

Role Profile

Job Title:	Stop Frame Animation Rigger
Department:	Animation - Features
Contract:	Project-based
Pillar:	Production

An exciting opportunity to work in the Rigging dept on a stop frame/ mixed medium series for Aardman Animations.

Function of the department and main purpose of the role:

The Rigging Department provides a vital support role for the whole Animation Department on a daily basis and works with the Modelmaking, Art and Production Departments to achieve this. The Rigging Department is responsible for identifying, designing and creating Rigs (mechanical support systems) to use with all puppets, props and sets to enable easier and more efficient shooting on stop frame productions. Using various equipment in storage, including scaffolding and motorised linear tracking systems the Rigging Department liaises and works in conjunction with other relevant departments to achieve quick and efficient Rigging solutions to shots prior to shooting to provide a high standard of stop frame Rigging for Features, Broadcast and Commercials productions.

You will be very competent in the design and Production of mechanical support systems (Rigs) for Puppets, Props and Sets and will take responsibility for the development and implementation of all Rigging solutions on units assigned to you. You will be aware of the various Rigging systems available within the industry and have experience of using them. You will be proactive in liaising and working in conjunction with all other relevant departments to achieve quick and efficient rigging solutions to shots prior to shooting.

Duties & Responsibilities:

(This is a summary of main tasks and responsibilities and is not intended to be exhaustive.)

- Rigging of shots quickly and efficiently
- Ability to construct extra rigging elements as required including more complex rigging solutions.
- To pre-empt requirements for those units for which they have responsibility by keeping informed about potential changes to production schedules and reporting these to the Supervising Rigger and Floor Production Manager/Production Department.
- Working alongside the Supervising Rigger to schedule personal workload on a daily/weekly basis.
- To work well as part of a team and to be able to react positively to changing schedule priorities.
- To communicate with animators, puppet, camera and lighting, prop and set builders and VFX supervisor to discuss rigging requirements.
- To be collectively responsible for the maintenance, organisation and upkeep of all rigging equipment and materials.
- To help clean and maintain the Rigging workshop
- Be very competent in the use of hand, electric tools and soldering techniques
- Experience in the use of larger engineering machinery – Lathes, milling equipment

- To observe the provision of the Health and Safety at work Act and to inform the Rigging Supervisor as to any potential problems.
-

Responsible to:

Supervising Rigger
Floor Production Manager
Production Manager

Specific functional contacts:

Rigging Department
Animation Department
Production Department
Camera and lighting Department
Puppet Department
Art Department
Camera Department
VFX Department

Person Specification (essential and desirable background, skills and experience)**Key Requirements**

- Experience of working as a Rigger on at least three previous longform stop frame animation productions.
- Able to construct extra rigging elements as required for production including more complex rigging solutions.
- Very pro-active and good at solving problems related to Rigging issues.
- Must be able to cope well under pressure with frequent deadlines changing on a daily basis.
- Strong time management and organisational skills.
- Good communication skills, confident on e-mail, phone and working closely as part of a team.
- Good at communicating effectively with animators, camera and lighting, production, puppet, prop and set builders and VFX supervisor.
- Good awareness of how VFX will need a shot rigged to simplify their workload.
- Enthusiastic and able to take direction
- Must be able to Install, remove and lift heavy items.
- Will be required, on occasion, to work at height
- Able to navigate a large studio multiple times daily
- Must be willing to undertake necessary job-related training when required, especially with regards to Health and Safety.