



SYDNEY JOBS

MODELLING ARTIST ANIMATED FEATURE FILM

The Modelling Artist will join us on two exciting new projects, “The Magicians Elephant,” and “The Shrinking of the Treehorns.” They will be proficient at interpreting a variety of media and concept art to create stylised, production ready 3D models.

Key Qualifications:

- 3+ years’ experience modelling within a VFX, Animated Feature, or TV pipeline
- Proficiency with Maya and Z-Brush
- Experience with procedural modelling in Houdini and /or Marvelous Designer highly beneficial
- Proficiency in character/creature modelling techniques and topology
- Solid understanding of proper edge flow and polygon density
- Solid understanding of the topological requirements of subdivision surface for both static and deforming models
- Good understanding of industry standards, conventions, and formats to enable successful completion of work
- Proven technical and visual skills with an understanding of art and design within an animation environment
- Excellent attention to detail and the ability to abstract and interpret design down to its fundamentals
- Strong organisational and time management skills



RIGGING ARTIST

THE SHRINKING OF THE TREEHORNS

The Rigging Artist will work closely with a variety of departments, to develop, implement, and maintain character and prop assets for use in both Layout and Animation.

Key Qualifications:

- Proven experience working on characters for feature film quality productions
- Ability to troubleshoot and manage communication during the support phase of published rigs, as they move through shots and departments
- Able and comfortable working to specs as precisely or as creatively as a brief outline
- Eagerness to learn and share with your peers, in a development and learning oriented professional environment
- Proficiency in Python and the ability to navigate a large managed code base, or willingness to learn in a fast-paced technical environment
- Proficiency with a recent version of Maya, and a strongly node-oriented approach to problems
- The following will be highly regarded, but not required:
 - Foundational knowledge of trigonometry and linear algebra
 - Experience with character related simulation (soft tissues and localized secondary)
 - Experience with cloth simulation



LOOK DEV (SURFACING) ARTIST THE MAGICIAN'S ELEPHANT THE SHRINKING OF THE TREEHORNS

The Look Dev (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:

- A passion and an eye for making beautiful looking CG objects, environments and creatures
- 5 years' experience working on high quality shading, surfacing and texturing
- 3+ years' experience in high end feature film/television animation and/or VFX projects
- Production experience in a modern ray-tracing software package
- A high level of proficiency with Mud Box and/or Mari
- An interest and ability in lighting
- Good understanding of industry standards, conventions, and formats to enable successful completion of work
- Proven technical and visual skills with an understanding of art and design within an animation environment
- Excellent attention to detail and the ability to abstract and interpret design down to its fundamentals
- Strong organisational and time management skills
- Extensive knowledge of shader creation and implementation will be considered a bonus, as will experience using Houdini



PIPELINE TD – ASSETS

THE SHRINKING OF THE TREEHORNS

The Assets TD is responsible for supporting creative and visual objectives through pipeline troubleshooting, user support, technical direction, and tool development.

Working closely with the Asset teams (Modelling, Surfacing, and Rigging) and R&D teams, the Assets TD helps to ensure a standardised approach.

Key Qualifications:

- Experience on feature films, TV and/or animation feature
- 3 + years' proven pipeline TD experience on feature films, TV and/or animated feature
- 3 + years' experience in software packages such as Houdini and/or Maya
- Experience with a large-scale facility pipeline
- Expert knowledge/experience in Python and MEL is a bonus
- Degree in animation, graphic design, computer science/engineering, maths or physics; or combination of education and work experience
- Knowledge of source control systems, PyQt, GitHub or other GUI toolkit
- 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
- The ability to efficiently organise and prioritise work across multiple areas and work and remain calm under pressure
- Strong written and verbal English language skills
- Excellent in pro-active problem solving and finding solutions within the parameters presented
- Ability to work collaboratively within a team environment



PIPELINE TD – FX/CHARACTER FX THE MAGICIAN'S ELEPHANT

The FX/CFX TD is responsible for supporting the technical objectives of the FX/Character FX team through tool development, technical direction, pipeline troubleshooting, and artist support. They will work closely with Artists, Character FX Lead, FX Supervisor, cross site FX Department TDs and R&D teams to ensure a common and standardised approach to the workflow, tool development and support. There is a specific focus on the areas of simulation and deformation techniques for skin, cloth, fur, hair and feathers in Houdini.

