

Job Studies

3D MODELER (GRAPHICS ANIMATOR): This individual works on sophisticated computer software to manipulate color, texture, light, sound and depth in order to create an imaginary world of characters, landscapes and objects for media such as video games, television, movies, and web based interfaces for entertainment, education, diagnostics, and research.

ARCHITECT: This individual creates intricate drawings and/or models by hand or on a computer for designing, planning, and construction of structurally sound buildings that satisfy their clients' aesthetic and functional needs while conforming to the laws and regulations of the areas in which the structures will be built.

AUTO BODY REPAIR TECHNICIAN: This individual is responsible for removing or filling dents in vehicles, straightening disfigured car parts, and replacing parts that are beyond repair in order to restore the automobile to its original or improved condition.

AUTOMOBILE BODY DESIGNER: This individual uses product design principles and emerging technology while working with engineers to create practical yet innovative ideas for new automobiles that function well and appeal to consumers.

CAKE DECORATOR (DESIGNER): This individual uses icing or frosting and other edible decorative elements to make plain cake more visually appealing; sometimes cakes are molded and sculpted to resemble three-dimensional persons, places and things to create a focal point of a special celebration.

FASHION DESIGNER: This individual works alone or with a team to design clothing and/or accessories that are functional as well as aesthetically pleasing for the specific situations in which they will be worn.

FURNITURE DESIGNER: This individual experiments with color, shape, and form by hand and/or computer modeling to design furniture and related products that are physically, ergonomically, and visually appealing out of a large variety of materials such as wood, metal, and plastic.

PRODUCT DESIGNER: This individual uses sketching, computer modeling, prototyping, and testing to analyze and develop everyday products that are functional and visually pleasing while taking into consideration the ergonomics, marketability, and sales of the new product.

TOY DESIGNER: This creative individual spends a great deal of time studying children's development and play behaviors in order to create safe and fun toys and/ or games (from sketches to prototypes) that utilize various materials that may include electronics, plastics, metals and even different types of fabrics and stuffing.

VIDEO GAME DEVELOPER: This individual is a software developer that simulates a virtual, alternate world of play by conceiving and designing the rules and structures of a game, with an approach equivalent to that of a screenwriter.

NOTE: REVIEW NOTES FOR TEST 1 & TEST 2