



Current Vacancies at Blue Zoo

- Junior Lighting and Compositing Artist
- Experienced Lighting and Compositing Artist
- Junior ToonBoom Harmony Animator
- Experienced ToonBoom Harmony Animator
- Experienced 3D Character Animator
- FX Generalist



Lighting and Compositing Artist (Entry Level)

About the Role

We are on the lookout for some talented Junior Lighting and Compositing artists for multiple high-end CG productions!

Our L&C artists are experts of mood, light and detail. Their day-to-day focuses on tailored render layers, artful colour grading and production deadlines, whilst meeting that all important brief from our Directors and Clients. They are also great collaborators, working as a team to share and develop their technical and artistic skills to deliver high quality content for our audiences.

Due to the current government guidelines on the continuing pandemic, all job opportunities we offer will remain remote for the foreseeable future.

Day to day:

- Working as part of a team of lighting and compositing artists, and regularly communicating between your Team Lead and Supervisor
- Managing your shots and your time efficiently to meet those deadlines!
- Making sure your work is communicating clearly from blocking through to the final animation
- Acting on notes and feedback from your Directors and Supervisor
- Working to develop industry skills and knowledge both technical and creative
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About You

Must Have:

- Knowledge of atmospheric lighting, colour grading and denoising render
- Knowledge of Nuke as a tool to composite render layers
- Positive attitude and be eager to develop your skillset and learn from team members
- Ability to receive feedback and respond well to direction
- Enjoy being a team player and great collaborator
- Ability to work independently and be reliable
- Creative problem solving skills

Bonus Points

- Knowledge of Python scripting



Lighting and Compositing Artist (Experienced)

About the Role

We are on the lookout for some talented, experienced Lighting and Compositing artists at all levels for multiple high-end CG productions!

Our L&C artists are experts of capturing mood, light and detail. Their day-to-day focuses on tailored render layers, artful colour grading and production deadlines, whilst meeting that all important brief from our Directors and Clients. They are also great collaborators, working as a team to share and develop their technical and artistic skills to deliver high quality content for our audiences.

Due to the current government guidelines on the continuing pandemic, all job opportunities we offer will remain remote for the foreseeable future.

Day to day:

- Working as part of a team of lighting and compositing artists, and regularly communicating between your Team Lead and Director
- Managing your shots and your time efficiently to meet those deadlines!
- Making sure your work is communicating clearly from blocking through to the final animation
- Acting on notes and feedback from your Directors

About You

Must Have:

- Previous Lighting and Compositing experience
- Knowledge of atmospheric lighting, colour grading and denoising render
- Knowledge of Nuke as a tool to composite render layers
- Positive attitude and be happy to share knowledge and skills with other team members
- Ability to receive feedback and respond well to direction
- Enjoy being a team player and great collaborator
- Ability to work independently and be reliable
- Creative problem solving skills
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Bonus Points

- Knowledge of Python scripting



ToonBoom Harmony Animator (Entry Level)

About the Role

Our Toonboom animators are fantastic storytellers. Their day-to-day focuses on punchy comedic timing, charming acting choices, and production deadlines, whilst meeting that all important brief from our Directors and Clients. How we animate is an essential part of what makes us Blue Zoo, so we're looking for animators who can work productively, take direction and feedback, and join us in pushing the boundaries of what TV animation is capable of.

This role has contracts from May 2021 until September 2021.

Due to the current government guidelines on the continuing pandemic, all job opportunities we offer will remain remote for the foreseeable future.

Day to day:

- Reporting to the Animation team lead, as a 2D Animator you are responsible for completing the main storytelling poses.
- Using the storyboard as a guide, you will be completing the animation for assigned sequences.
- Responsible for taking the approved characters/props for assigned scenes and positioning them in the key poses for animating.
- Creation of breakdown drawings and adding in all the in-betweens
- Animating any additional settles and follow-through needed to polish.
- Finalising the animation including any clean-up and colour
- Working closely with the Animation team Lead and Animation Director on assigned scenes, paying close attention to hook-ups, character personalities, staging, timing, and appropriate acting choices.
- Incorporating all notes from the Animation Director, while working collaboratively with other animators under a strict schedule.
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About You

Must Have:

- Animation and acting skills, combined with a good sense of graphic design
- Good working knowledge of relevant graphics and animation software, including specifically ToonBoom (training can be provided in-house)
- Good understanding of the principles of animation and film-making
- Knowledge of drawing and structure
- Be able to manage relevant aspects of production
- Self-motivation and a desire to learn
- Ability to take direction and willing to address constructive feedback
- Ability to communicate clearly with colleagues



- Ability to work collaboratively, as well as independently
- An appreciation of accuracy and pay close attention to detail
- Ability to deliver on schedule, working calmly and efficiently under pressure

Bonus Points

- Knowledge and skills in traditional hand-drawn animation to support the cut out animation workflow.
- Knowledge of cut-out animation demonstrated in your reel.



