

1. Sr. Harmony Animator

Qualifications

- Bachelor's degree in Animation, Fine Arts, or a related field is preferred.

Experience

- 5+ years of experience in 2D animation and a strong portfolio demonstrating advanced character and scene animation skills, especially within Toon Boom Harmony
- Demonstrated success in a senior animation role, ideally in a fast-paced production environment for television, film, or digital media, where deadlines and quality control are critical.
- Background in mentoring junior animators, conducting reviews, and ensuring team members meet quality and deadline requirements.
- Experience in managing multiple scenes or sequences, balancing priorities to meet project milestones, and working closely with other departments (such as storyboard artists, directors, and designers).

Skills

- Expert-level skills in Toon Boom Harmony, including animation techniques, rigging, layering, and compositing within the software.
- Ability to convey emotion, personality, and story through animated movements.
- Excellent digital drawing skills, a strong sense of color theory, composition, and design, with the ability to adapt to different visual styles as required by the project.
- Keen eye for detail to ensure high-quality animation that meets stylistic and production standards.
- Strong interpersonal skills for collaborating with directors, production teams, and other departments, and the ability to communicate creative ideas.

Key Responsibilities

- Create and refine high-quality character and scene animations in Harmony, interpreting storyboards and layouts to bring characters and environments to life, while maintaining the artistic vision of the project.
- Act as a mentor to junior animators, providing constructive feedback, guidance, and technical support to elevate team skill levels.
- Review and revise animations produced by team members, ensuring consistency with the project's artistic style and quality standards. Conduct animation tests to resolve technical issues or optimize workflows.
- Identify and implement ways to optimize animation workflows and streamline production processes, ensuring efficient project progress without compromising on quality.

2. Flash Animator

Qualifications

- Bachelor's degree in Animation, Fine Arts, Graphic Design, or a related field
- Certification in Adobe Creative Suite, particularly Adobe Animate, is a plus.

Experience

- 2–4 years of experience in a Flash animation role
- Experience working in a studio environment or on professional projects that required collaboration with other animators, designers, and production teams

Skills

- Proficiency in Adobe Animate (Flash) and a strong understanding of frame-by-frame animation and tweening techniques are essential.
- Solid knowledge of animation principles, including timing, staging, squash-and-stretch, anticipation, and character acting.
- Strong drawing and design skills, including the ability to design characters, backgrounds, and other visual elements from scratch when necessary.
- Familiarity with character rigging and lip-syncing in Flash.
- Knowledge of Adobe Creative Suite (especially Photoshop and After Effects) and other complementary animation tools.
- Ability to work independently or in a team, taking feedback constructively.
- Strong time-management skills, with an ability to prioritise tasks to meet project deadlines.

Key Responsibilities

- Create high-quality 2D animations in Flash (Adobe Animate) according to project requirements and guidelines, ensuring they align with the director's or lead animator's creative direction.
- Work from storyboards, animatics, and concept art to bring characters and scenes to life with smooth, expressive animation that enhances storytelling.
- Design and animate characters, props, backgrounds, and visual effects, maintaining consistency with the project's visual style.
- Rig and prepare characters for animation when needed.
- Collaborate with other departments, including the art and sound teams, to sync visuals with audio elements and deliver cohesive, polished scenes.
- Revise animations based on supervisor feedback and manage multiple animation sequences at once, meeting project deadlines without sacrificing quality.

3. 2D Rig Animator

Qualifications

- Bachelor's degree or equivalent experience in Animation, Fine Arts, Digital Media

Experience

- 2+ years of professional experience in 2D animation, specifically with rigging and animating within software such as Toon Boom Harmony, Adobe Animate, or similar.
- Strong portfolio showcasing expertise in 2D rigging and character animation, with a demonstrated understanding of animation principles and character acting.

Skills

- Expertise in 2D rigging, character setup, and animation in industry-standard software like Toon Boom Harmony, Adobe Animate, or Moho.
- Ability to create and manage complex rigs, including character, facial, and object rigs.
- Strong grasp of animation principles (timing, spacing, squash/stretch, anticipation, etc.) with the ability to apply them effectively for character expression and motion.
- Keen eye for detail in character movement, rig integrity, and animation quality, with the capability to spot inconsistencies and make necessary adjustments.
- Ability to troubleshoot rigging issues, optimize rigs for efficiency, and adapt to fast-paced production environments. Knowledge of scripting and automation tools within animation software is a plus.
- Strong communication skills for working within a team, especially with character designers, modelers, and animators, to ensure consistent quality and adherence to style guides.

