



## El Ranchito

### Senior 3D Generalist

#### Responsibilities:

- Collaborate with modelers, lighters and texture artists to create the final look of a CG asset.
- Ensure proper optimization of texture resolution/format and shader construction.
- Guide his or her asset through lighting with feedback from supervisors to ensure assets hold up in various lighting scenarios.
- Provide rough, preliminary composites of renders for review.
- Develop and deliver renderings of complex, photo-realistic and stylized CG characters/creatures, vehicles, environment assets and effects into shots for animation and VFX projects.
- Work closely with other artists under tight production schedules.
- Maintain and evolve the department's workflows and quality benchmarks in LookDev.
- Explore and recommend new LookDev techniques and software

#### Requirements

- Minimum of +5 years' experience in film, cinematics, or animation.
- Expert knowledge of Maya (Houdini or Unreal Engine is a plus).
- Experience texturing and painting assets using Mari and Substance Painter.
- Demonstrative experience and knowledge of 3D modeling and texturing for VFX.
- Advanced rendering skills in Arnold and V-Ray.
- Strong aesthetic sensibility, good use of color.
- Confident in the visual exploration of abstract concepts.
- Reasonable knowledge of shader tree construction and math fundamentals.





- A mix of production experience as well as some experience with scripting/programming in Python, Perl, MEL and/or C/C++ a plus.
- Good communication skills to enable you to work well in a team and self-motivated problem solver.
- English (B2 and over) a plus.

### Senior VFX Compositor:

#### Responsibilities:

- Perform all tasks associated with the compositing process on difficult shots.
- Ability to perform DMP or paint/roto work is a plus.
- Complete tasks within the schedule while maintaining communication with the production team and other team members.
- Evaluate the creative and technical approach for sequences/shots.
- Hits given notes on time but also offers suggestions and alternative approaches.
- Ability to build clean and efficient scripts.
- Helps other team members to troubleshoot shots and scripts.
- Offers suggestions for productivity enhancements in the current pipeline and work practices.
- Mentors and provides feedback for less experienced members of the team.

#### Requirements

- Demoreel required.
- 8+ years of experience in feature film/TV visual effects.
- Strong artistic/aesthetic skills (sense of composition, color and design).
- Understanding of image pipeline (from capture to delivery) to be able to maintain the highest image quality possible.





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- Ability to time shots and sequences.
- Ability to deal with multiple complex shots at the same time.
- Ability to mentor junior level artists.
- Experience working with a reduced team and tight schedules.
- Time management, organizational, communication, and interpersonal skills.
- Ability to write Nuke gizmos a plus.
- Python experience a plus.
- Familiarity with using Windows systems.
- English (B2 and over) a plus.





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EL RANCHO

