

## Glossary of VFX Roles & Positions

Name / Department	Other Names / Roles	Description
Colour grading	Colourist / Digital Colourist	These are artists that use tools to work with colour, light, texture, contrast, saturation, composition, and overall tone of the film. They can always work in the highest resolution and multiple camera formats, from traditional 16mm/35mm film to digital cameras. They are the first port of call after the shoot and editing process. They can be involved at the start and end of post-production depending how complex a project is. They can work on different types of software but the main ones are Filmlights Baselight and DaVinci's Resolve. they work in light-controlled rooms with broadcast monitors or theatrical cinema for feature films. Colourists can work across commercials, music videos, short films, tv series and features.
	Colour Assist / Data Lab Support	They are assistants to the Colourist, so they transcode or develop camera rushes to an EDL and offline and then 'conform' and prepare all the material for the Colourist to work on. They have knowledge like a DIT and/or editors assistant They understand how to work with file transfer platforms, camera formats, codecs and editing, to conform material for the colourist to work on. Most assists / data lab are colourists in training. They must have knowledge of software such as Aspera, Resolve, Baselight, Avid, Premiere and Final Cut Pro
VFX (2D) Arist	VFX Supervisor	The VFX Supervisor is responsible for the production of visual effects on a project. She/he understands and interprets the Director's vision and offers solutions for best results whilst working within the project's budget constraints set by the production team. They will attend shoots to gather technical data and work closely with the director/crew planning & advising on best way to capture scenes for VFX.
	Junior Flame op	Autodesk Flame is the type of software the ops use Flame Ops do all sorts of compositing (including roto, clean up and compositing plates/elements together), they also placing and sometimes create the titles and logos in the suites with the clients.
	Mid Flame op	
	Senior/ Lead Flame op	The Leads and Seniors command a very specific skillset; they will advise and help solve problems creatively and cost effectovely, they are able to listen and talk to the clients whilst they are working, being creatively diplomatic, working at a good speed, helping solve issues directly with the client whilst getting the job done to the highest quality and on schedule.
	2D lead	
	Junior Nuke op Mid Nuke op	Nuke is the type of 2D Compositing software the ops use They do all sorts of compositing like the flame ops
	Senior/ Lead Nuke op 2D lead	'timeline' and so is not appropriate for client viewings. Therefore the edit is usually
CG (3D) Artist	CG Generalist	These are the most rounded of the CG arists as they can do most things - they can apply their skill set to a number of different disciplines along the CG pipeline.
	FX Artist	These people work with dynamics, simulations and particles like fire, smoke, cloth, fur etc.  This is a hard part of CG so talented FX artists are keepers!

	Modeller & Texturer	<p>They model (create the shape) and texture (add texture to the surface of the object - fur, scales etc)</p> <p>There are two types of models; organic and hard surface. There is also a type of modeler called a 'sculptor', these artists will literally sculpt characters, creatures etc in CG</p>
	Rigger	A rigger puts the internal structure inside the object- bones and muscles to make the object moveable.
	Animator	Animators make the models move, walk, run, crawl etc. They study movement and try to replicate it.
	Tracker	When working with live action plates we have to track a camera move in CG for our CG objects, so the tracker looks at the real camera and 'tracks' it so we can get our CG camera doing the same thing.
	Lighter and Renderer	They take the assets, characters, items or entire scenes and add light to it. Rendering uses complex ray tracing algorithms to simulate real-world lighting.
Production	Production assistant Production Coordinator	<p>They help the producers coordinate the project by doing paperwork, talking to the artists and making sure all tasks are being done daily.</p> <p>This is generally a gateway to becoming a producer</p>
	Junior Producer Producer Senior Producer	<p>Different levels of Producers who manage the project- scheduling, budget, team management.</p> <p>Communicating with the client (Production company, agencies or Direct to client brand) and co-ordinating the project and ensuring everything is delivered on time and to the clients brief.</p>
	Executive Producer (EP)	EP's don't usually line produce projects but they focus more on winning work, client management and marketing
Scheduling	Bookings/ Scheduler Head of Scheduling	<p>Schedulers take care of booking all the artists and equipment in the building</p> <p>They help crew find the right talent for each job, sourcing freelancers if needed. Producers and Lead ops tell them what they need (team and kit) and they then book the relevant resources.</p> <p>They assign each artist a machine and desk.</p> <p>They cost up the artists hours every day to track the exact amount of time spent on a job.</p>
DMC/ MCR	Transfer op Machine room op	<p>They deal with making WIPS for the clients</p> <p>Creating masters and outputting to stations for broadcast QC'ing all output (quality control).</p> <p>They can do some editing and making showreels Prepping artwork.</p> <p>Lots of technical stuff!</p>