Key Responsibilities

- Design, build, and maintain complex character rigs that meet production needs, ensuring that rigs are versatile and efficient for animators to use.
- Animate 2D characters, props, and effects based on storyboards and creative direction, creating expressive, dynamic, and believable animations using rigged characters.
- Review and test rigs to ensure consistency, functionality, and adherence to production quality standards, troubleshooting and resolving issues as they arise.
- Work closely with character designers, layout artists, and other animators to ensure a cohesive visual style, sharing feedback and solutions to improve overall workflow.

4. Animator Artist

Qualifications

- Bachelor's degree in Animation, Fine Arts, Graphic Design, or a related field, or equivalent experience in animation.

Experience

- 1-3 years of experience in an animation or art role, ideally within a production studio, game design company, or similar creative environment.
- Demonstrated experience working within a collaborative team, handling feedback from directors and other team members, and adapting to different animation styles as required by the project.
- Hands-on experience managing multiple deadlines, with the ability to prioritize tasks and maintain productivity under time constraints.

Skills

- Proficiency in 2D or 3D animation software and strong understanding of animation principles, including timing, weight, anticipation, squash and stretch, and follow-through.
- Ability to create fluid, expressive character animations that convey personality, emotion, and believability.
- Solid drawing and illustration skills, with a good sense of perspective, proportion, and anatomy for character design and motion.
- Strong visual storytelling skills, including the ability to interpret scripts and storyboards to translate ideas into engaging animated sequences.
- Attention to detail, adaptability, and openness to feedback, with a drive for continuous improvement and collaboration.
- Basic knowledge of rigging, compositing, and rendering techniques, with an understanding of file organization and efficient production workflows.

Key Responsibilities

- Develop and create animations for characters, backgrounds, or special effects in alignment with the artistic direction and narrative of the project.
- Interpret storyboards and translate them into high-quality animated scenes, ensuring smooth and consistent movement that enhances storytelling.
- Maintain organized files, adhere to project standards and file naming conventions, and ensure all animation assets are correctly prepared for the next stage of production.

5. Harmony Animator

Qualifications

- Bachelor's degree in Animation, Fine Arts, Media Production, or a related field is typically preferred. Candidates without formal degrees may qualify if they have extensive professional experience and a strong animation portfolio.

Experience

- 2-4 years of professional experience in a similar role within an animation production environment, preferably with experience in television, film, or digital media.
- Experience working from storyboards and animatics, with a demonstrated ability to interpret creative direction and apply feedback constructively.
- Familiarity with production pipelines and the ability to work efficiently to meet deadlines without sacrificing quality.

Skills

- Advanced proficiency in Toon Boom Harmony software, including experience with rigging, compositing, and scene setup.
- Strong understanding of animation principles, including movement, rhythm, timing, weight, and flexibility in adapting to different animation styles.
- Proficient drawing and design skills, with the ability to create visually engaging characters, scenes, and effects.
- Strong communication and teamwork skills to collaborate effectively with creative teams, including animators, storyboard artists, and directors.
- Detail-oriented, with a focus on delivering quality work within project timelines.
- Adaptable to changes in creative direction and able to handle multiple tasks simultaneously.

Key Responsibilities

- Create high-quality 2D animations, including character, prop, and effects animation, using Toon Boom Harmony to match the project's artistic style and direction.
- Rig characters and props, ensuring smooth and efficient movement and functionality for scenes requiring complex motion or special effects.
- Work from storyboards and animatics to produce animation sequences that bring characters and scenes to life, maintaining fidelity to the director's vision.
- Collaborate closely with the animation director, art director, and other team members to incorporate feedback and refine animation quality.
- Ensure all animated assets meet the technical specifications for each scene, including testing and troubleshooting as needed to ensure high-quality output.
- Stay current with Toon Boom Harmony updates, animation techniques, and industry trends to continuously improve animation quality and efficiency.

