Framestore, Senior CFX TD
– job spec

Framestore is home to a collective of visionaries working across film, advertising, episodic and immersive. Their work and skillset is wide-ranging, thanks to a pool of 3000 talented artists and producers in offices across the door.

Based at Chancery Lane, Framestore has good transport links (although the tube is not wheelchair accessible) with two disabled parking bays (Council owned and controlled) outside of their building. Framestore has step-free access with accessible toilets on every floor; a dedicated quiet room and each employee is given a pair of noise-cancelling headphones when they join (it is an open plan office).

Currently Framestore offers flexible working with two days in the office as mandatory, but they are happy to discuss working days with any successful candidate. Framestore is part of the Disability Confidence Scheme.

Full Time
Contract: 4 weeks
Start Date: TBC
Location: London, fully flexible re in-house/remote working. The main model is 2 days a week in-house, 3 days remote.

What we are looking for

The Senior CFX Artist is responsible for setting up skin, muscle, cloth and hair simulations for our hero and secondary characters and creatures. Other responsibilities include, maintaining and supporting those rigs/setups through production as well as running shots in production.

Responsibilities

- Build, maintain and test simulation rigs and setups

- Develop tools to assist in building simulation rigs and running shot simulations

- Run simulations, perform technical animation and shot sculpting for shots in production

- Creatively troubleshoot and solve problems independently

- Receive and address technical and creative feedback from supervisors and lead

- Work efficiently as part of a team, or independently, to complete assigned shots

- Meet schedules and deadlines whilst maintaining the highest standards

Skills and experience

- Previous experience as a Mid-level CFX TD in film, or Mid/Senior CFX TD in related mediums (games, children's animation, etc)

- Experience working on a VFX pipeline

- An excellent knowledge of Maya or Houdini (or experience in other simulation software)

- A thorough understanding of the techniques and technologies relating to FX simulation and procedural animation

- A good understanding of animation and an eye for motion

- A good understanding of the entire visual effects process

- A familiarity with pipeline issues, especially working between multiple packages

- Strong Python and/or Vex, Mel scripting skill

Website
https://www.framestore.com/