

## **CLASSIFICATION SERIES:**

Planetarium Engineering/Show Producer Occupation

## **BARGAINING UNIT:**

ACE

## **Planetarium Engineer/Show Producer 2**

**SERIES PURPOSE:** The purpose of the Planetarium Engineer/Show Producer occupation is to produce technical planetarium programs for the public and school audiences.

**CLASS CONCEPT:** The class works under general supervision and requires a low level of intervention on the part of the supervisor and requires knowledge of astronomy and space sciences, and extensive knowledge of digital media design, and proficiency in audio/video production software in order to produce technical planetarium programs for the public and school audiences. Incumbents independently design and produce computer graphics, photographs, and digital video, rendering and digital special effects for Planetarium programs.

JOB DUTIES: Incumbents may perform some or all of these duties or other job-related duties as assigned.

Responsible for technical production of programs. Designs and produces computer graphics, photographs, digital video rendering (including fulldome/fisheye rendering), and digital special effects. Produces artwork related to brochures, news releases, and other public relations communications.

Coordinates illustration, special effects, and audio engineering for all programs. Assists in presentation of or presents public programs, including special group shows, light shows, astronomy sky watches, telescope sessions, introductory astronomy classes and labs, etc.

Administers stock procurement of hardware, software, and consumables. Maintains the control system for Planetarium projector. Programs the Planetarium computer to control special effects projectors. Assists in the design, construction, and repair of telescope equipment and physics laboratories, and physics lecture demonstrations equipment. Supervises student technicians.

Other Functions and Responsibilities: Works with media to conduct interviews on regular, recurring basis.

Performs other related duties as assigned.

## **KNOWLEDGE, SKILLS, AND ABILITIES:**

Knowledge of: digital media design, full dome images/rendering, basic astronomy and space sciences.

Skill in: audio/video production software; public relations.

Effective: 10/17/2023

Ability to: interpret extensive variety of technical material; use proper research methods in gathering data; perform basic calculations; gather, collate, and classify information about data, people, or things; coordinate activities of others and cooperate with others on group projects.

(\*) Developed after employment.

MINIMUM QUALIFICATIONS: Bachelor's degree; three or more years of experience in digital media design and proficiency in audio/video production software, including Adobe Photoshop, Adobe After Effects, and/or ProTools HD; experience in editing audio for use in video/CG productions. Must show proficiency in astronomy and/or space science knowledge through related coursework and/or professional background.

**PREFERRED QUALIFICATIONS:** Bachelor's degree in astronomy, space science, or a related discipline; experience conducting interviews with television media.

**REQUIRED CERTIFICATIONS, TRAINING, AND/OR LICENSURES:** AED/CPR training

**PHYSICAL REQUIREMENTS:** In accordance with the U.S. Department of Labor physical demands strength ratings, this position will perform light work.

**LIGHT:** work involves exerting up to 20 pounds of force occasionally, or up to 10 pounds of force frequently, or a negligible amount of force constantly to move objects, requiring: (1) walking or standing to a significant degree; (2) sitting most of the time while pushing or pulling arm or leg controls; or (3) working at a production rate pace while constantly pushing or pulling materials even though the weight or the materials is negligible. (The constant stress and strain of maintaining a production rate pace, especially in an industrial setting, can be and is physically demanding of a worker even though the amount of force exerted is negligible.)

Effective: 10/17/2023