6. 2D Support

Qualifications

- Bachelor's degree in Animation, Digital Arts, or a related field is preferred

Experience

- Prior experience in a support or technical assistant role within a 2D animation production environment is preferred.
- Experience assisting with asset preparation, organization, and troubleshooting technical issues for animators.
- Familiarity with working in fast-paced production environments, ideally with a portfolio demonstrating previous 2D animation work or support tasks.

Skills

- Proficiency in 2D animation software (e.g., Toon Boom Harmony, Adobe Animate).
- Strong troubleshooting abilities to address technical issues in animation software and file formats.
- Attention to detail and ability to follow established workflows and naming conventions.
- Communication skills to effectively collaborate with animators, production staff, and technical teams.
- Basic skills in rigging and compositing are a plus.
- Ability to manage time efficiently and adapt to changing priorities or tight deadlines.

Key Responsibilities

- Provide technical support for the 2D animation team, helping troubleshoot issues in software, tools, and file formats.
- Assist animators by preparing, organizing, and managing animation assets, including importing and exporting files to meet production needs.
- Ensure proper file management and adherence to naming conventions, version control, and asset organization across the team.
- Collaborate with the technical and animation teams to streamline workflows and resolve any technical issues that arise during production.
- Support the animation team with rigging, compositing, or minor adjustments to assets as needed.
- Document common technical issues and create helpful resources or tutorials for the animation team to improve efficiency and reduce recurring issues.

7. 2D Rig Support

Qualifications

- A degree or diploma in Animation, Graphic Design, or a related field. Additional certifications or training in 2D animation software, specifically Toon Boom Harmony, is an asset.

Experience

- At least 2-3 years of experience working in a 2D animation studio environment, specifically in the rigging department. Experience in Toon Boom Harmony or similar animation software is crucial. Proven track record of supporting animators and other departments by creating flexible rigs for characters, props, and scenes, ensuring ease of use for animators. Previous work in animated TV series, web series, or game animation production is desirable.

Skills

- Proficient in Toon Boom Harmony and similar software for creating and maintaining character rigs and props.
- Strong understanding of rigging principles, including bone structures, deformation, and inverse kinematics (IK) to ensure fluid character movement.
- Able to troubleshoot and resolve rigging issues efficiently during production phases.
- Works well with animators, designers, and directors to refine rigs and meet artistic and technical requirements.
- Ability to assess rigs for usability and efficiency, ensuring that animation teams can work seamlessly with minimal issues.

Key Responsibilities

- Develop and maintain 2D rigs for characters, props, and backgrounds, ensuring they meet the needs of animators for smooth movement and animation.
- Act as the first point of contact for rigging issues, providing technical support to animators during production and ensuring timely solutions.
- Collaborate closely with animators, designers, and directors to ensure rigs meet artistic requirements and technical specifications.
- Ensure rigs are optimized for performance, avoiding unnecessary complexity that could slow down the animation process.
- Modify and adjust rigs based on feedback from the animation team to improve performance and meet evolving production needs.
- Ensure all rigs are tested for functionality and usability before being passed to animators to prevent delays in production.

8. Traditional 2D Artist

Qualifications

- A Bachelor's degree in Fine Arts, Animation, Graphic Design, or a related field is typically required.

Experience

- At least 3-5 years of professional experience as a traditional 2D artist, ideally with experience in animation, comics, games, or visual storytelling.
- Experience in a studio environment where attention to detail, adhering to specific visual styles, and collaboration with creative teams are key aspects of the role.
- A strong portfolio that demonstrates the versatility in traditional media and the ability to execute various artistic styles, from realistic to stylized, depending on project needs.

Skills

- Proficiency in traditional drawing mediums such as pencils, inks, watercolors, and pastels, with the ability to create detailed and expressive artwork.
- Strong understanding of anatomy, color theory, perspective, composition, and visual storytelling.
- Ability to adapt to various artistic styles and incorporate creative feedback.
- Knowledge of 2D animation workflows, even if the role is not directly animating, to communicate effectively with animators and other departments.
- Excellent communication and collaboration skills, as well as attention to detail and the ability to meet deadlines in a fast-paced environment.

