



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

CG Animated Feature

RLT is looking for all levels of CFX 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 have **start dates** ranging over the next several months and have **durations** of 7 to 11 months. Or, if you prefer, **Full-time staff positions** also available regardless of Canadian citizenship or PR status! This is not common and an excellent opportunity. Strong Relo provided, excellent Benefits provided.

JOB SUMMARY

CFX Artists works with the CFX Supervisors and Leads to create and execute the Director's vision of fur and cloth on the production.

RESPONSIBILITIES

Develop and maintain all department documentation of current pipeline and techniques

CLOTH:

- Prepares the assets for cloth simulation, including and not limited to creating the cloth simulation rig for the asset.
- Run realistic and stylized cloth shot simulations in a production environment
- Performs corrective shapes and sculpting fixes for cloth simulation in shot
- Rendering and QC of cloth elements

FUR:

- Procedurally groom hair and fur using XGen.
- Prepares the approved groom for animation rigging.
- Prepares the approved groom for simulation, including and not limited to creating the fur simulation rig for the asset.
- Run realistic and stylized fur simulations in a production environment
- Rendering and QC of fur elements

QUALIFICATIONS

CLOTH:

- Experience with multiple types of cloth solvers such as nCloth, Syflex, or Qualoth.
- Knowledge of the physics of motion and timing, cloth and hair motion.
- Solid knowledge of nCloth, nHair, deformers, and rigging techniques.

FUR:

- Strong understanding of current grooming systems and techniques.
- Intermediate understanding with xGen or other grooming packages.
- Intermediate to advanced understanding of general grooming toolsets and is able to troubleshoot.

QUALIFICATIONS:

- 3 years of experience in film/animation/vfx
- Degree/diploma in fine arts/computer science or equivalent experience
- Intermediate to Advanced knowledge of Maya
- Knowledge of Mel, Python, or other scripting language is a plus.
- Able to work independently and advance towards asset/shot approval with minimal daily supervision
- Demo reel demonstrating abilities with shot breakdown

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