

Role Profile

Job Title: Animation Director
Department: Production

An exciting opportunity to be a pivotal role in Aardman's first fully in-house CG/mixed medium series. The series is 52eps x 11mins.

Remote working, but based at Aardman's studio in Bristol when required.

Purpose of the role:

To direct animation to a high quality, leading two teams of CG animators and a 2D FX animator, to meet the creative vision of the Series Director. Working hands on, when required, to create CG animation and 2D FX.

Contract: 97 weeks.

Start date: 11th January 2021 (but some work pre Christmas 2020 to aid with crewing up of team)

Duties & Responsibilities:

- To work with the Asset Lead in ensuring the characters and props are rigged appropriately to their requirements in line with the Series Director's creative vision.
- Responsible for establishing character animation, and the animation bible for the entire production under the vision of the Series Director.
- Ensuring a library of animation is tracked, through working with the Asset Coordinator, and reuse animation is located.
- To work with the layout department in ensuring that key poses are chosen per shot to aid with the animation process.
- To work with the Production team in creating packs for animators to work on remotely.
- To work closely with the Lead Animators.
- To ensure a high standard of animation is maintained throughout production.
- To work closely with the Series Director and Co-Director to understand the episodic storytelling and humour of the show.
- To create generic 2D FX in Flash.
- To create CG animation in Maya when required to ensure episodes are done to episode turnarounds.
- To give concise and clear feedback, and to attend internal reviews, giving constructive suggestions.
- To proactively monitor and mentor the animation team.
- Guiding and mentoring of the Trainee Animation Director.
- Working with other HODs to find solutions for scheduling issues to ensure the production runs smoothly.

- Working with Production to maintain scheduling milestones.

This list is not exhaustive.

Responsible to:

Producer, Series Director, CG Supervisor, Co-Director

Person Specification:

- Excellent knowledge of Maya.
- Excellent knowledge of Flash.
- Must have animation experience.
- Must be passionate about character animation and acting.
- Proven ability to lead a team in a production environment.
- Strong communication skills, including a flexible and friendly approach to working with other members of the team.
- Excellent problem solving and an ability to predict potential problems.
- Must work well under pressure – both as a team player and independently.
- Self-motivated, positive approach to work.
- Experience of working on an animated TV series.
- Experience of cloud based project management systems (Shotgun).

Aardman strives to be the most inspirational animation company in the world creating world class entertainment to a diverse and intergenerational global audience. We aim to lead the way in both our content and our professional principles, ensuring diversity and inclusion is inherent to the development and production of all our content - both on and off screen. Aardman is committed to building a culturally diverse workforce and strongly encourages applications from underrepresented groups. We are committed to equality of opportunity and welcome applications from all individuals and are always happy to discuss flexible working needs.