Key Responsibilities

- Create high-quality traditional 2D artwork for various projects, including character design, background illustrations, concept art, and storyboards.
- Work closely with directors, animators, and other artists to align art with the project's vision, ensuring artistic consistency throughout.
- Produce detailed sketches, final designs, and conceptual art that capture the essence of characters, environments, and scenes.
- Revise and iterate on artwork based on feedback from creative leads or production teams, ensuring high standards are met.
- Maintain organized and thorough documentation of work, including reference materials, color schemes, and design notes for future use by the animation or design teams.
- Collaborate with other departments (animation, storyboarding, etc.) to ensure the artwork flows seamlessly into the production pipeline.

9. BG & Layout Artist

Qualifications

A Bachelor's degree in Fine Arts, Animation, Graphic Design, or a related field

Experience

- At least 3-5 years of experience in creating backgrounds and layouts for animated content, with a portfolio that demonstrates expertise in various artistic styles.
- Previous experience working on television, feature films, or digital media production is highly desirable.
- Experience working in a team environment, collaborating with directors, designers, and animators to maintain the visual integrity of a project.
- Experience in both 2D and 3D layouts is a plus, as well as knowledge of layout for both traditional animation and computer-generated imagery (CGI).

Skills

- Strong artistic skills in composition, color theory, perspective, and lighting.
- Expertise in creating backgrounds and layouts that complement character designs and story themes.
- Ability to translate a script or storyboard into visually dynamic scenes, ensuring all elements (environment, characters, and props) are in harmony.
- Proficient in digital painting, vector art, and digital matte painting techniques.
- Knowledge of camera angles, lens effects, and composition to enhance storytelling.
- Ability to collaborate effectively with animators, directors, and other departments to ensure consistency in visual style.

Key Responsibilities

- Create detailed, accurate, visually appealing backgrounds and layouts based on the project's artistic direction and storyboards.
- Collaborate with the director and other artists to ensure backgrounds support each scene's mood, setting, and atmosphere.
- Ensure that all layouts are practical for animators with an understanding of animation processes such as camera movement, character interaction, and scene transitions.
- Design and establish perspectives, camera angles, and lighting setups for each scene, adjusting as necessary based on feedback from the director or supervisor.
- Review and adjust layouts for continuity and to match the color palette, ensuring that every background fits seamlessly within the animation.
- Communicate effectively with other departments (animation, compositing, design) to ensure that all elements work harmoniously in the final product.
- Occasionally, assist with creating props, set pieces, or environmental elements that help build the world of the animation.

10. Modeler Artist

Qualifications

- A Bachelor's degree in Fine Arts, Animation, Computer Graphics, or a related field is typically required.

Experience

- 3+ years of professional experience in 3D modeling for animation, games, film, or similar industries.
- Proven experience working with modeling and sculpting tools such as Maya, ZBrush, and other industry-standard software.
- Experience with high-resolution and low-resolution modeling for both pre-rendered and real-time applications (games).
- A strong portfolio demonstrating a variety of 3D assets, including characters, props, and environments, showcasing an understanding of both technical and artistic aspects.

Skills

- Advanced knowledge of 3D modeling, texturing, and UV mapping techniques.
- Proficiency in sculpting and detailing in software like ZBrush or Mudbox.
- Solid understanding of topology, polygon flow, and efficient modeling techniques for real-time and pre-rendered applications.
- Strong understanding of lighting, shading, and rendering techniques as they apply to modeling.
- Knowledge of rigging principles and how to model with animation in mind.
- Excellent communication skills, with the ability to work closely with animators, designers, and directors to ensure the models meet project specifications and artistic standards.

Key Responsibilities

- Create detailed 3D models for characters, props, environments, and assets based on concept art, storyboards, and creative direction.
- Collaborate closely with texture artists, lighting artists, and animators to ensure models are optimized for performance, quality, and animation.
- Work within established modeling pipelines and ensure models are compatible with the overall production process.
- Maintain and revise models throughout production based on feedback from directors, leads, and other departments.
- Ensure that models are efficiently created, adhering to the project's technical constraints, while maintaining a high standard of artistic integrity.
- Troubleshoot and resolve any issues related to models during animation or rendering phases.
- Stay up-to-date with industry trends, tools, and techniques to continually improve modeling skills and workflows

11. Character Modeler Artist

Qualifications

A Bachelor's degree in Fine Arts, Animation, or a related field

Experience

At least 3-5 years of experience in character modeling for animation, video games, or visual effects. Experience in creating characters from scratch, collaborating with concept artists, animators, and riggers to ensure a smooth pipeline from model creation to animation. A strong portfolio showcasing a range of characters, including diverse body types, facial expressions, and accessories, is essential to demonstrate expertise.

