



## WEEKLY OPPORTUNITIES NEWSLETTER

YEAR 9

w/c 27th March 2023



Dear Student/Parent/Carer,  
**Recording interactions on Unifrog**

Could you let Mrs Farmer know if you take part in any virtual or in person opportunities advertised in this Newsletter please? It is important that young people keep an electronic record of all the interactions you have with Further Education, Higher Education and employers. Please email [ffarmer@toothillschool.co.uk](mailto:ffarmer@toothillschool.co.uk) with the date of the activity and the name of the activity.

Enjoy

The Toot Hill Careers Team

Use the Contents section to skip to the information relevant for you. You can use the 'Back to Top' button to get back to this Contents section.

### Contents

Career Of The Week .....	2
CHARITY FUND RAISING .....	6
Careermag for Parents - Out NOW .....	7
DIGIDATA, Join GSK to gain work experience in April & May .....	7



## Career Of The Week

### Games artist



#### What you'll do

Your day-to-day responsibilities will depend on your area of specialism. Games artists often specialise in one of these four areas:

- Concept artist – you'll create the overall look and feel of a game world, together with the first designs of people, creatures, and objects (it's worth noting that concept artists are also used in other industries, such as film and animation).
- 3D modelling artist – you'll use the 2D drawings from a concept artist to build 3D models of characters, weapons, vehicles, furniture, trees, rocks, etc.
- Environment artist – you'll design fantasy landscapes (such as dungeons or wastelands) and realistic landscapes (such as forests and urban streets), in which the game will be played.
- Texturing artist – you'll add realism to 3D models by mapping textures onto the object's surfaces (including rust on metal, tears in fabric, and scars on skin).

Whichever area you specialise in, you'll need to follow a brief, work to deadlines, collaborate with other artists, and implement feedback.

Record relevant activities you've already done on the [Activities tool](#)

#### Working hours and environment

---

The gaming industry was valued at \$162.32 billion in 2020 and is growing rapidly, so games artists with relevant skills and experience are in high demand.

As a games artist, your working hours will depend on whether you work for an employer or as a self-employed freelancer.

If you decide to work for an employer, you're likely to work full-time, although flexible hours and time off in lieu are often possible.

As a self-employed freelancer, you'll be able to select clients and projects to suit your availability, although this may mean compromising financial stability. For more information, take a look at our guide [How to become self-employed](#).

Whether you're self-employed or an employee, you'll be based in a game developer's studio or office and work on a computer for long periods of time.

### Career path and progression

---

You're likely to begin your career with a junior/intern art role, although it's possible to enter the profession through another role (such as a quality assurance tester).

From there, you'll receive training on the job and will have the opportunity to shadow other games artists. Some employers also offer in-house training in relevant software packages.

You could then progress into a mid-level games artist role and, after three-to-six years, a senior art role. It can take a minimum of five years' experience in the industry to become a lead artist with management responsibility.

### Skills required

- 
- creative and artistic skills, including an understanding of form, colour, texture, and light
  - the ability to use traditional methods (e.g., drawing and painting) and creative software packages (e.g., Photoshop, Blender, 3D Smax, SketchUp and Maya), depending on your specialism
  - listening and reading skills, to interpret a brief
  - speaking and writing skills, to explain and pitch ideas
  - organisation skills, to work to a tight production schedule and meet deadlines
  - the ability to stay positive, so you can respond well to criticism and adapt your work based on feedback
  - strong research skills, so you can build characters and worlds within the limitations of the game world
  - teamwork skills, to collaborate with other artists and other members of the team

Got evidence of these skills? Record your examples on the [Skills tool](#)

### Entry requirements

---

There are no set entry requirements. Like many creative roles, your ability to find work will depend on the strength of your portfolio and your experience.

A strong portfolio will showcase your understanding of key design principles (such as form, shape, colour and light theory, texture, composition, and perspective). Although not a requirement, a relevant undergraduate degree, foundation degree, or Level 3 qualification (such as a BTEC diploma) will help you develop these skills and become familiar with creative software packages. Relevant subjects include:

- games art / games art production
- graphic design / graphics
- animation
- illustration
- fine art
- creative digital media production

A network of industry contacts will help you to find clients (if you're self-employed) and gain professional experience. For advice on building connections, take a look at our guide [How to network like a pro](#).

[ScreenSkills](#) has advice on how to build a games art portfolio.

