

RLT

Rachelle Lewis Talent, Inc
Global VFX & Animation Staffing
Creative/Technical/Production/Executive
rachellelewis.com

Position: LEAD FX ARTIST

Location: Montreal, Canada

Contract: ASAP – ROP or Full Time-Staff

Contact: talent@rachellelewis.com

CG ANIMATED FEATURE

RLT is looking for a Lead FX Artist for a well known Animation Studio in Montreal that is currently in production on two CG Animated Feature Films (theatrical release). Industry vets and Directors are part of this high-end creative crew.

These positions start ASAP with **durations** of 9 to 12 months. Full-time staff positions also available for Canadian citizens or people holding Canadian PR. Strong Relo provided, excellent Benefits provided.

JOB SUMMARY

The Lead FX is a key member of the show that is responsible for managing sequences and those artists assigned to their sequences, being a part of the leadership team that drives the quality and style of the show and partnering with the Effects Supervisor to achieve these goals.

RESPONSIBILITIES

- Training new hires in department standards, workflow, and techniques.
- Guiding and mentoring artists in advancing their work towards asset/shot approval.
- Work well with team members in an advisory role and can show them process and troubleshooting.
- Following the artists work to make sure they address the notes, respect the briefs and deadlines
- Helping the supervisor to design and improve the workflow
- Communicate with supervisor with any issues on the table or potential problems that are foreseen
- Simulate natural phenomenon by applying direct and procedural animation techniques to create a variety of effects
- Following the quality control with the team.
- Create and compose 3D effects elements.
- Create and communicate animation timing for effects
- Work with production team to create the desired look for the effect.

QUALIFICATIONS

- Degree/diploma in fine arts or animation or equivalent experience
- A minimum of 4-years production experience in film or television effects
- Thorough knowledge of 3D effects and simulation techniques
- Working knowledge of Houdini and/or Maya required
- Compositing experience is a big plus
- UNIX/LINUX operating system experience required
- Experience programming Vex and Python required
- Able to communicate creative and technical thoughts and ideas
- Able to follow directions well
- Able to multi-task and prioritize
- Able to thrive in a high pressure, deadline oriented environment
- Enjoys working in teams

**** To expedite process, please submit resume to talent@rachellevewis.com.**

**** This job description is not meant to be all inclusive. Employee may be required to perform other duties to meet the ongoing needs of the organization.**

**** Please note that Canadian citizens and Canadian permanent residents will be considered in priority.**

**** This work needs to be done in-house, so no remote opportunities.**

**** If you fit the criteria needed for this position, we will email you to set up a phone call.**

Thank you.