Skills

- Advanced proficiency in 3D modeling software (Maya, ZBrush, Blender, etc.).
- Expertise in sculpting, texturing, and shading characters for both stylized and realistic designs.
- Strong understanding of human and animal anatomy, facial expressions, and character design principles.
- Ability to create clean, optimized topology suitable for rigging and animation.
- Familiarity with sculpting high-poly and low-poly models, UV unwrapping, and creating textures using various techniques.
- Strong problem-solving skills, with an eye for detail and a creative mindset.
- Familiarity with game engines (Unity, Unreal) and real-time character modeling is a plus.
- Ability to work collaboratively in a fast-paced, deadline-driven environment.

Key Responsibilities

- Design and model 3D characters based on concept art and creative direction, ensuring they are both visually appealing and functional for animation.
- Work closely with the creative team, including concept artists, animators, and riggers, to ensure the characters meet project requirements.
- Create high-quality, production-ready character models, including detailed textures and surface properties, optimized for rendering and animation.
- Ensure the character models are created with clean topology and proper UV maps to facilitate rigging, skinning, and animation processes.
- Collaborate with other departments to address technical and artistic challenges throughout the production pipeline.
- Revise and refine character models based on feedback from directors and peers to meet artistic and technical standards.
- Maintain consistency with the project's style, vision, and design guidelines.

12. 3D Rig Animator

Qualifications

- Bachelor's degree in Animation, Computer Graphics, Fine Arts, or a related field.

Experience

- At least 3-5 years of experience in 3D animation, with a specific focus on rigging and character animation.
- Proven ability to create complex rigs for characters, props, or environments, ensuring that the models are easy to animate and flexible for the team.
- Previous experience working on high-quality animation projects, such as feature films, television series, video games, or commercials.
- Familiarity with production pipelines, including collaboration with modelers, texture artists, and animators to ensure smooth transitions between rigging and animation stages

Skills

- Expertise in 3D rigging, with a deep understanding of character rigging systems, skeleton setups, and skinning techniques.
- Proficiency in 3D animation software such as Autodesk Maya, Blender, or similar tools used in the animation industry.
- Strong knowledge of animation principles, particularly in the context of 3D character animation, weight, posing, and movement.
- Experience with scripting or custom rigging tools to optimize workflow (MEL, Python, etc.).
- Strong problem-solving abilities, with the capacity to debug rigging issues and adapt to changing production needs.
- Excellent communication and collaboration skills, able to work in cross-functional teams.

Key Responsibilities

- Design, create, and maintain character rigs and skeletal systems for 3D assets, ensuring that models are flexible and functional for animation.
- Work closely with character modelers and animators to ensure rigs meet creative and technical requirements, ensuring ease of use and realistic movement.
- Troubleshoot and resolve technical issues related to rigging and animation, adjusting rigs as needed to improve the animation process.
- Support animators by creating custom tools or adjusting rigs to accommodate specific animation requirements.
- Collaborate with the animation and modeling teams to ensure assets are optimized for the production pipeline.
- Provide training and guidance to junior rigging artists, offering mentorship on best practices and techniques.
- Maintain and update rigs based on feedback and evolving production needs, ensuring they align with the project's artistic vision and deadlines.

13. 3D Texture Artist

Qualifications A Bachelor's degree in Animation, Fine Arts, Graphic Design, or a related field is typically required.

Experience

- 3+ years of experience working as a 3D Texture Artist in animation, video games, or VFX industries.
- Experience with creating textures for characters, environments, props, and other assets for various mediums (e.g., film, TV, games, VR).

Skills

- Proficient in 3D texturing and shading, with deep knowledge of texture mapping, UV unwrapping, and material creation.
- Strong expertise in industry-standard tools such as Adobe Photoshop, Substance Designer, and Mari for texture creation and refinement. Autodesk Maya, ZBrush, Substance Painter, or similar programs
- Understanding of PBR (Physically Based Rendering) workflows and how to create realistic, stylized, or fantastical textures that align with the overall project vision.
- Ability to create both hand-painted and photo-realistic textures for 3D models, ensuring they integrate seamlessly with lighting and rendering systems.
- Strong understanding of color theory, lighting, and how textures interact with 3D geometry in a final render.
- Familiarity with game engines (e.g., Unreal Engine, Unity) and rendering software (e.g., Arnold, V-Ray) is a plus.
- Attention to detail and the ability to work with a variety of materials such as metal, stone, fabric, and skin in a digital environment.

