Framestore, senior animator – 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

Animators produce the motions, gestures and expressions of three-dimensional computer graphic characters and objects for high-end VFX films.

Responsibilities

- Working closely with the Animation Lead and Supervisor to produce high quality animation which creates compelling, story-driven and action packed moments that fit within the style and pacing of the film

- Working closely with the Rigging and Pipeline departments providing suggestions and feedback to improve character setup, visual quality, rigs and tool functionality

- Animating both primary and secondary characters and elements

- Meeting schedules and show deadlines

- Ongoing communication with Production and Lead regarding schedules and deadlines

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

- Submitting shots for review and follow through with notes and feedback if required

Skills and experience

- Previous experience as a mid-level animator in film, or mid/senior animator in related mediums (games, children's animation, etc.)

- A thorough knowledge of Maya

- An understanding of physical motion, weight, balance, texture and form

- An understanding of rigs and typical rigging set-ups, animation pipelines and transferring data between tools

- Being open to direction and able to embrace change

- A demonstrable commitment to creative collaboration within a team and with other departments

- Adaptability and the willingness to learn new processes and technical skills

- A working knowledge of modeling and Mel/Python scripting

- Knowledge of human and animal anatomy as well as life drawing skills

Website
https://www.framestore.com/