

Role Profile

Job Title:	Junior VFX Artist
Department:	CG/ VFX Department - Aztec West Studio
Contract:	Project-based
Pillar:	Production

Function of the department/section & main purpose of the role:

An exciting opportunity to join the VFX and CG department on a stop frame animated series. (19 x 7 minute episodes).

This role will provide support in the preparation of materials to enable the CG and VFX teams to complete shot work efficiently and on schedule. The role will interact with a variety of departments across the production including puppets, art and edit.

Training, mentoring and support will be provided in new or developing skills.

Main Duties & Responsibilities:

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

- To work with the VFX and CG team in ensuring all prep for shot work is complete on schedule.
- To prep plates as required for the CG dept and VFX using Nuke.
 - Keying and combining multiple elements as shot on the studio floor into a single unified plate.
 - Incorporating placeholder DMP and sky imagery when available.
 - Applying retimes and reframes as provided from Edit.
- With training and support, to provide geometry tracking for post CG animation.
 - Replicating 3D movements of stop-motion characters and props utilising Nuke and Keentools.
- To prep 3D cameras for CG animation and FX.
 - Matching 3D cameras to 2D plates using measurements, technical info, and proxy models.
- To capture HDR stills for lighting set ups on set and for props as directed by the VFX supervisor.
- To scan sets and props.
 - Capturing and processing 3D representations of physical items employing a variety of techniques.
 - This would require working with the floor team around the shoot.
- To collect texture ref of puppets and props using a specific unit and set up.
- To support the CG and VFX teams if required with occasional CG or comp tasks to aid production.
- To keep VFX Supervisor and production managers informed if shots take longer than scheduled
- To read and keep updated with production, artistic and technical material on company portals such as Shotgrid and the intranet.
- To check and maintain a high quality of work
- To liaise with the VFX Supervisor and CG supervisor as required

- To work with floor production in scanning assets and taking HDR stills in a way that doesn't disrupt the shoot
 - To report any systems, equipment, software or licensing problems to VFX Lead and/or VFX Supervisor, DPT Helpdesk
 - To comply with any data management policies that may be set from time to time.
 - Perform any other tasks as required and where possible to help ensure the department meets its creative and financial remit.
 - To observe the provision of the health & safety at work & data protection acts.
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Person Specification:

- Sound working knowledge of Nuke fundamentals
 - Experience working with Maya would be an advantage.
 - Aptitude for learning professional pipelines and new workflows.
 - Technical understanding of cameras an advantage.
 - Observant and willing to offer suggestions.
 - Well organised with excellent attention to detail.
 - Relevant reel/CV required.
 - Must be able to follow direction & complete tasks both independently and as part of a team.
 - Must be a proactive, flexible, team player.
 - Good communication skills
 - Must be able to take direction in a collaborative and fast paced production environment.
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Line Manager:

- CG Supervisor

Responsible to:

- VFX Supervisor, CG supervisor, VFX Lead and CG/ VFX Production Coordinator

Specific Functional Contacts:

- Developers
- Producers
- Directors
- Floor production
- Puppet Dept
- Art Dept
- Digital Matte Painter
- Systems Support
- Production Coordinators
- Compositors
- FX Artists
- Editors