Key Responsibilities

- Create and apply textures for 3D models, ensuring that each texture is designed to support the final look of the project while maintaining technical and artistic quality.
- Develop realistic and stylized textures using both hand-painted techniques and photo-sourcing, ensuring consistency across all elements in a scene.
- Collaborate with 3D modelers, riggers, and lighting artists to ensure that textures integrate well with models, rigs, and lighting setups in the final scene.
- Troubleshoot and refine textures based on feedback from directors, supervisors, and other departments.
- Optimize textures for performance without sacrificing visual fidelity, particularly for game environments and real-time rendering.
- Maintained an organized texture library and assisted with asset management, ensuring textures were stored and updated according to project needs.

14. Illustrator Artist

Qualifications

- A Bachelor's degree in Fine Arts, Illustration, Graphic Design, or a related field is typically required.

Experience

- Typically requires 3+ years of experience as a professional illustrator, with a proven track record in both digital and traditional illustration techniques.
- Experience in working across various media types (e.g., books, animation, digital content, packaging, advertising) is highly valued.
- Experience collaborating with designers, art directors, and creative teams to meet project requirements and deadlines.
- A solid understanding of the illustration pipeline, including sketching, refining, and finalizing artwork for different formats.

Skills

- Strong foundational knowledge in color theory, composition, and drawing techniques.
- Expertise in digital illustration tools and a keen understanding of vector art and raster graphics.
- Excellent visual storytelling skills and the ability to create artwork that conveys mood, character, and narrative.
- Strong understanding of typography, layout design, and visual hierarchy for use in book covers, advertising, marketing materials, or digital media.
- Detail-oriented with a strong sense of creativity, attention to visual aesthetics, and an ability to conceptualize ideas.
- Strong communication and collaboration skills to work effectively within a creative team, and ability to adapt styles based on project needs.

Key Responsibilities

- Create original, high-quality illustrations based on client briefs, project requirements, or creative concepts.
- Work with art directors and designers to establish visual styles, color schemes, and compositions.
- Develop character designs, backgrounds, and assets for various applications, including print, digital, or animation.
- Produce rough sketches, storyboards, and concept art to present initial ideas to clients or internal teams.
- Revise and refine illustrations based on feedback to ensure alignment with project goals and brand guidelines.
- Meet project deadlines, manage time effectively, and handle multiple projects simultaneously without compromising on quality.

15. 3D Rigger

Qualifications

A Bachelor's degree in Animation, Computer Graphics, Fine Arts, or a related field

Experience

At least 3-5 years of experience as a 3D rigger, working in film, TV, games, or animation studios. The ideal candidate has a solid portfolio showcasing a range of rigs for characters, creatures, vehicles, or props, demonstrating expertise in both technical rigging and artistic considerations. Experience working in a team and collaborating closely with animators, modelers, and other departments is crucial.

Skills

- Proficiency in 3D rigging software such as Autodesk Maya, Blender, or similar tools.
- In-depth knowledge of rigging techniques, including character rigging, facial rigging, and prop rigging.
- Strong understanding of anatomy, mechanics, and how they translate into 3D models.
- Ability to create both organic and hard surface rigs with a focus on flexibility, deformation, and animation performance.
- Knowledge of scripting languages (MEL, Python, etc.) to automate and streamline the rigging process.
- Familiarity with skinning, weight painting, and joint orientation to ensure proper deformations during animation.
- A solid understanding of animation principles to ensure rigs move naturally and efficiently.
- Ability to troubleshoot and resolve rigging issues throughout the production process.

Key Responsibilities

- Develop and implement 3D rigs for characters, creatures, props, and vehicles, ensuring they function effectively within the animation pipeline.
- Work closely with animators to understand movement requirements and ensure the rig allows for natural and expressive animations.
- Create efficient rigs that are easy to use and control for animators, with the ability to support both simple and complex deformations.
- Collaborate with modeling and texture departments to ensure rigs work seamlessly with assets and textures.
- Troubleshoot and refine rigs during production, addressing deformation and articulation issues, and making necessary updates based on feedback.
- Maintain clean and organized rigging setups that follow studio standards, ensuring the work can be easily modified or reused.

