



Mikros Animation is a global CGI animation studio with locations dedicated to feature animation in Paris, Montreal, and London

In 9 years, the Mikros Animation's teams have worked on 9 feature animations that have already been released, starting with *Asterix - Mansion of the Gods* in 2014 and very lately *The SpongeBob Movie :Sponge on The Run* ! Currently, our teams are working on *The Tiger's Apprentice* for Paramount Animation and for an independent feature animation.

Mikros Animation has always put creativity and CG artistry at the heart of its animation and production activities, allowing our artists to work across a great variety of stories with a high level of stylized craft.

Please find our current open positions below. If you cannot find any suitable vacancies today, you are welcome to apply on our website so that we can contact you when new opportunities arise: <https://www.mikrosimage-animation.com/en/apply/>

NB: new vacancies to come for Production Coordinators and within our Lighting, Compositing, DMP departments by the time we meet at FMX'21 :)

LEAD TD IMAGE

Multifilm- Paris

JOB DESCRIPTION

The 'Lead TD Image' manages a Team of TDs contributing to the final look of the image. Working with teams of the Surfacing, Matte Painting, Lighting and Compositing departments and collaborating with the supervisors of these departments (and their artists) in order to optimize and maintain the tools used daily, including creating new ones when necessary. The Lead TD Image is part of the Pipeline team and as in any teamwork, may be required to assist teammates on other tasks than those expected of the position. Also in contact with the Software team, they participate in the good communication and collaboration between these 2 teams.

RESPONSABILITIES

- Lead and technically guide the team to establish a high level of quality in the tools delivered while respecting production deadlines
- Implement effective strategies to meet project requirements
- Provide creative ideas and solutions to optimize visual and technical quality
- Develop tools and procedures to support the creative process
- Understand the visual requirements for the film, and design procedures, techniques and tools that will enable these to be met
- Organize, priorities and support the Surfacing, Matte Painting, Lighting and Compositing teams in resolving day-to-day issues through the correct communication channels
- Ensure the maintenance and improvement of the Mikros Animation 'Tools Box' of the Surfacing, Matte Painting, Lighting and Compositing departments
- Collaborate with the other Lead TDs of the departments adjacent to the Lighting and Compositing departments and provide them with the necessary assistance to guarantee the efficiency and quality of the tools used
- Work according to Mikros Animation coding style
- Liaise with the software team to ensure compliance with internal practices
- Ensure the follow-up and the relevance of the creation and update of the technical documentation of the developed tools
- Test and validate new versions of pre-existing tools, both interactive ones (mainly Substance/Nuke) and in an active production environment
- Optimize the workflow of the Look Dev department

PROFILE

Required skills...

- A first experience in team management
- Strong knowledge of Python development
- Previous experience as a TD on animated feature film, animated television series and/or VFX feature film projects
- Thorough understanding of Surfacing, Matte Painting, Lighting and Compositing
- Knowledge of Nuke, Arnold and Substance
- Advanced level of understanding of 3D packages, rendering technologies and lighting principles
- Ability to code review and troubleshoot problems as they arise
- Ability to quickly understand the use of commercially available and proprietary software tools
- Be able to organize your work efficiently and prioritize the artists' requests while meeting the expected production deadlines.
- Strong written and verbal French and/or English language skills
- Ability to communicate in both a technical and artistic manner with various personality types
- Ability to work collaboratively and share knowledge

And appreciated assets...

- Knowledge of Katana and Photoshop
- Coding in C++ & Javascript
- Experience with color pipelines using ACES/OCIO

SALARY & CONTRACT

- Location: Paris, 4th / Remote work can be considered for this position
- Contract: Fixed-term contract (CDDU, Intermittent du Spectacle)
- Compensation: according to profile
- 75% Navigo refund upon presentation of a proof (=public transport)
- Restaurant Tickets = 9,35€/worked day (=luncheon voucher).
- Start date: ASAP

Apply here: <https://www.mikrosimage-animation.com/en/apply/>

TD CORE PIPE

Multifilm- Paris

JOB DESCRIPTION

Mikros Animation is recruiting a TD Core Pipeline!

As part of the development of its projects and to consolidate its Parisian team, Mikros Animation is looking for a TD Core Pipe who will ensure the proper maintenance of the pipeline and technically support our team through the development of innovative solutions.

RESPONSABILITIES

Under the supervision of the Lead Core Pipe, the TD Core Pipe is involved in the design, development, optimisation and maintenance of the pipeline and production tools. The Core Pipeline team is dedicated to the general foundation of the tools developed by the TDs.

The missions of our future Core Pipe TD will be :

- Ensure the evolution and maintenance of the lower layers of the pipeline
- Ensure the correct feedback of information in the production monitoring database.
- Provide the necessary technical support in case of problems encountered by the TDs
- Ensure that the new processes correspond to the global framework of the Mikros Animation pipeline
- Collaborate with the software team to introduce and integrate new technologies to the TD team
- Create and update documentation
- Develop tools to speed up the daily work of the studio

PROFILE

The ideal candidate will have a background in development engineering or equivalent and will have:

Required skills...

