



POSITION: Animator

LOCATION: Los Angeles / Palo Alto, CA

CONTRACT: Starts May 2022 - Full-time / Permanent

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

RLT is seeking an **Animator** for a newly established feature animation studio that is already making a name for itself in a big way. Comprised of the industry's top talent, this Academy-Award-winning team is eager for passionate candidates ready to grow creatively, professionally, and personally. Are you bored with the antiquated assembly-line approach of legacy studios? Our client is waiting for you. This opportunity is one of those "moments" that will be remembered in animation history. If this sounds like something you're up for - we'd love to hear from you.

JOB SUMMARY

As an animator, you will create feature film quality animated characters / props. The animator must possess the ability to animate both primary and secondary characters by utilizing traditional methods and 3D software to create desired performance of digital characters within a shot. Emphasis should be placed on conveying emotion through a combination of body language and facial expressions/ dialog as required by each specific project. The animator should be able to be adaptive to the style of the feature film, and open to feedback.

RESPONSIBILITIES

- Create animations at the highest artistic and technical level.
- Work closely with the directors, supervisors and leads in a team environment.
- Collaborate and propose genuine and unique acting or physics for each assignment aligned with the story and context of them.
- Plan your own assignments to reach the deadlines considering the interaction with the director, supervisors and leads. (Open to a variety of blocking techniques as long as it clearly conveys the idea)
- Keep the characters "on model" with the design of the production.
- Be open and professional about feedback and possible changes of direction during the animation process.
- Attend animation dailies and any other relevant meetings.

REQUIREMENTS

- Possess a strong understanding of the principles of animation, body mechanics and performance.
- Knowledge of Maya required.
- Background or experience in fine art which shows a thorough understanding of physical motion, weight, balance and form highly desired.
- Knowledge of human and animal anatomy as well as life drawing skills are desirable.

- Minimum requirement of 3+ years production experience or feature film experience preferred.

If you are 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: dana@rachellelewis.com with reel & resume if interested.

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