



POSITION: CG Animator
SUPERVISOR: Animation Director
DEPARTMENT: Animation

Job Summary

The CG Animator's primary responsibility is to create high quality motion of computer graphics characters and objects within a shot, using a variety of animation software programs, and working under the general supervision of the Animation Director. The animator will be expected to deliver key frame animation to be used in a live action feature film or commercial.

Primary Responsibilities

- Work under the Animation Director as well as a solo performer and as a part of a team to hit sequence deadlines and ensure the quotas are met for both shots and sequences.
- Assignments will include animation tests, shots and finals; to be delivered to satisfaction and per delivery schedule.
- Keep track of story and continuity issues within the shot sequence.
- Layout and Previs sequences to define posing, timing and technical issues before animation starts.
- Performs other tasks related to the creation of computer-generated animation
- Present work clearly in dailies and walkthroughs and respond to supervisor in a timely fashion
- Communicate regularly with the lighting, rigging, art, and production teams minimize errors and inefficiencies in the production pipeline.
- Become highly familiar with the Hinge Digital pipeline and standards.
- Ensure that all work is of the highest quality possible.
- Maintains or exceeds consistent level of productivity while meeting deadlines and producing high quality work.
- Attend any relevant meetings to promote effective communication throughout the production team.

Requirements

Education, Experience, and Skills:

- Bachelor's degree or three year certificate in classical animation or related field.
- 2-5+ years of production animation experience.
- Strong knowledge base of traditional animation and computer skills.
- Knowledge of animation performance and layout.
- Familiarity with 3D commercial modeling.
- Ability to create composites for commercial and feature 2D effects shots.
- Working knowledge of Maya and CS6 (Adobe Suite), Unix, After Effects, Composer and shell scripts highly desirable.
- Ability to learn and utilize new software as required.
- Strong interpersonal and communication skills.
- Strong ability to take direction.
- Self motivated.
- Driven to continuously improve upon personal animation, compositing, and software skill sets through independent learning.
- Ability to independently address and solve technical and artistic issues in a timely manner.
- Excellent organizational and time management skills.
- Ability to multi-task, work under pressure, and hit deadlines in an effective and efficient manner.
- Excellent organizational and problem solving skills