### Related university subject profiles

---

These university subjects are related to this career; check out their profiles on the Subjects library:

- [Graphic design](#)
- [Fine art](#)

### Related career profiles

---

You may also be interested in:

- [Fine artist](#)
- [Graphic designer](#)
- [Visual effects \(VFX\) artist](#)

### Explore

---

Want to see what relevant education and training opportunities are available right now? Search here:

**Graphic design at uni:**

[USA](#) [UK](#) [Canada](#) [Europe](#) [Asia](#) [Australasia](#) [Ireland](#)

**Fine art at uni:**

[USA](#) [UK](#) [Canada](#) [Europe](#) [Asia](#) [Australasia](#) [Ireland](#)

**Apprenticeships:**

[UK](#)

**College / Sixth Form:**

[UK](#)

## Labour Market Information (LMI)

### UK Current Jobs

---

#### Design occupations (SOC3)

UK jobs: 70,300

Nottinghamshire jobs: 854 (19th of 214 UK LEAs)

Top 5 LEAs: Hackney (1,855), Surrey (1,830), Hertfordshire (1,827), Kent (1,733), Essex (1,573)

### UK Salary

---

#### Interior designers (SOC4)

UK annual median: £35,450

#### Design occupations (SOC3)

UK annual median: £33,943

East Midlands annual median: £24,826

Top 3 regions: East of England (£36,085), North East (£34,497), Yorkshire and the Humber (£33,790)

## CHARITY FUND RAISING

If you would like to raise money for charity, then Home Instead are offering tables for you to rent at their Table Top Sale on 11 June.



# TABLE TOP SALE

## When and Where?

Car Park @ 87 Main Street, East Bridgford

Sunday, 11 June 2023

12pm - 3pm

**£5 for a table in our car park**

Limited number of our tables available to borrow

In aid of:  
East Bridgford Wildlife & Biodiversity Group

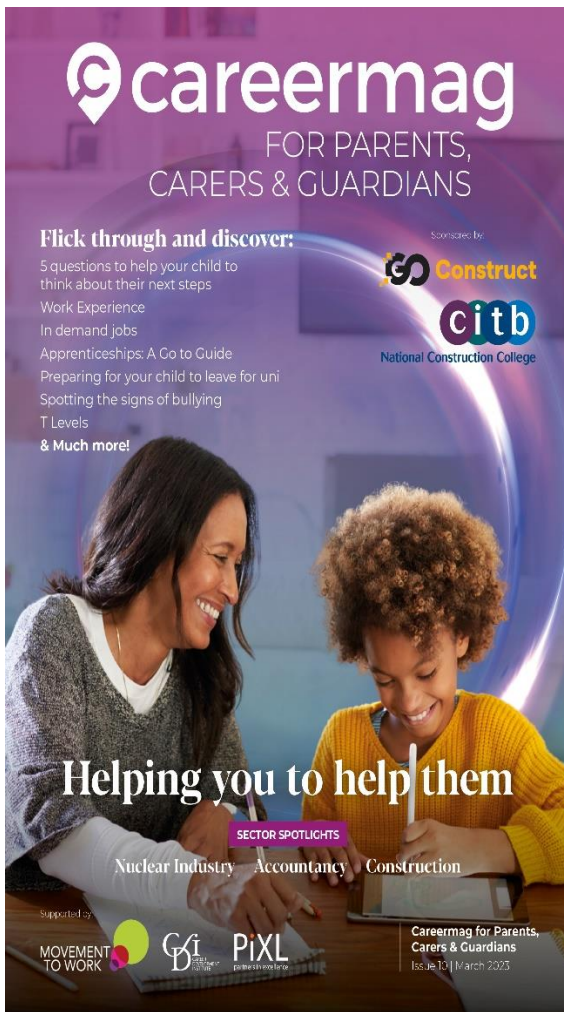
Please register your interest via either:

Email: [fieldsup1@eastnotts.homeinstead.co.uk](mailto:fieldsup1@eastnotts.homeinstead.co.uk)

Tel: 01949 480480

Visit our office: 87 Main Street

## Careermag for Parents - Out NOW



We recognise that Parents and Guardians can have a huge influence on a young person's next steps. When asked by their teenager 'What should I do next?' many parents can feel overwhelmed. So much has changed since they left school/college, which is why Careermag for Parents, Carers and Guardians aims to inform parents so their young people can feel supported - whether they'd like to go to University, do an Apprenticeship, Work Experience or T Levels.

This issue is sponsored by Go Construct and The National Construction College and supported by PiXL, Movement to Work, CDI and many more!

[Read Careermag for Parents](#)

## DIGIDATA, Join GSK to gain work experience in April & May

- **First Step year groups** = (7, 8, 9)
- **Next Step year groups** = (10,11,12,13)

### First Step

Wednesday 26<sup>th</sup> April at 4.30pm – [GSK live online career challenge](#) – The Next big discovery! – [Register to attend](#)

### **Next Step**

Wednesday 3<sup>rd</sup> May at 5pm – [GSK live online career challenge](#) – calling all patients!!

- [Register to attend](#)

**We wish all students and parents a very Happy  
Easter holiday. Enjoy a very well-deserved rest!**

**If you have any comments or feedback on the Newsletters please email  
ffarmer@toothillschool.co.uk and not reply to this email as these Newsletters  
are sent from a no reply email address.**

**Thank you**