



# FX ARTIST

## Your mission at ON

- Create beautiful, high-quality and varied FX by working closely with the feature film's creative leadership team;
- Produce animations that meet the Director's vision;
- Communicate regularly with production and leads regarding schedules and deadlines;
- Prepare the FX that will be rendered on the Guerilla rendering software;
- Collaborate with the different departments of the studio;
- Work within the established pipeline;
- Maintain a collaborative and supportive attitude!

## Your qualifications

- Preferred 5 years experience creating effects, preferably in feature film or television series;
- Experience with Houdini (preferably 3-5 years);
- Maya knowledge (asset);
- Experience with complex liquids (sea/wave/foam/pyro) and RBD's (asset);
- Knowledge of Python/C++ (asset).





# 3D ANIMATOR

## Your mission at ON

- Create beautiful, high-quality and varied animation by working closely with the feature film's creative leadership team;
- Produce animations that meet the Director's vision;
- Demonstrate a strong sense of performance, posing, timing, weight, and lip-sync;
- Communicate regularly with production and leads regarding schedules and deadlines;
- Prepare the animations that will be rendered on the Guerilla rendering software;
- Collaborate with the different departments of the studio;
- Work within the established pipeline;
- Maintain a collaborative and supportive attitude!

## Your qualifications

- Minimum 3-5 years experience, including high quality feature level animation (required);
- A strong working knowledge of the 2D and 3D principles of cinematic staging and blocking (requirement);
- A good working knowledge of Maya (required).





# CROWD ANIMATOR

## Your mission at ON

- Create beautiful, high-quality and varied crowd animation by working closely with the feature film's leadership team;
- Produce animations that meet the Director's vision;
- Demonstrate a strong sense of performance, posing, timing, weight, and lip-sync;
- Communicate regularly with production and leads regarding schedules and deadlines;
- Prepare the animations that will be rendered on the Guerilla rendering software;
- Collaborate with the different departments of the studio;
- Work within the established pipeline;
- Maintain a collaborative and supportive attitude!

## Your qualifications

- Minimum 1-2 years experience on animation project(s) (required);
- A strong working knowledge of the 2D and 3D principles of cinematic staging and blocking (requirement);
- A good working knowledge of Maya (required).





# LEAD ANIMATOR

## Your mission at ON

- Responsible for assigning tasks and their deadline to the Artists of the department, as well as ensuring technical support to the department;
- Establish guidelines for department artists;
- Consult with the Department Supervisor to create various animations for the project - if applicable;
- Determine the best method for producing the animations for the project;
- Design and develop animations that meet the Director's vision;
- Prepare the animations that will be rendered on the Guerilla rendering software;
- Respect assigned production quotas;
- Work in collaboration with the different departments of the studio;
- Work in the established pipeline.
- Participation in the "bidding" process for the production of items for his department.

## Your qualifications

- Minimum 5 years experience including high quality feature level animation (required);
- A strong working knowledge of the 2D and 3D principles of cinematic staging and blocking (requirement);
- A good working knowledge of Maya (requirement).





# Lead Crowd Animator

## Ta mission chez ON

- Créer des animations magnifiques, de haute qualité et variées en travaillant en étroite collaboration avec l'équipe de direction du long métrage d'animation;
- Responsable pour l'assignation des tâches et leur durée, aux Artistes du département "crowds" ainsi que le support technique;
- Établir les directives pour les Artistes du département "crowds";
- Déterminer la meilleure méthode pour produire animations de foules pour le projet;
- Concevoir et développer les animations de foules qui répondent à la vision du Réalisateur;
- Participation au processus "bidding" pour la production des éléments pour son département;
- Agir en tant qu'interlocuteur principal du département envers le Réalisateur;
- Communiquer régulièrement avec la production et les leads concernant les horaires et les délais;
- Préparer les animations qui seront rendues sur le logiciel de rendu Guerilla;
- Collaborer avec les différents départements du studio;
- Travailler dans le pipeline établi;
- Garder une attitude collaborative et supportive!
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## Tes qualifications

- Minimum 3 ans d'expérience en production, incluant au niveau du long-métrage CG de haute qualité (requis);
- Maîtrise des principes 2D et 3D du staging et blocking cinématique (requis);
- Bonne maîtrise de Maya (requis).

