RLT

POSITION: Senior Character TD / Rigger
LOCATION: Los Angeles, CA
CONTRACT: Full-time / Permanent
CONTACT: dana[@]rachellelewis.com

RLT is seeking a **_Senior Character TD / Rigger_** 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? Do you have ideas that you think should be heard? Are you interested in working with a company in which you hold equity? 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:

The Senior Character TD/Riggers create character rigs that accommodate both creative and technical requirements.They are self-motivated with the rare combination of artistic skills and solid technical expertise. They must combine a broad range of expertise and collaborate across departments: they work with modeling to create topology that works for both sculpt and rig requirements; lookdev to ensure that shading, texture and lighting to maintain feature quality; and animation to make sure the rigs stay on model for the entire range of posing; and character FX to accommodate both animation and simulation needs. Character TDs maintain rigs throughout production, troubleshoot animation shots, and help debug production issues in general. They write scripts and tools that improve and automate the rigging workflow.

RESPONSIBILITIES

- Advise production management on rig budgets and schedules.
- Partner with the engineering team, to develop tools & streamline the rigging process.
- Create robust rigs that meet the creative bar and rigor of feature animation.
- Bridge technical and creative to translate design and animation goals.
- Support rigs throughout the production process.
- Ensure that character assets integrate in the production pipeline.
- Stay updated on important trends, technologies, and techniques for rigging.

REQUIREMENTS

- Bachelor's degree or equivalent degree in computer science, computer visualization, or computer animation required or equivalent work experience.
- 7 years minimum experience in character rigging.
- Deep knowledge of character setup and rigging in Maya.
- Working knowledge of linear algebra and transformation matrices.

- Understanding of animation techniques, including "squash-and-stretch" and other stylized motion, and the relation to Rig UX.
- Expert experience rigging face, body, & control rigs.
- Coding experience including PYTHON.
- Understanding of geometry edge loop flow and the relationship to deformation.
- Excellent communication skills with the ability to work independently and also be able to collaborate with the rest of the team.
- Problem solving ability.

BONUS
- Experience with real-time requirements for character rigs.
- Fine art experience.
- Understanding of superficial anatomy.
- Experience with character FX.

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.