

RLT

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

Position: RIGGING ARTIST
Location: Montreal, Canada
Contract: ASAP – ROP or Full-Time Staff
Contact: talent@rachelelewis.com

CG Animated Feature

RLT is looking for several Rigging Artists 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 and go for 3-months. Fulltime staff positions also available for Canadian citizens or people holding Canadian PR. Strong Relo provided, excellent Benefits provided.

Job Summary

Under the direct supervision of the Rigging Supervisor, this position is responsible for character, vehicle, and prop set up and designing rigs that allow for clean interaction during animation.

Responsibilities

- Set-up characters and props with skeletons and deformers
- Provide technical direction on models, so that by the time a model reaches the rigging phase it meets the technical requirements needed for the highest level of rigging and skinning.
- Work closely with Animators to develop rigs that will allow animators the full range of motion and acting that is called for by the story, as well as, a logical and easy to use control structure
- Communicate needs for custom tools, scripts, etc., to Rigging Supervisor, other Riggers, and TD's.
- Assist in the planning and design, as well as developing the tools and scripts as needed.
- Ability to create rigs that allow for a full range of movement, with a logical, easy to use, and well thought out control structure.

Qualifications

- Bachelor's (BA) degree from accredited four-year college or university or equivalent experience
- At least 2 years production experience
- A strong understanding of animation and modeling workflows
- A strong understanding of human and animal form and bio-mechanics.
- Excellent knowledge of Maya, with a strong understanding of the dependency graph, utility nodes, and the use of expressions. A working knowledge of MEL is preferred.

- A working knowledge of Python is a must. Knowledge of the C API is not required, but is a distinct advantage.
- A general understanding of the principles of animation. Must be able to think like an animator when considering how rigs will move. Prior animation experience is a plus.
- 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 citizen or a permanent resident of Candidate will be treated in priority.
- Only the selected candidates will be contacted. Please note that you may be asked to provide references.

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

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**** 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.