NU BOYANA FX

Company Description

We are a VFX studio, focused on providing top quality visual effects and VR experiences for commercials, music videos and larger scale film productions. Our effective structure allows us to plan and to communicate in an agile way, so we can focus on what matters most for you. This way we can achieve premium quality for each project we undertake.

At Nu Boyana FX, we can take every visionary project 'from script to screen'. Ranging from onset supervision, concept art and previsualization, digital matte paintings, Virtual reality, 3D modeling, photo-realistic rendering and 2D compositing – we do it all.

We have independent structures in Bulgaria and Portugal that can provide a full service locally and equally join forces for your large-scale projects.

Nu Boyana FX. Cool team. Great VFX.

What we offer

Initial fixed-term contract with option to be upgraded to permanent contract

International environment

Passionate, dedicate and cooperative team

A team you can trust

If your profile does not fit in any of the job positions described before, give a shout and let us know you are interested in working with us. Thank you!

All your information will be kept confidential according to EEO guidelines.

3D Generalists

Generalists create photo-real environments and landscapes and exhibit a strong foundation in photo-realistic, traditional, and digital art skills with an emphasis on landscapes. They work with live action footage, digital still photography, rendered computer graphic elements, and digital paint to create environments that are seamlessly integrated into assigned shotwork.

Primary Responsibilities

Texture skills would match this competence level, i.e. able to create maps in 2D and set up basic shaders for look development.

Good understanding of the physics of light, how this interacts with the camera and how to create basic lighting setups in complex shaders (like hard surface type materials) that look convincing and render efficiently

Can respond to feedback to dial in the look of the element before handing to final comp.

Create original 2D and 3D content that may comprise part or all of an environment

Creates multiple types of mattes from simple to moderately difficult and allocates detail based on the shot and feedback

Participates in team reviews of work under development

Mentors Apprentice and Jr. Artists and must be able to assist them with their shots

Meets defined milestones within a timeline by attending dailies and participating in creative problem solving

Sources suitable reference materials for required assets

Required Skills

Proven ability in one or more CG techniques, including modeling, texturing, shading, lighting, look development, or compositing

Demo reel required

High level of problem solving or creative thinking skills

Technical Skills

Fluent in Photoshop

Fluent in 3dsmax, Maya or similar

Fluent in Arnold or similar ray trace renderer

Comparable software experience considered

Strong knowledge and ability in perspective, value matching 35mm photography, physics of light and motion

Understanding 2D compositing software

Previous experience with Houdini is a plus

Compositors

Compositing artists are responsible for taking disparate elements and combining them to create the final image. If you have a passion for compositing, then we definitely want to hear from you.

Responsibilities

To be part of the Compositing team integrating multiple elements (live action footage, CG, stock elements etc.) and combining them to create the final image.

Work collaboratively with Supervisors, the compositing team and other VFX departments.

Qualifications

You would hit it right in the bullseye if you possess some of the following skills:

An understanding of the whole film pipeline

An education or interest in real world lighting and photography

Experience of Compositing with Nuke for advanced VFX projects.

A strong creative eye and a problem-solving attitude.

Knowledge of other VFX software such as Maya is an advantage.

CFX Artists

The Character FX Artist is responsible to design and create character effects such as cloth, muscle, hair and fur simulations. If you have a passion for CFX and can use Maya or Houdini, then we would definitely want to hear from you! Whether you've just graduated, are looking for new challenges or are used to leading teams of CFX TDs – you are welcome to apply!

Qualifications

You would hit it right in the bullseye if you possess the following skills:

Previous experience in a VFX environment

Previous experience working with Linux

An understanding of the whole film pipeline

Technical Animation for shots in production

Demonstrate artistic vision and appropriately expand upon the art direction given

Knowledge of Python and/or Mel

Experience with Houdini

Experience with Maya

A basic knowledge of Arnold and Mantra

Knowledge of any of the following software is a plus: Ziva, Yeti, Qualoth, Maya nCloth and nHair

FX Artists

Our FX Artists are responsible for gathering a variety of 3D assets produced by our Layout and Animation departments and creating rigid body, particle and fluid simulations. If you have a passion for FX and can use Houdini and Maya, then we would definitely want to hear from you! Whether you've just graduated, are looking for new challenges or are used to leading teams of FX TDs – you are welcome to apply!

Qualifications

You would hit it right in the bullseye if you possess the following skills:

Previous experience in a VFX environment

Previous experience working with Linux

An understanding of the whole film pipeline

A basic knowledge of physics

Ability to manage and control large amount of particles and complex scenes

Knowledge of Python and/or Mel

Experience with Houdini

Experience with Maya

A basic knowledge of Nuke

A basic knowledge of Arnold and Mantra

Lighting Artists

Lighting Artists are responsible for producing high-quality lighting and rendering for our CG scenes. If you have a passion for lighting and can use Maya and Arnold then we want to hear from you, whether

you've just graduated, are looking for new challenges or are used to leading teams of Lighting Artists – all levels are welcome!

<u>Qualifications</u>

For consideration we would expect many of the following skills:

Strong Knowledge of Arnold (user level)

Strong understanding of rendering methods.

Understanding Shading models

Shader Writing Ability is a plus

Previous experience with Linux

Knowledge of Mel/Python scripting is a plus

Previous experience in a VFX environment

Previous experience performing Look Development tasks

Experience of real-world lighting and photography

Riggers

Rigging TDs are responsible for producing high-quality rigs and skinning for our CG models.

If you have a passion for rigging, are familiar with Maya and are comfortable with Python scripting, then we want to hear from you, whether you've just graduated, are looking for new challenges or are used to leading teams of Rigging TDs – all levels are welcome!

<u>Qualifications</u>

You would hit it right in the bullseye if you match some of the following skills:

Experience with Maya

Previous experience in a VFX environment

Previous experience performing Character FX or Crowd tasks

Comfortable with Python scripting

An education / interest in anatomy and/or mechanics

Previous experience with Linux is a plus