainment and educational products, and multimedia presentations.

Games developers design, create and produce computer or video games. They work in games development teams with artists, programmers, producers and marketing staff.

Multimedia, digital and game developers may perform the following tasks:

- Investigate, analyse and recommend appropriate equipment and software to achieve the clients' objectives
- Prepare flow diagrams and storyboards to outline the product concept
- Prepare code to produce the multimedia product
- Prepare digital graphics, animations, sound, video, photographs and images for editing,
- Prepare design concepts
- Talk with related graphics, production and engineering experts
- Manage the development and implementation of multimedia products
- Draw up detailed design documentation including charts and diagrams that outline the various concepts and components involved
- Modify and document the program code to correct errors
- Test the game and make amendments to enhance its capabilities
- Combine structural, mechanical and artistic elements into the game's environment, such as buildings, vehicles and decorative finishes.

Specialisations:

Author-based Programmer

An author-based programmer applies appropriate multimedia authoring technologies to conceptualise, design, assemble and integrate a variety of images, text, animation and/or sound before selecting and applying the desired program structure to produce a multimedia end-product. This may involve writing scripts, using namespaces and packages and writing extensions. This process is sometimes described as 'authoring a multimedia sequence'.

Computer-based Graphic Designer

A computer-based graphic designer uses computing technology and specialist software packages to manage the production, interface and integration of various graphics and other media into the multimedia package design. This includes the design of art and copy layouts for CD-ROM and multimedia products. It is possible to further specialise and focus on specific industry sectors such as advertising, corporate design, internet applications or exhibition design.

Animator

An animator (games development) arranges characters and objects designed by technical artists in a sequence of different positions to give the illusion of movement. They synchronise lip movements with words, and actions with music and sound effects. Animators work with programmers to create interactive sequences and work with testers to provide lifelike movements through digital techniques such as motion capture.

Digital Video Sound Editor

A digital video sound editor (games development) is involved in the computer-based editing of video sound for games. Working under instruction from directors, editors make editorial decisions in regards to the mood, pace and climax of sound effects. This involves working closely with other professional staff to analyse, evaluate and select sound effects for integration with images and other media.

Games Programmer

A games programmer writes code (usually in C++ programming language) or uses game-development engines to create computer or video games.

Technical Artist/3D Artist

A technical artist/3d artist (games development) creates and manipulates images and models using 2D and 3D computer graphics software (usually in Adobe Photoshop, Maya or 3DS Max). They work closely with animators and concept/layout artists to design (model) characters, vehicles, buildings and other objects present in the gaming environment.

Multimedia Programmer

A multimedia programmer examines systems and applications programming issues involving the conversion between platforms and the initial writing of code for incorporation of text, graphics, video, animation, digital/analogue photographs, audio and 2D/3D modelling. Further specialisations are also possible, such as video systems development programming and PC-lead programming.

Personal Requirements:

- Aptitude for computing and design
- Creative, with artistic flair
- Ability to both lead and follow instructions
- Strong client focus
- Commitment to understanding and using new technology
- Ability to meet deadlines
- Understanding of colour and form
- Patient and attentive to detail.
- Good communication skills
- Aptitude for drawing
- Understanding of colour and form
- Able to work as part of a team.

Source: Job Guide 2011