- Strong knowledge of Python development
- Significant experience with Linux and Git
- Good knowledge of databases and computer architecture
- Team player and problem solver
- Excellent communication and listening skills

... Additionnal assets :

- A particular interest in the animation sector
- Knowledge of Shotgun
- Knowledge of C++
- Knowledge of English (written & spoken), especially technical English
- Ability to propose, adapt and motivate

SALARY & CONTRACT

- Location: Paris, 4th / Remote work can be considered for this position
- Contract: Fixed-term contract (CDDU, Intermittent du Spectacle)
- Compensation: according to profile
- 75% Navigo refund upon presentation of a proof (=public transport)
- Restaurant Tickets = 9,35€/worked day (=luncheon voucher).
- Start date: ASAP

Apply here: <https://www.mikrosimage-animation.com/en/apply/>

TD CHARACTER

Multifilm- Paris

JOB DESCRIPTION

Mikros Animation is recruiting a TD Character!

As part of the development of its feature film projects and to consolidate its Parisian TD team, Mikros Animation is looking for a TD Character who will maintain the pipeline and provide technical support to our teams through the development of innovative solutions.

RESPONSABILITIES

Under the supervision of the Head of Pipeline, the Technical Directors (TD) participate in the design, development, optimization and maintenance of the pipeline and production tools.

Led and supported by the Lead TD Character, the TD Character specializes in character manufacturing workflow issues in Maya. It works closely with the Character division (dedicated to film production) which includes character modelling, rig and CFX.

The TD Character's main responsibilities are :

- Develop tools and associated procedures to support the character creation process
- Understand the artistic requirements of the film, as well as the technical processes and manufacturing tools that will enable them to be met
- Supporting the Character teams in solving daily problems through the right communication channels
- Develop the Mikros Animation "Tools Box" of the Character Modeling (including facial tools), Rig and CFX departments.
- Test and validate new versions of pre-existing tools in an active production environment
- Liaise with the software team to ensure compliance with internal practices
- Understand the processes of neighboring departments in the production chain to those of Characters and provide them with the necessary assistance to ensure the efficiency and quality of the tools used
- Create and update the technical documentation of the tools developed.
- Work closely with the character modeling, rig, CFX and animation teams and other TDs
- Implement effective strategies that will meet the requirements of the character departments
- Work in accordance with Mikros Animation's coding style to ensure the readability of the code produced.

PROFILE

Required skills...

- Strong knowledge of Python development
- Previous experience as a TD on animated feature films, animated TV series and/or VFX feature film projects
- Understanding of the modeling, rig and CFX departments
- Knowledge of Maya
- Ability to review code and resolve related issues as they arise
- Ability to quickly understand the use of commercially available and proprietary software tools
- Ability to organise work effectively and prioritise requests from artists while meeting expected production deadlines
- Strong English and/or French language skills
- Ability to adapt your technical and artistic discourse to the people you are addressing
- Ability to work as part of a team and to share your knowledge

... And additionnal assets :

- Knowledge of character building, geometric deformations, technical language specific to rig
- Coding in C++

SALARY & CONTRACT

- Location: Paris, 4th / Remote work can be considered for this position
- Contract: Fixed-term contract (CDDU, Intermittent du Spectacle)
- Compensation: according to profile
- 75% Navigo refund upon presentation of a proof (=public transport)
- Restaurant Tickets = 9,35€/worked day (=luncheon voucher).
- Start date: ASAP

Apply here: <https://www.mikrosimage-animation.com/en/apply/>

FLO & STEREO SUPERVISOR

The Tiger's Apprentice - Paris

CONTEXT

Mikros Animation is currently working on various full CG feature films, including *The Tiger's Apprentice* directed by Carlos Baena and produced by Paramount Feature Animation.

We are looking for a FLO & Stereo Supervisor our great team!

JOB DESCRIPTION

The FLO/Stereo Supervisor first ensures that the final camera movement is technically and artistically in line with the director's wishes. Ensuring that the film's stereoscopy is produced. As the cornerstone of the project, the FLO/Stereo Supervisor collaborates with the Layout Supervisor, the Animation Director and the Director, while maintaining close contact with the Compositing Supervisor and the Confo Layout Supervisor.

During production, supervises the FLO and Stereo artists and ensures the proper implementation of the predefined directions.

RESPONSABILITIES

- Responsible for the follow-up of the camera animations with the Director, the Layout Supervisor and the animation department
- Responsible for the stereoscopic production of the film in collaboration with all departments involved in the framing of the shots, as well as the methods implemented.
- Participates in the development of the camera and stereo workflow, in the 3D and 2D parts of the project
- Supervises the FLO/Stereo team and provides technical and methodological guidance
- Addresses technical issues, identifies best practices and necessary approaches
- Works closely with production and ensures timely delivery of plans

PROFILE

Skills required...

