VFX industry career map

Follow the dotted lines to see how visual effects in the film and TV industries are made.

Entry level roles are ones that you can do straight after education, whether that be school, college or university. Most entry level roles are in production. Some companies look for new entrants in all the production roles listed.

Go to ScreenSkills for more details: www.screenskills.com/careers-in-vfx
What is visual effects?

Visual effects (VFX) is the art of combining computer-generated imagery (CGI) with live-action footage to create believable images. The process of creating visual effects involves many different professionals and technologies to create a cohesive and realistic final product. VFX is commonly used in film, television, video games, and other forms of media to enhance the visual appeal and realism of the content being created.

The picture in the UK

The UK is a leading international leader in the VFX industry, DNEG won the VFX Oscar for First Man in 2019. The year before, DHM and Framestore received the award for Blade Runner 2049. Three companies, based in London or other places around the world, are internationally renowned for their quality and innovation. Almost all the UK companies that create VFX for the feature film industry (BFI) are key contributors to some of the scenes in a film. If a scene in a film can't be captured on camera, it's imagery (CG) with live-action pictures. Think of the dinosaurs in Jurassic World: Fallen Kingdom or the final battle in Avengers: Infinity War. If a scene in a film can't be captured on camera, it's imagery (CG) with live-action pictures.

VFX roles

There are many different roles in VFX. Some roles require you to be a more artistic and expressive, while others require you to be more technical and analytical. The roles available in VFX are not limited to those who like both and are there for those who like business and marketing skills too.

Assistant technical director

An assistant technical director (TD) or client-side (employed by the film or client) or studio (employed by the VFX studio) or client-side (employed by the film or client) is responsible for the relationship between the VFX company and the client. They work with the client to understand their needs and develop a plan for delivering the VFX that the client requires. They also manage the internal team of artists, ensuring that they have the necessary skills and equipment to deliver the VFX that the client needs.

Producer

A producer is responsible for overseeing the production of a film or TV show, including managing the budget, scheduling, and overseeing the creative process. They work closely with the director, cinematographer, and other key members of the production team to ensure that the final product meets the needs of the client and the creative vision of the project.

Computer-generated (CG) department

The computer-generated (CG) department is responsible for creating the computer-generated images that are used in the final product. This includes modeling, texturing, lighting, and animating the images.

Rigger

A rigger is responsible for creating the digital assets that are used to create the final product. This includes creating the geometry that is used to create the models, as well as creating the materials that are used to texture the models.

Software developer

A software developer is responsible for creating the software that is used to create the computer-generated images. This includes writing code to create new features and improve existing ones, as well as creating tools to help artists create the final product.

Effect artist

An effect artist is responsible for creating the effects that are used in the final product. This includes creating smoke, fire, explosions, and other visual effects.

VFX supervisor

A VFX supervisor is responsible for overseeing the entire VFX process. They work closely with the director and other key members of the production team to ensure that the final product meets the needs of the client and the creative vision of the project.

Effect artist

An effect artist is responsible for creating the effects that are used in the final product. This includes creating smoke, fire, explosions, and other visual effects.

VFX editor

A VFX editor is responsible for editing the VFX shots that are used in the final product. They work closely with the director and other key members of the production team to ensure that the final product meets the needs of the client and the creative vision of the project.

Technical director

A technical director (TD) is responsible for managing the technical aspects of the VFX process. They work closely with the director and other key members of the production team to ensure that the final product meets the needs of the client and the creative vision of the project.

Effect artist

An effect artist is responsible for creating the effects that are used in the final product. This includes creating smoke, fire, explosions, and other visual effects.

VFX artist

A VFX artist is responsible for creating the computer-generated images that are used in the final product. This includes creating the models, as well as creating the materials that are used to texture the models.

Animation

An animator is responsible for creating the animations that are used in the final product. They work closely with the director and other key members of the production team to ensure that the final product meets the needs of the client and the creative vision of the project.

VFX producer

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