

## **EL RANCHITO**

### **Mid/Senior VFX Compositors**

#### **Primary responsibilities**

- Compositing of live action shots with CG Elements
- Recreate/extend sets based on available geometry and photographs
- Consistently delivering shots that are creatively and technically excellent
- Develop visual solutions for specific effects

#### **Requirements**

- Strong artistic background
- Professional Nuke user
- Minimum of 3 years feature film or equivalent high-res (2K) experience
- Excellent knowledge of Nuke's 3D environment
- Extensive compositing experience for film
- Good understanding of how to work with Alembics, camera projections and textures within Nuke• Basic working knowledge of Maya and Photoshop is a plus
- Good communication skills as well as the ability to structure the workflow so that conceptual changes can be made efficiently
- Ability to work well within a team
- Fluent Spanish and English language skills, spoken and in writing
- Eligible to work in Spain

## Mid/Senior FX Artists

### Primary responsibilities

- Working closely with the FX Supervisor to creatively solve effects challenges and develop final shot look.
- Deliver all elements in a structured way that allows efficient integration into the pipeline.
- Working with other TD's and artists to create photo-real effects and physically accurate simulations
- Working with production management to prioritize tasks.
- Creatively solve problems and achieve art direction for a shot.
- Anticipate, communicate and troubleshoot any creative and/or technical problems

### Requirements

- Minimum 3+ years experience in the feature movie and/or television industry.
- Expert working knowledge of Houdini Software.
- Experience with rigid body and particle dynamics, volume modelling and rendering, procedural geometry generation and fluid dynamics
- Proficient knowledge of FX techniques and workflows.
- Familiarity with one or more coding /scripting languages (VEX/Python/etc...)
- Good knowledge of NUKE and/or other compositing package.
- Good communication, organizational, time management and interpersonal skills.
- Eligible to work in Spain.

## Mid/Senior 3D Animator

### Primary responsibilities

- Creation of outstanding animation for graphics creatures and objects within a shot
- Comprehend and execute direction from Lead Animator or Animation Supervisor
- May supervise the work of entry, mid and mid-high level animators at the discretion of the Animation Supervisor
- Demonstrate a broad range of character animation skills. This includes a deep understanding of the principles of animation, and how to best employ those principles to create a performance that supports both the characters and story goals of the show
- Demonstrate total mastery of animation skills within a specific genre
- Consistently delivering shots on a high-quality level
- Meet projects deadlines/milestones, as set by the production department
- Actively participate in team/department meetings

### Requirements

- Strong artistic and technical background
- Minimum of 3 years of feature film or equivalent high-res (2K) experience
- A deep understanding of character rigging
- Expert Maya user
- Great communication and problem-solving skills
- Ability to work well within a team
- Fluent Spanish and English language skills, spoken and in writing
- Eligible to work in Spain

## Prácticas VFX Compositing - ER Training

El Ranchito va a iniciar un nuevo programa de prácticas enfocado a VFX Compositing en nuestra oficina de Madrid (C/ de la Coruña, 29), a lo que le llamamos ER Training.

La idea principal de ER Training es dar la posibilidad, a aquellos alumnos interesados y que sean seleccionados para estas prácticas, de formarse con un equipo de profesionales cualificados en la composición de efectos visuales y crear una experiencia al más alto nivel realizando planos de producciones reales.

### Tipo de contrato:

- Prácticas por convenio entre empresa y escuela (requisito imprescindible), NO remuneradas
- Horario: 9am- 5pm (35h/semanales)
- Modalidad: presencial en nuestra oficina de Madrid
- Duración: 6 meses (3 meses de teoría y 3 meses de prácticas)
- Fecha de inicio: 3 de Octubre de 2022

### Materias de Conocimiento:

- Nuke Compositing
- Tracking, Noise Management, Edges restoration, Chroma Keying, Script Optimization
- VFX Background
- Color Spaces
- FX Pipeline
- Best Practices

**Tareas a realizar:**

- Creación de rotoscopias animadas
- Preparación de planos, limpiezas, quitar chroma markers, wires, etc
- Tracking y estabilización
- Chroma Keying
- Composición de planos de rodaje

**Requisitos:**

- Posibilidad de firmar convenio de prácticas entre escuela y empresa
- Conocimiento y manejo de Nuke
- Ojo para el detalle
- Actitud positiva
- Capacidad para trabajar en equipo
- Ser metódico y paciente

## 2D Pipeline Developer

### Description

The 2D Pipeline Developer will work with the 2D supervisors in order to develop and support tools to accelerate workflow in the production of high quality Visual Effects imagery for each project.