16. VFX Artist

Qualifications

A Bachelor's degree in Animation, Visual Effects, Graphic Design, or a related field

Experience

- Minimum 3-5 years of experience working as a VFX Artist in a professional studio environment, with hands-on experience in creating visual effects for film, TV shows, commercials, or games.
- Proven experience in delivering high-quality VFX work within a fast-paced production timeline.
- Demonstrated ability to manage multiple tasks and collaborate across different departments (e.g., with animators, lighting artists, and directors).
- Experience working with both 2D and 3D VFX pipelines, integrating with other departments to ensure the final product is cohesive.

Skills

- Proficient in VFX software such as Adobe After Effects, Houdini, Nuke, Autodesk Maya, and 3ds Max.
- Expertise in compositing, tracking, rotoscoping, matte painting, particle effects, and 3D integration.
- Strong understanding of lighting, textures, and rendering techniques.
- Knowledge of color grading and post-production workflows.
- Familiarity with scripting and coding for automation in VFX tools (Python, MEL, etc.).
- Excellent problem-solving skills, creative thinking, and attention to detail.
- Ability to collaborate within a team and meet project deadlines under pressure.

Key Responsibilities

- Create and implement visual effects for a variety of projects, including films, commercials, or TV shows, ensuring the final result aligns with the director's vision.
- Design and produce realistic or stylized simulations of explosions, smoke, fire, water, and other dynamic elements.
- Work closely with the lighting and compositing departments to seamlessly integrate VFX elements into live-action or animated scenes.
- Track, match move, and roto elements to create realistic composited shots.
- Review and revise visual effects based on client or director feedback, making necessary adjustments to meet artistic and technical requirements.
- Keep up to date with the latest trends and technologies in visual effects to continually improve skills and the production process.
- Collaborate in team brainstorming sessions, contributing creative solutions to technical challenges and artistic goals.

17. Line-Up Artist

Qualifications

A degree or diploma in Animation, Fine Arts, or a related field is preferred. A strong understanding of animation principles and traditional drawing techniques is essential. A portfolio showcasing strong drawing skills, with experience in character design and line art, is highly beneficial.

Experience

At least 2-4 years of experience as a Line-Up Artist or in a similar role within animation or entertainment industries. Experience in television animation, feature films, or gaming projects is highly preferred. Familiarity with various animation styles and genres is a plus.

Skills

- Proficient in hand-drawn and digital line art, with an understanding of clean line execution and consistency.
- Ability to follow the design and artistic direction of the project, ensuring accuracy in proportions, perspectives, and character details.
- Experience with industry-standard software such as Toon Boom Harmony, Adobe Animate, or similar digital illustration tools.
- Strong communication skills, as the line-up artist must work closely with animators, character designers, and production teams to ensure alignment with the project's style and requirements.
- Ability to work in sync with animation departments, understanding timing, character movement, and scene transitions.

Key Responsibilities

- Responsible for creating the final, clean line drawings of characters, backgrounds, and props based on designs provided by character designers and art directors.
- Ensure that all line work adheres to the established artistic style of the project, ensuring consistency across multiple scenes and characters.
- Work closely with animators to provide them with clear, accurate line drawings to assist in the animation process, ensuring the character's design is well-executed during movement.
- Revise and update line work based on feedback from directors, animators, or producers, making sure the final product aligns with the vision.
- Maintain and organize all line-up assets, ensuring that they are properly labeled and accessible for the animation team, adhering to project deadlines and pipeline processes.

18. Composer

Qualifications

A Bachelor's degree in Animation, Film Production, Visual Effects, or a related field

Experience

- 3+ years of experience in compositing, preferably in a professional production environment such as feature films, television, animation, or commercial advertising.
- Experience working in fast-paced production settings with tight deadlines.
- Experience with different styles of compositing, including live-action, 2D, and 3D integration, is often expected.
- A solid track record of contributing to completed high-quality projects, and familiarity with industry-standard production pipelines is critical.

