



POSITION: Layout Artist

LOCATION: Los Angeles / Palo Alto, CA / Remote

CONTRACT: Full-time / Permanent

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

RLT is seeking a **Layout Artist** 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

The Layout Artist is responsible for creating engaging and dynamic cinematography to effectively communicate the story and delight audiences. The Layout Artist works closely with the director, editor, DP(s), and teams across the pipeline to build each scene into a solid blueprint for downstream shot production.

We are looking for a creatively driven layout artist to help our client frame compelling stories using their outstanding knowledge of virtual and traditional cinematography principles. If you are someone who has a deep knowledge of film language, and you are passionate about storytelling, collaboration and animation then our client wants to hear from you!

RESPONSIBILITIES

- Create sequences of shots in 3D digital space from story reels, script pages, and/or verbal pitch.
- Assemble scenes inside Unreal cinematics by importing and placing assets.
- Establish composition, character staging, and camera positions and movement.
- Animate key character poses to help convey the intent of a shot (animation blocking).
- Set dress environments for story needs and aesthetic composition.
- Provide clean technical set-up of shots for downstream production departments.
- Help set up the cinematics to edit workflow.
- Deliver final layout, camera polish, set dressing, as needed.

REQUIREMENTS

- Experience on animated films, 3D previz, and/or as a live-action cinematographer on narrative films, as demonstrated in a show reel.
- Outstanding artistic skills in cinematography and film language, including a strong sense of composition, staging, camera movement, shot flow, character animation and posing.
- Basic editing skills to convey shot builds to a layout supervisor.

- Experience with CG Software (Maya, Unreal, Blender, etc.) as well as being comfortable learning and troubleshooting new software.
- Understanding of Unreal Engine and cinematics tools.
- Ability to work in an iterative process, welcoming creative input and addressing constructive feedback at a consistent level.
- Excellent communication and problem-solving skills for collaborating with the layout team, other departments, and director(s).
- Ability to self-manage deadlines and work efficiently in a fast-paced environment.

BONUS

- Production experience animating cameras and using cinematic tools in Unreal Engine is a plus.

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.