ToonBoom Harmony Animator (Experienced)

About the Role

Our Toonboom animators are fantastic storytellers. Their day-to-day focuses on punchy comedic timing, charming acting choices, and production deadlines, whilst meeting that all important brief from our Directors and Clients. How we animate is an essential part of what makes us Blue Zoo, so we're looking for animators who can work productively, take direction and feedback, and join us in pushing the boundaries of what TV animation is capable of.

We're looking for artists who can join us in May 2021 with contracts lasting until September 2021.

Due to the current government guidelines on the continuing pandemic, all job opportunities we offer will remain remote for the foreseeable future.

Day to day:

- Reporting to the Animation team lead, as 2D Animator you are responsible for completing the main storytelling poses.
- Using the storyboard as a guide, you will be completing the animation for assigned sequences.
- Responsible for taking the approved characters/props for assigned scenes and positioning them in the key poses for animating.
- Creation of breakdown drawings and adding in all the in-betweens
- Animating any additional settles and follow-through needed to polish.
- Finalising the animation including any clean-up and colour
- Working closely with the Animation team Lead and Animation Director on assigned scenes, paying close attention to hook-ups, character personalities, staging, timing, and appropriate acting choices.
- Incorporating all notes from the Animation Director, while working collaboratively with other animators under a strict schedule.
- Supporting more junior members of your team by openly sharing knowledge.

About You

Must Have:

- Animation and acting skills, combined with a good sense of graphic design
- Good working knowledge of relevant graphics, animation, cut out animation and compositing software, including specifically ToonBoom (training can be provided in-house)
- Good understanding of the principles of animation and film-making
- Knowledge of drawing and structure
- Be able to manage relevant aspects of production



- Self-motivation
- Ability to take direction and willing to address constructive feedback
- Ability to communicate clearly with colleagues
- Ability to work collaboratively, as well as independently
- An appreciation of accuracy and pay close attention to detail
- Ability to deliver on schedule, working calmly and efficiently under pressure

Bonus Points

- Knowledge and skills in traditional hand-drawn animation to support the cut out animation workflow.
- Knowledge of cut-out animation demonstrated in your reel.



3D Character Animator (Experienced)

About the Role

Our character animators are fantastic storytellers. Their day-to-day focuses on punchy comedic timing, charming acting choices, and production deadlines, whilst meeting that all important brief from our Directors and Clients. How we animate is an essential part of what makes us Blue Zoo, so we're looking for animators who can work productively, take direction and feedback, and join us in pushing the boundaries of what TV animation is capable of.

Due to the current government guidelines on the continuing pandemic, all job opportunities we offer will remain remote for the foreseeable future.

Day to day:

- Working as part of a team of animators, and regularly communicating with your Team Lead and Animation Director
- Managing your time efficiently to meet the deadlines of your assigned shots.
- Making sure your work is communicating the story, ideas and acting choices clearly from blocking through to the final animation.
- Responding positively to, and acting on notes and feedback from your Director and Animation Director.
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About You

Must Have:

- Experience on a relevant CG series Production.
- Body mechanics, posing and getting the best performance possible out of a character.
- A solid understanding of Maya or similar software.
- Time management and prioritising.
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Bonus Points

- Excellent communication skills
- Experience in using TweenMachine or similar Tweening software
- Creative problem solving
- Highly motivated, organised and diligent
- Responsive to taking direction and feedback
- Open, approachable and friendly
- Team player and good collaborator
- Someone who thrives in a studio environment
- Ability to work to tight deadlines and keep a cool head under pressure



FX Generalist (Experienced)

About the Role

Are you a passionate, enthusiastic and experienced FX Artist? Perhaps even a passionate generalist? We are looking for someone to work on a wide variety of dynamic simulations, someone who is creative, good at problem solving and enjoys teamwork. To be successful you must demonstrate thorough attention to detail, the ability to think outside the box and be super pro-active and have an autonomous work ethic alongside the ability to quickly integrate and communicate well within a small team.

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Day to day:

- Keep CG Supervisor and Head of FX informed of progress,
- Helping production drive the project team to meet schedule objectives
- Contribute in Art Direct abstract or stylised Fx
- Contribute on problem solve or/and design solution for stylised and abstract effect
- Design a unique abstract effect
- Give and receive feedback from other Departments
- Work with tight schedules and deadlines
- Flexibility working with multiple software packages

About You

Must Have:

- The ability to create dynamic simulations like Water, Fire, Smoke, etc
- In depth knowledge of Houdini FX experience is essential (2+ year)
- Strong skills in Houdini
- Generalist experience in Maya
- Generalist experience in Houdini
- A good, creative artistic eye
- Houdini scripting experience or VEX
- Assisted with Look Dev, Pre-Viz, and R&D with the project supervisors and creative leads
- Good understanding of the entire visual effects process
- Familiarity with pipeline issues, especially working between multiple packages
- A working knowledge of at least one compositing application (e.g. Nuke) and a solid understanding of the compositing process



Bonus Points

- Excellent communication skills
- Thorough attention to detail
- Great team / collaborative work ethic
- Willingness to take and act on feedback
- Strong problem solving skills and ability to work with tight schedules