Vacancies

- 3D Generalists
- Compositors
- Senior FX TDs
- Producers

One of Us is always seeking future talent for speculative roles with skillsets that would match upcoming projects

www.weacceptyou.com/join-us

VFX Producer

Main Responsibilities:
- Produce and manage budgets and schedules that take into account the VFX work required, ensuring that the project is completed to the highest standard achievable
- Liaise with clients
- Correspond with clients via bids, reports, approval documents, cash-flow, change orders etc.
- Manage project milestones and deliveries in accordance with the implemented schedule
- Handle performance, productivity, attendance and time keeping in liaison with team leaders
- Liaise with Resources team and other key support departments
- Provide verbal and written progress reports to clients, management and internal teams every week
- Pitch and bid for new business

Skills and Experience:
- Previous credited experience as a VFX Producer
- Highly organised with excellent time/project management skills
- Strong written and verbal communication skills
- Excellent client and crew management skills
- Proven ability to prioritise conflicting tasks
- Proven ability to manage high revenue budgets
- Ability to remain calm and confident in a fast-paced environment
- Ability to work within a team towards a common goal
- Thorough understanding of live-action and CG based VFX workflows
- Existing industry contacts
- Good knowledge of MS Office packages (including Word, Excel and Project) & G Suite
- Knowledge of project management software i.e. Shotgun

Email us your CV with covering note via our application form.

Senior FX TD

Main Responsibilities:
- Proven ability as senior or lead artist
- *Designs and creates FX animation, procedural simulation, dynamic simulation, particle and fluid systems*
- *Light complex/multiple creatures and elements*
- *Can set-up and wrangle heavy particle effects shots*
- *Excellent pipeline scripting ability*
- *Solid compositing ability, can wrangle blue-screen extractions, working knowledge of Nuke*
- *Can write plug-ins, debug simulations and write set up and surface shaders with proficiency*
- *Can write/hack procedural surface shaders and volumetric shaders with proficiency*
- *Can animate moderate objects with proficiency*
- *Can pick-up new techniques quickly and easily and can debug just about anything*
- *Sets a standard for all Technical Directors in continually raising the bar for speed, quality of work and adaptability*
- *Create feature film quality effects using Houdini*
- *Coaching and mentoring artists in new techniques and efficiencies*

Skills and Experience:
- *Proven production experience or feature film experience with effects simulation work*
- *Advanced simulation experience with Houdini, and the ability to write expressions*
- *Ability to work with competency, energy and enthusiasm within a team environment with minimal supervision to complete a shot.*
- *Exhibits excellent listening and communication skills, able to receive direction and criticism*
- *Excellent presentation/communication skills in dailies/shot review by clearly and briefly outlining what has been accomplished and what next should be addressed in the shot*
- *Engages in the creative process without ego, and accepts all final decisions with a positive and supportive attitude.*
- *Demonstrates an excellent aesthetic eye, anticipating potential problems and using knowledge of how to use the tools to achieve the desired look.*
- *Demonstrates superb problem-solving skills and takes the initiative to offer ideas and suggestions.*
- *Prioritises tasks and manages time very well*
- *Linux and scripting ability in Python desirable*

Email us your CV and reel with covering note via our application form.

Compositors

Main Responsibilities:
- Creating visually stunning and photo-real visual effects for high-end Film and TV projects.
- Collaborating with the Visual Effects Supervisor to evaluate the creative and technical approach to assigned shots.
- Integrating 2D, 3D and live action elements to high-end visual effects film standard.
- Taking responsibility for own workload, time management and notes/feedback actions required by Supervisors.
- Balancing the creative and technical aspects of each shot.
- Working with a good knowledge of colour space principles.

Skills and Experience:
- An excellent working knowledge of and production experience with Nuke.
- A familiarity with stereo compositing and working with multiple render passes.
- Excellent organisation, communication and interpersonal skills.
- A pro-active and collaborative work ethic.
- A strong eye for detail, composition, colour and lighting.
- The ability to multitask, prioritise and problem solve.
- An understanding of colour space principles.
- Ability to lead teams and carry out technical checks for other artists.
- **Measures of Performance;**
- Quality of final VFX shot
- On time delivery
- Continuous improvement

Email us your CV with covering note via our application form.

3D Generalists

Main *Responsibilities:*
- *Creating visually stunning and photo-real visual effects for high-end Film & TV projects*
- *Assist with developing the look of a sequence with the supervision team.*
- *Drive creative 3D concepts with good communication, planning, concepts/sketches.*
- *Complete high-quality work on time and to specification.*
- *Be creative and proactive in executing and assisting on all shots in a sequence.*
- *Works with the production team to execute the desired look of CG models, including complex creatures and/or hard surface models, including real world vehicles and environments.*
- *Responsible for creating the textures, colours, and organic surface qualities needed in the completion of CG creatures and hard-surface models used in production.*

Skills and Experience:
- *Proven and demonstrable experience in high-end VFX using Maya and/or Houdini.*
- *In-depth knowledge of VFX techniques, workflow and some experience with other*
- *Software (RealFlow, Nuke etc).*
- *Experience of Mari, Photoshop and/or Substance Painter.*
- *Good understanding of most CG techniques and technologies.*
- *Excellent communication skills with both clients and colleagues.*

Email us your CV and reel with covering note via our application form.