



New Mexico State Personnel Office

2600 Cerrillos Road
Santa Fe, New Mexico 87505-0127

Classification Description

MULTI-MEDIA ARTISTS AND ANIMATORS

Class Title	Class Code	Pay Band	Alt Pay Band*
Multi-Media Artists and Animators-B	J1014B	40	
Multi-Media Artists and Animators-O	J1014O	45	
Multi-Media Artists and Animators-A	J1014A	50	

**In accordance with SPB Rule 1.7.4.10 NMAC, the assignment to alternative pay bands shall be reviewed annually to determine their appropriateness.*

Occupation Description

Create special effects, animation, or other visual images using film, video, computers, or other electronic tools and media for use in products or creations, such as computer games, movies, music videos, and commercials.

Nature of Work

Multimedia artists and animators work primarily in motion picture and video industries, advertising, and computer systems design services. They draw by hand and use computers to create the series of pictures that form the animated images or special effects seen in movies, television programs, and computer games. Some draw storyboards for television commercials, movies, and animated features. Storyboards present television commercials in a series of scenes similar to a comic strip and allow an advertising agency to evaluate commercials proposed by advertising companies. Storyboards also serve as guides to placing actors and cameras on the television or motion picture set and to other production details. Many multimedia artists model objects in three dimensions by computer and work with programmers to make the images move.

Distinguishing Characteristics of Levels

Note: Examples of Work are intended to be cumulative for each progressively higher level of work. The omission of specific statements does not preclude management from assigning other duties which are reasonably within the scope of the duties.

Basic

- Employees in this Role are responsible for the daily operation of equipment in a large format, theater and planetarium.
- Employees maintain planetarium equipment, computers, laser systems, special effects projectors, sound systems, and multimedia audiovisual equipment.
- Employees may assist in program development.

Recommended Education and Experience for Full Performance

High School Diploma or GED and one and a half (1.5) years' work experience in multi-media design, flash applications, designing solutions using static graphics and/or animations

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Minimum Qualifications

High School Diploma or GED and three (3) months experience in multi-media design, flash applications, designing solutions using static graphics and/or animations

Operational

- Employees in this Role are responsible for the production and presentation of multimedia and planetarium shows, training, operation, and maintenance of multimedia equipment such as IMAX projectors, spitz starball, laser console, special effects, and other equipment necessary for program.

Recommended Education and Experience for Full Performance

High School Diploma or GED and two (2) years of work experience in multi-media design, flash applications, designing solutions using static graphics and/or animations.

Minimum Qualifications

High School Diploma or GED and six (6) months work experience in multi-media design, flash applications, designing solutions using static graphics and/or animations.

Advanced

- Employees in this Role are responsible for the production of planetarium and multimedia shows; planning, development, and operations of a large format theater and planetarium.
- Employees select films, multimedia, laser, astronomy programs and negotiate agreements with distributors worldwide.

Recommended Education and Experience for Full Performance

Associate's Degree in Multi-Media and two (2) years work experience in multi-media design, flash applications, designing solutions using static graphics and/or animations.

Minimum Qualifications

High School Diploma or GED and one (1) year of work experience in multi-media design, flash applications, designing solutions using static graphics and/or animations.

Knowledge and Skills

*Note: This information has been produced by compiling information and documentation provided by O*NET. O*NET™ is a trademark of the U.S. Department of Labor, Employment and Training Administration.*

Knowledge

Communications and Media — Knowledge of media production, communication, and dissemination techniques and methods. This includes alternative ways to inform and entertain via written, oral, and visual media.

Design — Knowledge of design techniques, tools, and principles involved in production of precision technical plans, blueprints, drawings, and models.

Fine Arts — Knowledge of the theory and techniques required to compose, produce, and perform works of music, dance, visual arts, drama, and sculpture.

Computers and Electronics — Knowledge of circuit boards, processors, chips, electronic equipment, and computer hardware and software, including applications and programming.

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English Language — Knowledge of the structure and content of the English language including the meaning and spelling of words, rules of composition, and grammar.

Customer and Personal Service — Knowledge of principles and processes for providing customer and personal services. This includes customer needs assessment, meeting quality standards for services, and evaluation of customer satisfaction.

Skills

Active Listening — Giving full attention to what other people are saying, taking time to understand the points being made, asking questions as appropriate, and not interrupting at inappropriate times.

Reading Comprehension — Understanding written sentences and paragraphs in work related documents.

Critical Thinking — Using logic and reasoning to identify the strengths and weaknesses of alternative solutions, conclusions or approaches to problems.

Time Management — Managing one's own time and the time of others.

Coordination — Adjusting actions in relation to others' actions.

Judgment and Decision Making — Considering the relative costs and benefits of potential actions to choose the most appropriate one.

Speaking — Talking to others to convey information effectively.

Active Learning — Understanding the implications of new information for both current and future problem-solving and decision-making.

Complex Problem Solving — Identifying complex problems and reviewing related information to develop and evaluate options and implement solutions.

Monitoring — Monitoring/Assessing performance of yourself, other individuals, or organizations to make improvements or take corrective action.

Statutory Requirements: N/A

Conditions of Employment: Working Conditions for individual positions in this classification will vary based on each *agency's utilization, essential functions, and the recruitment needs* at the time a vacancy is posted. All requirements are subject to possible modification to reasonably accommodate individuals with disabilities.

Default FLSA Status: Non-Exempt. FLSA status may be determined to be different at the agency level based on the agency's utilization of the position.

Bargaining Unit: This position may be covered by a collective bargaining agreement and all terms/conditions of that agreement apply and must be adhered to.

Established: 07/07/2001 **Revised:** 9/20/2011

**Adapted from the United States Bureau of Labor Statistics and are intended to illustrate the typical education and experience required for this occupation.*

Note: Classification description subject to change. Please refer to the SPO website www.spo.state.nm.us to ensure this represents the most current copy of the description.