

Animator

Creates the motions, gestures, and expressions of 2D computer graphics characters, web animations, and/or objects. Demo reel must demonstrate application of the principles of animation to tell a story with meaning through movement.

- Strong understanding and application of traditional animation principles
- Ability to tell a story with meaning through movement
- An art background that demonstrates an understanding of physical motion, weight, balance, texture, and form.
- Ability to interpret storyboards, story reels, planned shots, recorded dialogue, set layout, and direction.
- Ability to use animation skills to bring characters and/or ideas to life, as well as clearly communicate simple ideas with which an audience can empathize.
- Fluency in Photoshop, Illustrator, Flash, and After Effects.
- Thorough knowledge of 2D computer graphics techniques, including good traditional animation keyframe abilities.
- Ability to utilize animation skills to develop products for the Web, mobile devices, training simulations, computer games, and/or video.
- Ability to manage multiple projects and set priorities in order to meet deadlines. Communicate effectively with client, and achieve required creative specifications.
- Must possess a strong sense of ownership, problem-solving skills, ability to adapt and work in different styles, a disciplined approach to quality and an awareness of its affect on the intended audience.
- Should be at or above grade level in computer science, mathematics, physics, architecture, engineering, written and verbal communication skills.

3D Modeler/Rigger

Models and develops a character and/or 3D Design project in digital form, including shaping the character's 3D geometry and the delivery of a well-designed set of animation controls for manipulating that geometry according to creative specifications. Demo reel must provide examples of digital sculpting of organic forms such as faces or bodies as well as a variety of works and styles. Demo reel should include a turntable showing the final result and a turntable with the mesh topology can be evaluated. Including drawings or clay sculpts as well cloth modeling and/or hair modeling will also strengthen a reel.

- Ability to use modeling software and texturing skills to sculpt and refine a neutral 3D model to fit the aesthetic needs of Character Designs according to client specifications.
- Design and maintain a modeling topology conducive to the storyboarded range of deformations.
- Utilize rigging skills to give a character controls for movement, "articulating" its ranges of motion, bringing a character to life.
- Emphasize accuracy in modeling and developing materials and anatomy and creative use of deformers to achieve a specific deformation called for by design specifications.
- Fluency in Photoshop, Illustrator, Maya, and ZBrush or Mudbox
- Thorough knowledge of 3D modeling techniques
- Outstanding eye for light, shade, color and detail in creating texture maps
- Ability to fine-tune work at the pixel level
- Skilled at realistically modeling and texturing high-poly characters, backgrounds, sets and environmental elements.
- Design and maintain Master Rigs that can be re-used as a basis for articulating similar characters.
- Ability to manage multiple projects and set priorities in order to meet deadlines. Communicate effectively with client, and achieve required creative specifications.
- Must possess a strong sense of ownership, problem-solving skills, ability to adapt and work in different styles, a disciplined approach to quality and an awareness of its affect on the intended audience.
- Should be at or above grade level in computer science, mathematics, physics, architecture, engineering, written and verbal communication skills.

3D Animator

Creates the motions, gestures, and expressions of 3D computer generated characters and objects according to design specifications. Demo reel must contain work in live-action or animated film that exhibits a strong emphasis on visual storytelling including staging, composition and editing.

- Fluency in Photoshop, Illustrator, After Effects, and Maya.
- Expert knowledge in both 2D and 3D computer graphics and animation techniques.
- Create a sequence of shots that convey a story through the application of traditional film making principles in a 3D computer graphics environment.
- Establish character blocking, camera positioning, and animate camera movement.
- Strong emphasis on visual storytelling, including staging, composition, and editing that demonstrates an understanding and application of traditional animation principles.
- Experience in film or video editing helpful
- Demonstrate thorough understanding of physical motion, weight, balance, texture, and form.
- Ability to use animation skills, which bring characters to life, as well as clearly communicate simple ideas with which an audience can empathize.
- Ability to utilize animation skills to develop products for the Web, mobile devices, computer games, entertainment, training simulations, and/or video.
- Ability to manage multiple projects and set priorities in order to meet deadlines. Communicate effectively with client, and achieve required creative specifications.
- Must possess a strong sense of ownership, problem-solving skills, ability to adapt and work in different styles, a disciplined approach to quality and an awareness of its affect on the intended audience.
- Should be at or above grade level in computer science, mathematics, physics, architecture, engineering, written and verbal communication skills.

Motion Graphics Artist

Executes the simulations and special effects needed for a creative project according to design specifications. Demo reel must include examples of special effects for a variety of projects and showcase diversity in skills.

- Simulate natural phenomena by applying direct and procedural animation techniques to create a variety of effects
- Shade, render, and composite effects elements
- Coordinate with team members to create the desired look for effects and on integrating and optimizing the effects process with the balance of the production pipeline.
- Experience with film or television effects production helpful
- Through knowledge of both 2D and 3D computer graphics techniques
- Shading, scripting, and compositing experience helpful
- Research items, timelines, events, people, etc., relevant to the period being covered in animation to provide a high level of detail and authenticity
- Execute still and motion graphics that enhance set and character elements that support general aesthetic of films and related projects.
- Proficient with Illustrator, Photoshop, After Effects, Final Cut Pro, and Flash
- Utilize both still and motion graphics, conceptualize, design and implement graphic elements consistent with the style and quality of the film.
- Ability to utilize compositing skills to develop products for the Web, mobile devices, computer games, entertainment, training simulations, and/or video.
- Ability to manage multiple projects and set priorities in order to meet deadlines. Communicate effectively with client, and achieve required creative specifications.
- Must possess a strong sense of ownership, problem-solving skills, ability to adapt and work in different styles, a disciplined approach to quality and an awareness of its affect on the intended audience.
- Should be at or above grade level in computer science, mathematics, physics, architecture, engineering, written and verbal communication skills.