- Maya expertise
- Technical problem-solving skills

- Leadership and communication skills
- Excellent level of English is a must
- Experience in organising and prioritising tasks

And additional assets...

- Experience in feature animation
- Previous supervisory or lead experience
- Knowledge of Katana and Nuke

SALARY & CONTRACT

- Location: Paris, 4th
- Contract: Fixed-term contract (CDDU, Intermittent du Spectacle).
- Compensation: according to profile
- 75% Navigo refund upon presentation of a proof (=public transport)
- Restaurant Tickets = 9,35€/worked day (=luncheon voucher).
- Start date: ASAP

Apply here: <https://www.mikrosimage-animation.com/en/apply/>

3D ANIMATORS

(Middle & Senior level)

The Tiger's Apprentice – Paris

CONTEXT

Mikros Animation is currently working on various full CG feature films, including *The Tiger's Apprentice* directed by Carlos Baena and produced by Paramount Feature Animation.

We are looking for Animators of all levels to join our great team!

JOB DESCRIPTION

The Tiger's Apprentice is a well-balanced animated feature film, filled with action and emotional moments, based on human AND creature performances.

Under the supervision of their Lead and the Animation Director, the Animators will be in charge of animating characters and props while ensuring, that the artistic vision of the Director is respected. Department entries will take place between January and Spring 2021.

The entire department as well as the Animation Director will be based in Paris.

RESPONSABILITIES

- Carry out global research work per shot on the characters acting
- Work from Storyboard / Animatics / Layout to create key-frame animation at a feature level
- Communicate closely with the Leads and Animation Director to convey the artistic vision in demand
- Maintain the plan-to-plan work continuity at a level of quality required
- Respect the animation quotas given by the production
- Prepare presentation elements for dailies
- Contribute to animation bank

PROFILE

Skills and experience required...

- Excellent expertise in MAYA

- Experience in 3D character animation, with a high-level of performance animation
- Strong sense for posing, spacing and timing, and an excellent knowledge of both physical animation & acting
- Ability to work within an established pipeline and to use custom tools
- Ability to understand and effectively interpret a storyboard as well as the Lead's and Animation Director's feedback
- Excellent time management and organization skills
- Good communication and interpersonal skills

...*And additional assets:*

- Animated feature and/or action game experience
- Strong sensibility for physical believability
- Strong skills in quadruped animation
- Traditional animation (2D) skills are a plus
- Shotgun knowledge

SALARY & CONTRACT

- Location: Paris, 4th
- Contract: Fixed-term contract (CDDU, Intermittent du Spectacle)
- Compensation: according to profile
- 75% Navigo refund upon presentation of a proof (=public transport)
- Restaurant Tickets = 9,35€/worked day (=luncheon voucher).
- Start date: Entries until Spring 2021

Apply here: <https://www.mikrosimage-animation.com/en/apply/>

FX ARTISTS

The Tiger's Apprentice - Paris

CONTEXT

Mikros Animation is currently working on various full CG feature films, including *The Tiger's Apprentice* directed by Carlos Baena and produced by Paramount Feature Animation.

We are looking for FX Artists of all levels to join our great team!

JOB DESCRIPTION

The Tiger's Apprentice is a feature animated film with plenty of action and emotional moments and is packed with all kinds of special effects.

Reporting to their Lead and the FX Supervisor, the FX Artists will evolve and work on the fabrication of the different types of FX present in the film, while ensuring that the artistic vision of the director and the quality expectations of the project are respected.

RESPONSABILITIES

- Interpret the provided Design/Concept Art and create effects in the appropriate style while applying the given aesthetic, technical and methodological guidelines
- Collaborate with the FX Leads and the entire FX team to ensure that the overall creative vision and the visual requirements are met
- Identify and address technical issues to the appropriate teams when necessary
- Respect the quotas established and given by the FX Supervisor and Production Coordinator

PROFILE

Skills required...

- Expertise in Maya & Houdini software
- Knowledge of effects techniques such as particles, smoke, fire, dust, explosions and fluids
- Experience in 2D FX and/or stylized FX
- Previous experience in feature animation or live action required

... And additional assets :

- Knowledge of Katana, Arnold and Nuke

- Knowledge of Python/Mel
- Technical problem solving skills
- Fluency in English
- Dynamic and collaborative work ethic

SALARY & CONTRACT

- Location: Paris, 4th
- Contract: Fixed-term contract (CDDU, Intermittent du Spectacle)
- Compensation: according to profile
- 75% Navigo refund upon presentation of a proof (=public transport)
- Restaurant Tickets = 9,35€/worked day (=luncheon voucher).
- Start date: Entries until Autumn 2021

Apply here: <https://www.mikrosimage-animation.com/en/apply/>

NEED MORE INFORMATION?

Contact us at:

Jobs_animation@mikrosimage.com