Skills

- Advanced knowledge of compositing software such as Nuke, After Effects, Fusion, or similar tools. Familiarity with 3D compositing and rendering software is a plus.
- Strong understanding of VFX techniques including green screen keying, rotoscoping, tracking, color correction, and integrating 3D elements into live-action footage.
- Excellent troubleshooting skills, ability to adapt to new workflows and software, and resolve technical challenges related to compositing.
- Exceptional attention to visual detail to ensure seamless integration of all elements in a shot.
- Strong understanding of color theory, lighting, and visual storytelling.
- Ability to clearly communicate ideas, collaborate with other departments (such as lighting, modeling, and animation), and provide constructive feedback.

Key Responsibilities

- Integrate various visual elements (live-action footage, 3D models, animation, matte paintings, and effects) into a cohesive final image that meets the artistic and technical requirements of the project.
- Ensure that the colors, lighting, and shadows in composited shots match the overall look of the project and maintain continuity across scenes.
- Work closely with other departments such as visual effects, lighting, and animation teams to achieve the desired visual result. Communicate with supervisors and directors to ensure that the compositing work is aligned with the project's creative vision.
- Ensure that composited shots are free from errors (such as visible seams, mismatched elements, or inconsistent lighting), and maintain a high level of visual consistency throughout the production.
- Deliver final composited shots in the required formats and resolution, adhering to project deadlines and maintaining the overall efficiency of the production pipeline.

19. Intern (Special Educators)

Qualifications

- Currently pursuing or recently completed a degree in Special Education, Psychology, or a related field.
- Strong academic background in educational theory, psychology, and child development.
- Knowledge of different learning disabilities and special needs conditions (e.g., Autism Spectrum Disorder, ADHD, dyslexia).
- Certification or coursework related to special education is a plus but not mandatory.

Skills

- Strong interpersonal and communication skills to interact effectively with students, parents, and teachers.
- Patience, empathy, and a genuine interest in helping students with special needs thrive in an educational environment.
- Ability to work collaboratively in a team setting, under the supervision of experienced educators.
- Basic understanding of Individualized Education Plans (IEPs) and other support frameworks for students with disabilities.
- Organizational skills and the ability to maintain accurate records and progress tracking for students.
- Proficiency in using educational tools and software relevant to special education (e.g., speech and language programs, behavior tracking tools).

Experience

- Previous experience (through coursework, volunteer work, or internships) in working with children or individuals with disabilities is beneficial.
- Exposure to educational settings, whether in classrooms or special education environments, is an asset.
- Experience in applying learning strategies, working with IEPs, or assisting in behavior management strategies is desirable.

Key Responsibilities

- Assist special education teachers in implementing individualized lesson plans and learning activities for students with various special needs.
- Provide one-on-one or small group support to students to reinforce lesson content and promote skill development.
- Support the monitoring of students' academic and behavioral progress, helping to adjust teaching strategies as needed.
- Help with classroom management, ensuring a positive, inclusive, and supportive learning environment.

- Collaborate with the teaching staff to track and report on students' progress and development.
- Participate in meetings and training sessions to enhance personal development and gain insight into professional practices in special education.
- Assist with administrative tasks such as preparing learning materials, maintaining student records, and documenting progress.

General Terms and Conditions for all vacancies

1. The Committee for Manpower Recruitment reserves its right to restrict the number of candidates to be called for interview based on qualifications and experience.
2. Incomplete applications and applications shall be summarily rejected.
3. The applications received after the due date shall not be entertained.
4. Prescribed qualifications and experiences may be relaxed in deserving cases on the recommendation of the Committee for Manpower Recruitment.
5. All the posts are purely contractual engagements, and any kind of claim for regular positions in the future will not be entertained.
6. The performance of the selected candidates will be assessed every month.
7. No queries regarding screening or interviews will be entertained.
8. The timings and working days of the WFH are the same as the project lab timing at MANUU.
9. The candidates should be available to work in any shift assigned to them.
10. All rights are reserved to fill or not to fill up the posts advertised for any reason whatsoever. All rights are reserved to withdraw the advertisement, either partly or wholly, at any time without assigning any reason.
11. The number of vacancies indicated in this Notification are tentative. The number of posts may be decreased or increased at any point of time and per the project's requirements and availability of funds.
12. The last date for applications is 24th November 2024 at 23:59 Hrs.