



POSITION: CG Supervisor - VFX - Film & Episodic - Remote

LOCATION: North America / NY / Remote

CONTRACT: ASAP - FT Staff (North America) / Freelance (NY)

CONTACT: [dana@\[rachelelewis.com\]](mailto:dana@[rachelelewis.com])

JOB SUMMARY:

- This is a remote position.
- The CG Supervisor reports to the Creative Director and Executive Producer/HOP. They will help to build and groom the team.
- They will participate in early client meetings as well as estimate CG on all breakdowns and bids.
- The CG Supervisor will oversee artists as they create CG assets and effects, successfully deliver CG elements for feature film and episodic shots.
- They will contribute to pipeline conceptualization and development as it pertains to the overall direction of the CG department, as well as bidding CG assets/shots with efficient methodology in mind.
- They will lead their team throughout projects clearly communicating between the artists, production team, technology teams, and department supervisors. They may participate for on-set CG supervision.
- The ideal candidate is a strong leader, excellent communicator, with very strong technical experience, problem solving skills and a keen eye for photo-real aesthetic.
- Work closely with VFX Supervisors and clients to define the CG creative and technical approaches for projects
- Oversee every aspect of CG production, planning cost effective and time efficient solutions for deliveries.
- Collaborate with the production team in building schedules and tasking artists accordingly
- Assist, train, and supervise CG artists in all technical aspects of 3D production including:
 - Matchmove, modeling, texture, shading, rigging, animation, lighting, and FX.
- Supervise CG teams' daily production ensuring excellence and meets project's requirements and is completed on schedule
- Identify areas of R&D and specific pipeline needs for each project.
- Stay current with industry trends, software and latest technologies and apply them to improve CG workflow and production.
- Collaborate with the pipeline/dev team to further design and implement new tools/workflows, ensuring that artists workflow is fluid and efficient.
- Identify inefficiencies or technical problems with the toolset and pipeline and put in place a plan of action to resolve such issues.
- Develop and implement departmental policies and procedures to improve operational and performance efficiencies
- Work with Production and VFX Supervisors to:

- manage the day to day running of the CG team
- ensure CG schedules are realistic and achievable
- define recruiting goals to achieve the appropriate balance of qualified artists

REQUIREMENTS:

- 3+ years of work experience as a CG Lead or Supervisor on feature film and episodic projects.
- Strong experience with industry standard tracking software (3D Equalizer, Syntheyes, etc.), 3D software (specifically Substance, Mari, Maya and Houdini), and render engines (Arnold, Redshift, Mantra/Karma, Vray, etc.).
- Experience or knowledge in Unreal is a plus.
- A complete understanding of 3D principles, methodology and approach, software, and production pipelines as well as software design and implementation
- A mature approach to managing others and meeting deadlines. Proven team leadership and strong motivational skills with a positive morale generating style.
- An experienced and honed creative eye with excellent problem-solving skills
- Keen understanding of the client approval process
- Ability to successfully delegate, mentor and manage people and projects
- On-set supervision experience is a plus

If you're interested in talking about this excellent opportunity, please send your resume to **dana[@]rachelelewis.com**.

If you fit the criteria, the next step would be setting up a phone or zoom where we can give you the full download after signing an NDA (requested by the client).

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

Contact: dana@rachelelewis.com with resume if interested.

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