



Position: Creature Animator

Location: Los Angeles

Contract: ASAP

Contact: maryanna@rachelelewis.com

RLT is seeking an Animator for an award winning VFX and animation studio working on a range of VFX projects, including high-end VFX features and episodics.

JOB DETAILS:

- Proficiency in Maya animation toolset, Thinking Particles, FumeFX, Particle Flow, Krakatoa, V-Ray
- Minimum of 5 years' experience animating quadrupeds and bipeds
- Strong understanding of animation principles in traditional and digital techniques
- In-depth knowledge of FK/IK systems
- Rigging and Skin weighting skills a plus
- 5+ years' experience in a production environment
- Should effectively execute all necessary assigned tasks while under tight production schedule deadlines
- Strong creative and technical abilities
- Serve as an active participant in team discussions, critiques and reviews
- Excellent problem solving skills
- Positive attitude and self-motivated
- Must be able to work under the guidance of a CG Supervisor or VFX Supervisor to achieve desired level of aesthetic quality and technical accuracy
- Proven development skills
- Develop and produce realistic representations of FX design, i.e. smoke, fire, water, particles, hair, using computer-assisted design (3dsMax) software for feature films, tv, or commercials

If you're interested in talking about this opportunity, please email us and include your resume and reel.

If you fit the criteria, the next step would be setting up a phone call where we can give you the full download after signing an NDA.

Thank you - <http://rachellelewis.com/>

Contact: maryanna@rachellelewis.com with resume/reel list if interested.

RLT is an employer-paid talent acquisition company; there is never a fee to the candidates.