



**Position: FX SUPERVISOR – FEATURE ANIMATION**

**Location: UK**

**Contract: ASAP – 2022**

**Contact: [talent@rachelelewis.com](mailto:talent@rachelelewis.com)**

RLT is looking for an FX Supervisor/Feature Animation for a multi-award-winning studio in the UK specializing in Animation and VFX for TV, Film, Games and more.

Starts ASAP and goes through mid-2022 approx. Remote to start and then in-studio as soon as it's safe to travel/work in-studio. Excellent benefits and compensation.

The FX Supervisor will join the senior team, providing technical and artistic leadership for the FX artists. They will also manage FX artists & project pipeline driving the team to meet scheduled objectives & quality targets.

- Responsible for QC on all output from the project FX team.
- Required to feedback on & manage technical challenges alongside other project leads.
- Fundamental responsibility of this role is interpreting, filtering & communicating a diverse range of feedback to the FX artists.
- Help the Head of Dept in mentoring junior members of the department providing technical & artistic leadership, passing on knowledge & methodology on best practice & technique, helping the growth of the studio.
- Contribute to the general progression of the studios FX pipeline as well as ensuring the smooth running of the project.

#### **RESPONSIBILITIES:**

- Managing the project's FX team and it's pipeline throughout the course of the production
- Helping production drive the project team to meet schedule objectives
- Being proactive in mentoring and developing all members of the FX team in the department across several projects
- Quality controlling FX output on the feature project
- Feedback and managing technical challenges on project alongside the CG Supervisor and Dept lead
- Liaising with production on task assignment and scheduling of the team
- Interpreting and communicating the director feedback and vision to the team
- Design and create FX using sprite/volumetric rendering techniques and Houdini/Maya particle systems
- Create dynamic or rigid body simulations

- Create tools, utility scripts, expressions and other digital assets to streamline the set-up process and achieve the desired look
- Take responsibility for producing the final looks of FX sequences, including integration with other CG elements
- Provide slap and final comps (as required)
- Keep CG Supervisor and Head of FX informed of progress, changes and other critical issues

**REQUIREMENTS:**

- Strong leadership capabilities with the ability to motivate, mentor and develop a team
- Previous experience as a Lead FX Artist or FX Supervisor on a Feature film preferred
- Solution orientated with a collaborative approach to problem solving
- A strong, measurable track record in delivering against project goals
- Ability to successfully delegate, mentor and manage people and projects
- Able to remain calm and confident in a fast-paced environment
- In depth knowledge of Houdini FX experience is essential
- Experience rendering with Houdini/MANTRA preferred
- 2 + years production experience is required.
- Some experience with MEL or Houdini scripting

**To expedite the process, please submit your resume and reel to [talent@rachellevlewis.com](mailto:talent@rachellevlewis.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**

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

**Thank you.**