

Final Pixel, virtual production stage technology and stage operation – job spec

Final Pixel is a leading international innovator redefining how brands communicate by using the very latest in applied technology. Combining genuine, imaginative storytelling with bleeding-edge innovation, Final Pixel develop and elevate brands for the modern digital landscape.

Our mission is driven by a vision to create a more Human industry, where we use technology to actively unlock vast benefits in sustainability, diversity, equity, inclusion and accessibility for our clients.

Final Pixel is a remote-first company and are happy to support successful candidates to enable them to get the most out of their placement. This may include meetings at accessible locations, via Google Meet etc.

Full Time:

Contract: 4 weeks

Start Date: TBC

Location: role will be hybrid: mostly remote with some on-set, London days.

What we are looking for

An overall technical role for the On Set Virtual Production (OSVP) department, operating all aspects of hardware and software involved with shooting using virtual production.

NB: This is a hybrid role of both stage technology (hardware, e.g. camera, LED) and stage operator (Unreal Engine operator)

Would suit: someone transferring from live events or games.

Skills and experience

- understand fundamental AV flow to be able to connect the chain of data flow from operator to LED and camera
- colour management, across multiple hardware and software groups. Identify how certain cameras and lighting fixtures will integrate to the shoot and recommend stage layouts and best practices for shoots
- be able to work in/learn 3D software, to be able to control content and enact changes to the desired effect on the wall
- be responsible for setting up, calibrating, operating and maintaining multiple pieces of hardware



Website

<https://www.finalpixel.com/>