### Qualifications

- Proficient in Python 2/3 and C++.
- Experience working with Nuke and Hiero APIs.
- Experience working with Shotgun and RV APIs.
- Experience with source control systems such as Git or SVN.
- Experience working with Windows OS.
- Color pipeline (ACES, OCIO,...) knowledge and experience is a plus.
- Experience with VFX Asset Management systems development/design is a plus.
- Experience with SilhouetteFX API is a plus.
- Experience with Deadline Render Manager is a plus.
- Compositing/Editorial experience is a plus.
- As part of their role, the 2D Pipeline Developer will be collaborating daily with people from: Compositing Department, Roto/Prep Department, Editorial Department & Digital Matte Paint Department.

### Duties and Responsibilities

- Update and maintain existing tools.
- Collaborate with department supervisors to develop new workflows and tools.
- Collaborate with the development department to integrate 2D tools into the studio's pipeline following guidelines and best practices.
- Create and maintain documentation for the 2D department tools and workflows.

- Requirements
- Experience working with Windows and Linux.
- Able to communicate effectively across multiple teams
- Fluent Spanish and English language skills, spoken and in writing
- Eligible to work in Spain

## Compositing TD

### Primary responsibilities

- Support the Compositing Department. Work with the creative team to ensure shots can be delivered to the very highest standard.
- Work closely with the Compositing Supervisors to develop Nuke templates, gizmos and tools to meet the project requirements.
- Work with the RnD Department to help integrate the Compositing tools in the company pipeline.
- Create and maintain documentation for the Compositing Department tools and workflows.
- Work with the HOD and other departments' TDs (CG, FX, DMP, Editorial...) to create and maintain tools and procedures that improve the company's workflow.

### Requirements

- Proficient in Python 2/3.
- Strong Nuke knowledge. Experience as a compositor is a plus.
- Good understanding of the entire VFX pipeline from shooting to lighting and rendering, compositing, editorial, and DI.
- Experience working with Nuke and Hiero APIs.
- Experience with Windows OS.
- Experience working with Shotgun and RV APIs is a plus.
- Experience with source control systems such as Git or SVN is a plus.

- Experience with Deadline Render Manager is a plus.
- C++ Knowledge is a plus.
- Fluent Spanish and English language skills, spoken and in writing
- Eligible to work in Spain

## Generalist TD

### Description

The Generalist TD will be responsible for assuring the flawless operation of the tools, software, and workflows utilized on our award-winning VFX and Feature Animation productions as a Generalist Technical Director (CG TD).

You'll be offering face-to-face technical support and help to artists, as well as creating new tools and scripts – primarily in Python – to satisfy the show's special needs.

### Duties and Responsibilities

- Assist and advise artists on technical matters.
- Work with the Head of 3D and R&D engineers to create new Python tools and workflows.
- Assist with the creation of the El Ranchito pipeline and its continuous improvement.
- Ensure that requests for new tools are in line with the company's overall strategy. Create full photoreal CG assets/environments following the guidelines defined by the client and supervisors.





### Qualifications

- Great communicator in addition to technical expertise and initiative
- Ability to communicate correctly between technical developers and non-technical artists will be essential.
- Solid grasp of the Visual Effects pipeline.
- Experience creating tools for DCC programs such as Maya or Houdini.
- Previous experience in Visual Effects or a comparable sector.
- Excellent Python, Houdini and Maya user.
- Knowledge with source control systems and team development.
- Flexibility to adapt to pipelines and a problem-solving mentality.
- Fluent Spanish and English language skills, spoken and written.
- Eligible to work in Spain.

## Matchmover

### Primary responsibilities:

- Use relevant 3D software to work out the coordinates and movement of the physical camera and/or objects in a live action shot.
- Work with other departments to ensure accurate camera tracks meet their needs.
- Manage shot and sequence continuity as it relates to matchmove.
- Handling camera distortion/undistortion workflow.
- Deliver shots in the time and quality standards of the company and show.
- Support and advise other artists with their tracking tasks.

### Requirements:

- 3+ years of production experience working in a photo-real/live-action VFX pipeline.
- A thorough understanding of 3D camera principles such as lenses, distortion, parallax, etc
- Excellent understanding of cameras, camera techniques and working with LIDAR data.
- Thorough knowledge of object tracking and 3D rotoscoping.
- A good eye for detail and precision with strong problem-solving skills.
- Expert PFtrack and Maya user.
- Advanced knowledge of 3DEqualizer, an asset
- Good communication and Spanish language skills.
- EU citizenship or with an existing Spanish work permit.

