SET & PROP MODEL ARTISTS

Description:

We are looking for Mids and Seniors 3D Artist. The main task is to create environments and props models.

Skills:

- Strong artistic eye, who can successfully interpret a 2D design into a 3D model.
- Knowledge of Organic modeling and Hard Surface
- Work experience with Uvs, textures and shading
- Ability to establish priorities, work independently and within a group
- Good communication skills to deal with both technical and artistic groups

Requirements:

- Good knowledge of Maya, Substance Painter y Zbrush
- Knowledge of PBR renderers, Arnold and Redshift
- 3+ /5+years of modeling experience from either animation TV series or feature animation movie
- Remote working

SETS & PROPS CONCEPT ARTIST

Description:

Lightbox Animation is recruiting concept artists to design backgrounds and props for our next Feature projects. As a concept artist, you will have the opportunity to participate in the creation of new worlds.

Remote working.

Main responsibilities:

- Create Design conceptual artwork under directions of the Art Director and/or the Director
- Develop the project´s artistic vision
- Complete the packs with references for colors and materials
- Assemble influential research & reference material for the 3D team

Requirements:

- +2 years of relevant experience preferred
- Excellent drawing skills and understanding of design fundamentals
- Extensive knowledge of Photoshop
- Strong knowledge of color, lighting, atmosphere & overall composition
- Knowledge of 3D modeling is a plus
- Ability to multi-task and adapt easily to change
- Ability to work independently

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STORYBOARD ARTISTS

Description:

Lightbox Animation is looking for storyboard artists to illustrate the narrative, plan shots, and draw panels to demonstrate action and maintain continuity between scenes for our new project.

Remote working

Main responsibilities:

- Have a great sense of visual storytelling
- Meet with creative supervisors to discuss objectives of storyboard; what is desired or to be achieved, receiving written and verbal description of a sequence
- Create quick thumbnail sketches through to finished detailed storyboard panels
- Create storyboards by implementing storytelling objectives
- Illustrate script pages and come up with story ideas
- Pitch Storyboards when required
- Work with director and head of story to define staging and camera action
- Develop character personality and dramatic/comedic action
- Ensure all storyboard notes are added
- Ensure quality and style of show is consistently achieved in storyboard work
- Meet all deadlines as determined by the Production Team
- Follow proper document management requirements according to the production´s guidelines

Requirements:

- 2-3 years of professional experience
- 1 or more year experience in the animation industry
- Practical knowledge of cinematic language, acting and staging
- Must be able to express story and character emotions through drawings
- Ability to take direction and work well with a team
- Strong storytelling abilities to feature character, emotion and movement
- Strong staging and composition skills
- Ability to invent action and express it through drawing
- Strong creative and technical skills

COLOR ARTISTS

Description:

We are seeking Color Designers to help build the worlds of our project through the use of color and palettes.

We are looking for individuals who can make thoughtful color choices in regards to the lighting environment, tone, and atmosphere of the scene.

The Color Designer will tell a story through color and technique according to the Art Director or Director creative vision.

Main responsibilities:

- Align with the style and sensibility of the project.
- Produce and deliver cohesive color choices for characters, and environments with attention to storytelling and tone.
- Present work in a clear and organized manner that demonstrates intent.
- Work flexibly and with a positive attitude to troubleshoot and address notes
- Adhere to the production schedule and deliver completed assignments on time.

Requirements:

- 2 years color or painting production experience for animated shorts, series, or feature films.
- Portfolio that demonstrates a strong understanding of color design for animated production settings.
- Able to work independently.
- Remote work.

CHARACTER CONCEPT ARTIST

Description:

Lightbox Animation is looking for Character Concept Artists to design and create new characters in our next Feature projects. As a concept artist, you will have the opportunity to participate in the creation of a new world.

