

2021 Croner International Animation Survey - Position Grids

Family Level		STORY / VISUAL DEVELOPMENT								ANIMATION
		200	201	205	220	230	240	260	280	300
		Story	Storyboard Revising	Writing	Production Design / Art Direction	Character Design	Visual Development	Modeling	Layout	Character Animation
Brief Job Family Descriptions		Generates and develops story ideas, sequences, storyboards, elements and enhancements throughout production.	Revises storyboards to meet evolving vision for the production. Using notes from storyboard review and with general direction, creates updated storyboards and sequences.	Writes and refines treatments, stories, scripts and/or dialogue for assigned shows, sequences and/or story elements.	Creates the look and artistic deliverables to meet the artistic, creative and aesthetic vision of a production.	Creates characters to meet established vision for the production, including look, personality, movement, expression.	Creates and presents concepts and designs for the production, including character, sets, lighting, props, key art. Creates plan views and blue prints.	Creates, builds and maintains models of story elements, including characters, environments, sets, structures.	Creates 3D layouts. Translates sketches into 3D layouts and shot sequences and scenes. May create sets and scenes. Determines camera placement, blocks characters, sets and props. Shepherds shots through final layout.	Defines, leads and executes major character animation for productions, including personality and animation style.
Production Leadership	Senior Production Leadership / Head of Function	20012 Head of Story			22012 Production Designer		24012 Head of Visual Development			30012 Head of Character Animation
	Pipeline / Sequence Leadership				22016 Art Dir					
Individual Contributor	Principal Individual Contributor									
	Senior / Lead Individual Contributor									
	Individual Contributor	20025 Story Artist	20125 Storyboard Revisionist	20525 Writer		23025 Character Designer	24025 Visual Dev Artist	26025 Modeler	28025 Layout Artist	30025 Character Animator
	Associate Individual Contributor	20026 Assoc Story Artist		20526 Writing Assistant			24026 Assoc Visual Dev Artist			
Support	Coordinator / Technician									
	Assistant									

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Family		TECHNICAL / SHOT PRODUCTION							
		410	420	465	466	470	474	475	476
		Character Set-Up / Rigging	Shading / Texture Painting	Character Simulation	Background	Lighting	Department Technical Direction	Pipeline Technical Direction	Generalist Technical Direction
Brief Job Family Descriptions		Constructs character rigs and animation controls for use by animators, including skeleton, limb, facial expression, skin and hair movement.	Designs tools and/or texture maps, and creates shading and/or surface qualities of elements, including characters, sets, props and environments.	Creates, models and animates the external features of characters, including hair, fur, cloth, grooming and/or tailoring and dynamic simulation.	Designs and/or digitally "paints" assigned background mattes that meet creative direction.	Designs and implements lighting and shadows of objects, scenes or effects.	Provides a wide variety of technical functions for a specific department, providing fixes needed to complete the department's work.	Determines technical approaches and tools to achieve desired animation and effects.	Performs a wide variety of technical functions and provides fixes to complete animation or visual effects shots.
Production Leadership	Senior Production Leadership / Head of Function								
	Pipeline / Sequence Leadership								
Individual Contributor	Principal Individual Contributor								
	Senior / Lead Individual Contributor								
	Individual Contributor	41025 Char Tech Dir / Rigger	42025 Surfacers / Shader / Texture Artist	46525 Character Effects Artist	46625 Background Designer	47025 Lighter / Compositor	47425 Department Tech Dir	47525 Pipeline Tech Dir	47625 Generalist Tech Dir
	Associate Individual Contributor				46626 Background Painter				
Support	Coordinator / Technician								
	Assistant								

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Family Level		EFFECTS / LIVE ACTION		PRODUCING			POST PRODUCTION		
		484	486	499	500	505	590	600	613
		Effects	Crowds	Development	Producing / Production Management	Line Producing	Post Production	Animated Feature Film Editing	Animatics Editing
Brief Job Family Descriptions		Creates and animates digital effects for (super) natural phenomena for live-action productions and integrates effects into shots.	Manages production and delivery of digital crowds shots. Develops technical tools needed to create crowd animation.	Identifies, develops and acquires projects and related talent for the studio. Develops a continuous pipeline of projects for evaluation.	Manages business function of a production, including assembling resources, funding and talent; negotiates resources.	Manages day-to-day schedules, budgets and crews to ensure the timely, efficient and on-budget completion of a production.	Accountable for scheduling, budgeting and resourcing post-production elements. Resources, manages and schedules third-party, post-production functions.	Delivers final film edits, including assembly and pacing, to achieve consistency and feel; makes decisions and trade-offs regarding cost, schedule and quality.	Creates, edits and delivers animatics, produced by shooting successive sections of a storyboard and adding a soundtrack, that serve as an animation reference.
Production Leadership	Senior Production Leadership / Head of Function				50012 Producer			60012 Editor	
	Pipeline / Sequence Leadership				50016 Assoc Producer	50516 Line Producer	59016 Post Prodn Supv		
Individual Contributor	Principal Individual Contributor							60021 Assoc Editor	
	Senior / Lead Individual Contributor			49924 Development Executive	50024 Prodn Mgr				
	Individual Contributor	48425 Effects Artist	48625 Crowds / Cycle Animator	49925 Development Associate				60025 Asst Editor	61325 Animatics Editor
	Associate Individual Contributor				50026 Prodn Supervisor				
Support	Coordinator / Technician				50027.5 Prodn Coord		59027.5 Post Prodn Coord		
	Assistant				50028 Prodn Asst		59028 Post Prodn Asst		

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Family		TECHNOLOGY	GENERAL AND ADMINISTRATIVE	
		830	927	928
Level		Pipeline Software Engineering	Effects Supervising	CG Supervising
Brief Job Family Descriptions		Designs, develops and implements software that unites the multiple elements of the production pipeline, joining multiple platforms and production functionalities.	Defines and directs department standards, policies and procedures for a family in the pipeline.	Defines and directs department standards, policies and procedures for a family in the pipeline.
Operations Management	Executive			
	Director		92714 Effects Supervisor	92814 CG Supervisor
	Manager			
Individual Contributor	Principal Individual Contributor			
	Senior Individual Contributor			
	Individual Contributor	83025 Software Engineer / Pipeline Engineer		
	Associate Individual Contributor	83026 Assoc Software Engineer		
	Coordinator / Technician			
	Assistant			