



**Position: CG SCULPTOR (CG TV ANIMATION)**

**Location: MONTREAL, QUEBEC**

**Contract: ASAP – FULL-TIME/FREELANCE**

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

RLT is looking for a Character Sculptor for a client in Montreal who is producing a CG animated preschool TV series currently airing on Amazon. The show is a gag-driven situational comedy with a graphic style to it and has lots of silhouettes and shapes. 2 x 20 min episodes + 32 x 5 min episodes. The Production Designer and the Director are both accomplished and well respected in the feature and TV Animation space and are super cool to work with.

The Character Sculptor will take the existing character designs and sketches and create digital sculpts. Works in ZBrush. Knowledge of Maya and production modeling experience is a plus. Feature experience is a plus. This position has the potential to grow into a Lead role and also work on features.

Although they prefer artists who may be interested in moving to Montreal in the future for full-time roles, they are open to **remote freelancers for immediate needs (ASAP start)** as well.

If you're interested in talking about this opportunity, please email us at [talent@rachelelewis.com](mailto:talent@rachelelewis.com) and **include your online portfolio and resume**. If you fit the style and criteria for the gig, the next step would be setting up a phone call where we can give you the full download.

Thank you – <https://rachelelewis.com>