Remote working

Main responsibilities:

- The successful candidate will demonstrate interest and ability to work in various styles and develop concepts from ideas to finished designs.
- Exploring and presenting different ideas and approaches for any given design task
- Assisting with creating character turnarounds and expression sheets
- Assemble influential research & reference material for the 3D team

Requirements:

- +2 years of relevant experience preferred
- Excellent drawing skills and understanding of design fundamentals
- Extensive knowledge of Photoshop
- Visualize perspective and 3D space
- Passion for creating stylized characters
- Open for feedback, able to collaborate in a team as well as work independently
- Able to manage time effectively and work to deadlines
- Ability to visually interpret other people's ideas
- Be flexible and adapt to change when asked

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MATTE PAINTER ARTISTS

Description:

Lightbox Animation is recruiting Digital Matte Painting Artists.

Main responsibilities:

You will create photo realistic elements using a variety of illustrations and projections to create environments that you see to believe! Manipulating light and texture you will form worlds that will excite and exceed expectations, interweaving disciplined practise of this art form.

Working closely with the animation pipeline you will create intricate backdrops that characters will encompass seamlessly. Naturally you will work alongside our modeling, surfacing and compositing teams so a basic understanding would be beneficial.

Requirements:

- Produce high standard matte paintings with a strong understanding of perspective, composition, light and color.
- Work with rendered CG elements, still photography and digital paint to create believable environments that are seamlessly integrated into the film.
- Work closely with lighting, modeling, surfacing, FX and compositing to find the most efficient and effective techniques to develop and ensure shots are delivered to the highest possible standard.
- Take art direction well, working collaboratively as part of a team taking art direction and Comp supervisor, VFX Supervisor and Director as necessary.
- Sound artistic judgment and a proven aesthetic eye for materials and lighting
- Artistic flexibility to match and adapt painting styles to match the animated feature's designs.
- Remote working

SET & PROP SURFACE ARTISTS

Description:

Lightbox Animation is currently looking for Senior Set & Props Surface Artists. This role involves painting textures for the 3D objects and environments.

Main responsibilities:

- Paint textures
- Project environment paintings over geometry and fill in gaps and hidden areas maintaining the style
- Work closely with the modeling team to ensure UVs are positioned efficiently
- Communicate and collaborate with Modeling and Light teams, to execute the required look

Requirements:

- Excellent 2D painting skills
- Extensive knowledge of Photoshop, Substance Painter and Maya.
- Previous experience painting textures for film or games and a thorough understanding of the techniques required
- Understanding of image color space relating to texture painting
- Ability to multi-task and adapt easily to change
- Ability to work independently
- Be able to deliver on schedule, working calmly and efficiently under pressure
- Be able to take direction and be willing to address constructive feedback
- Knowledge of 3D modeling is a plus

PIPELINE DEVELOPERS/SOFTWARE ENGINEER

Description:

Software engineers often do not realize that with their skills they can have a key role in the CG industry so we are currently seeking talented developers to join our growing Team.

Working closely with the Technical Team, you will be developing and maintaining pipeline and infrastructure code to our existing pipeline as well as new systems and technology implementations.

Main responsibilities:

- Design, develop, test and debug code and tools oriented to CG software, production Databases and remote interaction to our structure.
- Maintain and/or refactor existing code to improve performance, design or update to new versions
- Document code and tools.

PREVIOUS EXPERIENCE
No previous experience on a CG studio is required

Requirements:

Skills and attributes

- Ability to deliver on schedule and working efficiently under pressure
- Problem-solver, good communication and team player
- Open to follow directions and propose constructive feedback
- Adaptable, Positive, and Proactive
- Understanding general CG production a plus

Experience in the following Software packages is Essential

- Python and PyQt/PySide
- Database oriented coding
- Version control, management and deployment tools
- Remote oriented coding

Experience in the following Software package is a bonus

- Django or similar web frameworks
- C, C+, C#, Java, Visual Basic, Mel (Maya), TCL (Nuke), Vex (Houdini)
- CG DCC packages (Maya, Nuke, Houdini, Blender) a plus.
- Autodesk Shotgrid (or similar)