This is a full time, contract role that reports to the FX Supervisor and Artist Management. It is not an artistic role involving shot creation.

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
- Solid understanding of Character FX simulation and deformation techniques for skin, cloth, fur, hair and feathers
- 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 Ziva, Maya, Mari, Nuke, XSI considered a bonus
- Muscle and skin knowledge a bonus
- Knowledge of USD and or Houdini Solaris a bonus
- Working knowledge of concepts like data flow, data dependencies, Meta data, publishing and retrieval
- Degree in Animation, Film, Computer Science, Design, Engineering, Maths or Physics, or equivalent combination of education & work experience in animation/VFX
- 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



- The ability to efficiently organise and prioritise work across multiple areas and work and remain calm under pressure
- Strong written and verbal English language skills
- Excellent in pro-active problem solving and finding solutions within the parameters presented
- Ability to work collaboratively within a team environment



PIPELINE TD – LAYOUT/ANIMATION THE MAGICIAN'S ELEPHANT

The Pipeline TD – Layout/Animation will be involved and responsible for pipeline development and support. Ultimately, this role is ensuring the optimization of the workflow of the Performance departments which include Assembly, Layout, Animation and Edit.

Key Qualifications:

- Proven pipeline TD experience in animated features, animated TV series and/or VFX feature films or a related academic environment
- Competent using and troubleshooting Maya in the animation domain
- An understanding of traditional animation and layout techniques
- An understanding of Pixar USD and its general concepts
- Experience using Linux in a production environment
- Programming experience in C++ a bonus



CHARACTER FX ARTIST THE MAGICIAN'S ELEPHANT

The Character FX Artist will have a creative passion to create high quality character effects for our animated feature.

Key Qualifications:

- Production experience on feature films, TV and/or animated feature with a focus in Character FX and simulations
- Houdini experience, demonstrated via reel, of feature animation quality simulations (preferably hair, fur, cloth, and feather effects simulation)
- Experience using Houdini:
- Vellum & grooming tools
- SOPs/DOPs
- Understanding of muscle and skin simulation
- Understanding of anatomy and form in motion
- Attention to design and artistic detail
- Ability to work solo as well as collaboratively within a team environment
- Excellence in problem solving
- Ability to meet deadlines with high quality output
- Ability to take direction and feedback



CROWD ARTIST THE MAGICIAN'S ELEPHANT

The Crowd Artist will have creative problem-solving skills in order to fill sets and shots with life for our Netflix animated feature.

Key Qualifications:

- 3+ years' Houdini experience on feature films, TV and/or animated feature, with a focus in Houdini Crowds
- Past experience, demonstrated via reel, of feature animation crowd or effects simulation
- Strong understanding of Houdini crowd agent design & setup
- Production experience using Houdini: SOPs/DOPs essential
- Production experience using Houdini: Vex and Python knowledge desirable
- Experience building Houdini digital assets
- Solid understanding of motion and principles of rigging and animation
- Good understanding of crowd shading and rendering procedurals
- Attention to design and artistic detail
- Ability to work solo, as well as collaboratively, within a team environment, and when necessary to pass knowledge to other staff members
- Excellence in problem solving and balancing quick turnaround with long term quality and ability to meet deadlines with high quality output
- Strong written and verbal English language skills
- Strong communication and interpersonal skills, and the ability to efficiently organise and prioritise work across multiple areas, and work under pressure
- Ability to take direction and feedback and apply this to assets or shots moving forward; anticipating the supervisors and leads preference