



VANCOUVER JOBS

PIPELINE TD – LAYOUT/ANIMATION ANIMATED FEATURE FILM

The Pipeline TD is responsible for supporting creative and visual objectives through pipeline troubleshooting, user support, technical direction, and tool development. They will work closely with the Performance (Animation, Assembly, and Layout), Editorial, and R&D teams to ensure a standardized approach.

Key Qualifications:

- 3 + years' experience on feature films, TV and/or animated feature
- Proven pipeline TD experience in large scale animated features, animated TV series and/or VFX feature films
- Experience using and troubleshooting in Maya (or other similar softwares)
- Solid knowledge in Python as well as PyQt or other GUI toolkit
- An understanding of traditional animation and layout techniques
- Understanding of colourspace and its integration into a colour managed workflow
- Ability to code review and troubleshoot problems as they arise
- Knowledge of concepts like data flow, data dependencies, Meta data, publishing and retrieval
- An understanding of USD and its general concepts
- Ability to quickly acquire a working understanding of off-the-shelf and proprietary software tools
- Adaptable and calm while balancing workload with artist and production needs
- Experience with XSI, Houdini, Nuke, AVID, Baselight, or Nucoda is a bonus



PIPELINE TD – ASSETS ANIMATED FEATURE FILM

The Assets TD will be responsible for supporting creative and visual objectives through pipeline troubleshooting, user support, technical direction, and tool development. They should be able to work closely with Asset teams (Modelling, Surfacing, and Rigging), R&D teams, and across site to ensure a standardised approach.

Key Qualifications:

- 3 + years' experience on feature films, TV and/or animated feature
- Proven TD experience in large scale animated features, animated TV series and/or VFX feature films
- Degree in Animation, Film, Computer Science, Design, Engineering, Maths or Physics, or equivalent combination of education & work experience in animation/VFX
- Solid understanding of Modelling, Rigging, and or Surfacing techniques and flow the of assets across crafts
- Advanced knowledge of and experience using and troubleshooting in Maya
- Solid knowledge in Python
- Ability to code review and troubleshoot problems as they arise
- Knowledge of source control systems, PyQt, GitHub or other GUI toolkit
- Knowledge of concepts like data flow, data dependencies, Meta data, publishing and retrieval
- Experience in Mari, Houdini or Nuke is considered a bonus
- An understanding of USD and its general concepts is a bonus



SOFTWARE ENGINEER – PIPELINE

The Software Engineer – Pipeline is responsible for creating software used by artists in various craft departments

The successful applicant will join the global Pipeline team (distributed between Sydney and Vancouver) and will be responsible for creating software used by artists in various craft departments. You will be building and integrating applications and libraries to support our studio pipeline/workflows.

You will have experience in the visual effects/animation industry, an excellent ability to communicate effectively with both technical and creative crew, and demonstrated capability to operate independently as well as within a larger team.

Key Qualifications:

- Experience working in software development for at least 2 years in the same or similar industry
- A post-secondary qualification in Computer Science, Engineering or related fields
- Strong skills in Python, with C++ experience also valued
- Familiarity with the APIs of a number of industry standard DCC applications such as Maya, Nuke, Houdini etc.
- Familiarity with integrating Production Tracking, Asset Management, Render Farm and distributed processing systems
- Strong written and verbal English language skills
- Deep understanding of Software Engineering Theory, Patterns and Best Practices
- Ability to write Documentation targeting different audiences (e.g. Developers, TDs, Artists)
- Willing to work in a production environment and collaborate with artistic staff



EXPRESSION OF INTEREST – RIGGING ANIMATED FEATURE FILM

The Rigging Artist will work closely with a variety of departments including; R&D, Art, Modelling, Layout and Animation, to develop, implement and maintain character and prop assets for use in both Layout and Animation.

Key Qualifications:

- Experience in feature animation, VFX, and/or animated television with a focus in Rigging and deformation
- Excellent understanding of human anatomy, volume and weight, dynamics and character motion
- Experience with both mechanical and/or organic type rigs



EXPRESSION OF INTEREST – SURFACING ANIMATED FEATURE FILM

The Surfacing Artist will be responsible for giving models the visual surface qualities that make them appear believable. Surfacing can encompass texture painting, procedural texturing, building shading networks, sculpting, grooming and UV layout. All Surfacing Artists are expected to produce high quality digital texture/surfacing work.

Key Qualifications:

- Examples of stylized and photo-realistic work, with reference plates and materials, turntables, and UV layouts
- Demonstrated proficiency with Houdini (preferred)
- Examples of work using node-based procedural shading and/or grooming



FX TD – PIPELINE SUPER PETS

The FX TD will work collaboratively with the Vancouver FX Supervisor, Sydney FX TDs and R&D teams to ensure a common and standardised approach to the workflow, tool development and support.

Key Qualifications:

- 3 + years' experience on feature films, TV and/or animated feature
- Proven pipeline TD experience in animated features, animated TV series and/or VFX feature films
- Degree in Animation, Film, Computer Science, Design, Engineering, Maths or Physics, or equivalent combination of education & work experience in animation/VFX
- Solid understanding of FX and Animations technique (i.e. squash, stretch, anticipation, and key framing)
- Experience using and troubleshooting in Houdini software
- Knowledge/experience in Python language
- Working knowledge of source control systems, PyQt or other GUI toolkit
- Experience in, Maya, Mari, Nuke, XSI considered a bonus
- Working knowledge of concepts like data flow, data dependencies, Meta data, publishing and retrieval
- An ability to quickly acquire a working understanding of both off-the-shelf and proprietary software tools
- The ability to code review and troubleshoot problems as they arise



3D ENVIRONMENT/SET DESIGNER TOTO

The 3D Environment and Set Designer works within Animal Logic's art department. Your role will be to design, visualise and rapid prototype environments in 3D, and help define the intended visual direction for the film.

Key Qualifications:

- The ability to translate a written or verbal brief into 3D concept models.
- Experience in using 3D software such as Blender or Maya to rapidly model and prototype designs in 3D.
- The ability to model, shade and light in 3D.
- The ability to sketch out ideas before modelling.
- The ability to hand off well organised scenes that adhere to pipeline specifications.
- Knowledge of the Adobe Suite, Nuke or other equivalent 2D software a plus.
- Knowledge of real-time 3D platforms such as Omniverse or Unreal Engine a plus.
- Experience in matte painting a plus.
- The ability to optimize scenes to work in real-time platforms a plus.
- The ability to work in a collaborative environment and take direction and constructive feedback.
- 3+ years experience in a Film, Animation, VFX or Games production environment, and/or strong portfolio displaying relevant skills.