# Glossary of VFX Stages & Software

Stage	Software types	Glossary
Grading	Baselight DaVinci-Resolve	<p><b>EDL-</b> Edit Decision list. This is a group of numbers called time... that is made by the offline company. The EDL says when a selected shot starts and ends</p> <p><b>Offline-</b> This is the edit compiled from low res footage. You need an EDL and Offline to begin the Online process.</p> <p><b>Conform-</b>Conforming is simply replacing your "offline" materials with your "online" materials.</p> <p><b>Colour Space-</b> This is how the project has been set up/ captured and displayed.</p> <p><b>Handles-</b> these are what we add to the head and tail of each shot. Can be anywhere between 5 and 50 frames.</p>
VFX (2D)	Flame  Nuke  Flare After FX	<p><b>Conform-</b>this is when the edit is put together using hi res footage to create the correct film, as per the EDL and offline.</p> <p><b>Roto-</b> (or Rotoscoping) is used to create a matte or mask for an element so it can be extracted out to place on a different background or masked out so colors can be changed.</p> <p><b>Matte-</b> creating a B&amp;W image that allows you to select regions of the image that are transparent. This enables you to layer multiple images on top of each other.</p> <p><b>Key-</b> When something is filmed against a chroma screen (blue, green or any other colour depending on what is being filmed (but isn't a colour in the background)) we pull a 'key' meaning we cutout with is in front of the screen by selecting the colour behind and effectively deleting it.</p> <p><b>Plates-</b> this is what we call the Live action footage that we work on top of.</p> <p><b>Clean up-</b> this is where we 'clean up' the shot- removing parts that shouldn't be in shot- eg: wires from a rig, spots on someones face, hands in shot</p> <p><b>Audio layback (soundlay)-</b> this is syncing the sound mix to the picture.</p> <p><b>Comp/ Comping-</b> Compositing- pulling all the images together/ layering them up to create the completed shot.</p> <p><b>Rendering-</b> the process of combining all the elements in your shot to reveal the final look.</p> <p><b>Archiving-</b> Taking all elements of the films and putting them into an archive storage, so you can access them later but free up the storage on the server/ Flame.</p>
CG (3D)	Cinema 4D Maya  Houdini  3DS Max  ZBrush	<p><b>Pre-Vis-</b> is a pre-visualisation of what we intend to shoot to enable camera angles, shot lengths, speed etc to be worked out in advance to help CG prep and start building.</p> <p><b>Modelling-</b> to model or create a character or object</p> <p><b>Sculpting-</b> same as sculpting in real life but you build a model with CG 'clay'- usually used for humans and animals</p> <p><b>Texturing-</b> to create and add a texture to an object- like scales, fur, skin etc</p> <p><b>FX/Simming-</b> this is when we are working with dynamics like cloth, hair, water, fire etc. It also applies to when we are working with particles systems of any kind- leaves, dust etc</p> <p><b>Rigging-</b> putting bones and muscles into a character to make it move</p> <p><b>Animation-</b> making things move!</p> <p><b>Lighting-</b> lighting the scene to match the live action plates or putting lights into a CG scene</p> <p><b>Rendering-</b> this is the process of outputting complete frames from CG ready to be composited in 2D.</p> <p><b>Render Farm-</b> a group of computers that help render the images out of the software.</p>
2D Animation	TV Paint	<p><b>1's, 2's or 3's-</b> this refers to whether you will be animating every 1,2 or 3 frames. i.e drawing an image for every frame or skipping some</p> <p><b>Clean up-</b> Once the main animator has done his main drawings you then have to 'clean up' the lines.</p> <p><b>Colour-</b> the main animator will draw the lines first and then they would colour the image in- a junior could do this.</p>
Scheduling	CETA Famers Wife  SchedulAll etc...	<p><b>1st pencil/ Hold-</b> this is what we say when we have first refusal on an artist- either in house or a freelancer. We haven't confirmed them for the job yet.</p> <p><b>2nd pencil/ Hold-</b> as above but we are second in line, someone else may confirm them before us.</p> <p><b>Confirm/ release-</b> to confirm the job/ artist or relase/ let them go.</p>
DMC/ MCR	WIP	<p><b>WIP-</b> Work in progress- what we send out for updates during a project</p> <p><b>Playouts-</b> the process of creating a HD master and sending it out to the TV stations.</p> <p><b>Masters-</b> the final High res film with clocks</p> <p><b>Generics-</b> Films without titles so they can be re-used in different regions and countries for new versions.</p>