

Bild, Unreal Engine operator – job spec

Bild are the creators of MARS Volume. MARS Volume is the UK's longest running permanent virtual production facility, with 12,000 sqft of studio space housing a 25.5 x 5m LED wall. MARS has hosted high level productions such as *Black Doves* (Netflix), *3 Body Problem* (Netflix), *Sweetpea* (Sky Atlantic), *Douglas Is Cancelled* (ITV Studios) and many more. The team at MARS have also supported tent-pole productions such as *Masters of the Air* (Apple TV+) and *House of the Dragon* (HBO).

Based at South Ruislip, MARS Volume has good transport links being 15 mins from the Central Line, with a reliable car and bus service from the tube station (although the tube is not wheelchair accessible, staff are available to help upon arrangement). Free and flexible car parking is available within the studio yard, directly in front of the studio entrance. MARS Volume has step-free access with accessible toilets on the studio floor level. All work stations are adjustable and customisable to ensure access at all points.

Currently MARS Volume offers flexible working as standard, with team members required to be present at the studio only for production days, but they are happy to discuss working days with any successful candidate.

Full Time:

Contract: 4 weeks

Start Date: TBC

Location: role will be hybrid: remote with some production days in South Ruislip.

Working days can be discussed.

What we are looking for

The Unreal Engine operator plays a key role in the virtual production volume operation, responsible for ingesting and operating multiple real-time Unreal Engine scenes throughout the shoot. This role will see the right candidate shadow our Unreal Engine operator and VP supervisor to develop skills within Unreal Engine and understand the technical functioning of a commercial virtual production studio. The role will be based at MARS Volume, in West London.

What is on offer

- learn how a commercial volume operates and the key roles and responsibilities that work together to deliver virtual productions successfully
- knowledge of how commercial film shoots work and operate including organisation and hierarchy onset
- operate Unreal Engine and create scenes in conjunction with the LED volume

- Learn about the technical infrastructure of a volume including camera tracking, media servers, LED
- learn about versioning software Perforce, naming conventions and data management
- build confidence

Key responsibilities

- manage and operate content deliveries from external VFX vendors
- load and QA test scenes for client shoots, advising on ways to optimise performance
- make real-time dynamic changes to the scene based on VFX/director/DOP/art director feedback
- blending virtual scenery with practical set builds and lighting to ensure the scene looks realistic in-camera.
- ensure the scenes are saved correctly for ongoing use
- scene creation

Skills and attributes

- must have a good understanding of Unreal Engine and its editor
- willingness to learn and work under direction from the VP team and client
- works well under pressure
- not disrupted by loud noises and bright lights

Website

<https://marsvolume.com/>