## Senior/Lead Creatures Modeler

### Primary responsibilities:

- Creating 3D characters/creatures models as briefed and/or in line with reference materials
- Communicate the creative brief from the VFX Supervisor to the modeling team
- Determine the technical and creative approach in conjunction with the supervisor
- Overcome technical issues of the Modeling department
- Promote interdepartmental collaboration, communicating with other departments and production in order to ensure that the model meets relevant requirements
- Mentor and help train other artists within the department
- Participate in meetings and asset reviews
- Staying on schedule and meeting set deadlines while maintaining the highest levels of quality

### Requirements:

- +4 years of experience creating high quality models for visual effects for film
- Expert knowledge in Maya, Photoshop, Zbrush, and or Mudbox
- Thorough understanding of traditional art skills (form, architecture, anatomy, topology, color theory, and UV mapping)
- Good balance between technical and artistic abilities
- Strong understanding of other department's model requirements such as texturing, look development, animation and effects

- Ability to establish priorities and multi-task efficiently within a high-pressure environment
- Attention to detail required
- Communicating with other departments and production in order to ensure that the model meets relevant requirements
- Fluent Spanish and English language skills, spoken and in writing
- Eligible to work in Spain

## **Nuke Compositing Teacher**

### **Description**

The VFX Compositing Teacher will create, distribute and teach vfx courses to our artistic team. This person will collaborate with the Human Resources department on the creation of a training department at El Ranchito. This person will also collaborate with the Heads of each departments to create the content of the courses depending on the needs of our team.

### **Duties and Responsibilities**

- Preparing course outline and monitoring and mentoring students.
- Adjusting the courses to suit the needs of our team.
- Set your own hours while you help students learn the subjects you love to teach.

## Qualifications

- Excellent knowledge of Nuke.
- The ability to teach and manage course content.
- Deep knowledge of VFX compositing theory: Compositing Pipeline, Colour Spaces, Keying, Lighting, 3d Integration, QC, Rotoscoping. The ideal candidate should have deep understanding of vfx production workflows.
- Prove professional experience in teaching 2D and professional relationship with VFX and/or Animation companies.
- Excellent communication skills and ability to creating learning materials.
- Experience in production of VFX and meeting schedules.
- Strong understanding of the vfx pipeline.
- Python scripting knowledge is a plus.
- Fluent Spanish and English language skills, spoken and written.
- Eligible to work in Spain.

## IT Administrador de Sistemas

### Responsabilidades

- Soporte en la infraestructura de producción de toda la empresa incluyendo servidores finales, red, firewalls y equipos de trabajos de los operadores.
- Instalación y mantenimiento de aplicaciones.
- Gestión de almacenamiento centralizado. NAS/SAN.
- Dar soporte a los técnicos de primer nivel y ayudar en las tareas de dicho nivel cuando la carga de trabajo así lo requiera.
- Configuración y mantenimiento del sistema de alertas para poder realizar un seguimiento de las incidencias y realizar una respuesta rápida.
- Realización, mantenimiento y configuración del backup y restauración de estos.
- Documentar los procedimientos necesarios para asegurar la correcta comunicación y continuidad en el departamento.
- Ayuda en el mantenimiento del inventario de hardware y software.
- Resolver problemas técnicos complejos bajo presión y en el menor tiempo posible.
- Diseñar, implementar y mantener soluciones utilizando la última tecnología para alcanzar los requerimientos de la empresa.
- Trabajar en equipo, así como ser proactivo.
- Comunicarse con el soporte de las aplicaciones y hardware de terceros en inglés.

### Requisitos

- Grado en Ingeniería Informática / Técnico Superior Administrador Sistemas Informáticos (ASI o ASIR) o experiencia equivalente.



- Nivel de Inglés Alto (B2 mínimo o equivalente)
- 3-5 años Administrador de Sistemas Windows en entornos de más de 100 personas.
- Conocimiento de Windows Server, Active Directory, DHCP, DNS, DFS/Namespace, FailOver, Cluster, ....
- Conocimiento en el manejo y configuración de aplicaciones para instalaciones de software de forma remota (GSS o SCCM)
- Software de virtualización (Hyper-V or VMWare)
- Monitorización de eventos (Nagios)
- Configuración WAN / LAN y VPN
- Conocimiento en algún lenguaje de scripting (Python, PowerShell, etc..)
- Alta disponibilidad y sistemas distribuidos en almacenamiento.
- Dirigir un proyecto, así como a los técnicos de primer nivel.

#### **Plus**

- Utilización de aplicaciones para la configuración, integridad y mantenimiento de las aplicaciones instaladas en equipos y servidores (Chef, Ansible o Puppet)
- Conocimiento en el entorno VFX (Maya, Nuke, Houdini, ...)
- Conocimiento de Linux (CentOS, Fedora, Ubuntu, etc..)
- Se valorarán certificaciones de Microsoft (MCSA, MCSE), CISCO (CCNA), CEH, CompTIA Security +