

ONE OF US

RUNNER (for London and Paris)

The Studio Runner role is a varied, demanding, yet rewarding position. Providing support in a buzzing, creative studio environment means that no two days are the same and you are constantly on the go. You'll get to know every inch of our studio, which will give you a unique insight into how everything works, as well as getting to know a wide cross-section of the staff that make up our studio team. Studio Runners are also added to the Training and Development Program, so they continue to develop their skills in their preferred speciality and build knowledge of the VFX Industry and VFX Pipeline.

ROTO PREP ARTIST in Paris

Prep and Roto Artists work closely with the Compositors using a variety of paint techniques to seamlessly prepare plates for Compositors to use for visual effects shots.

MATCHMOVE ARTIST in Paris

Matchmove Artists are responsible for creating CG cameras and other motion files that adopt the same movements as the original background plate. They may also be responsible for modelling geometry in the background plate to allow reconstruction of the static surroundings. This enables the live action to seamlessly interact with the CG elements. The motion files created (camera, object or body track) are then passed down to other artists via the VFX Pipeline.

PRODUCTION ASSISTANT in Paris

Production Assistants are central to visual effects project management. Working closely with the Producer, they assist artists and help shots move

forward through the pipeline. They play a key role strategising and implementing tasks and targets, crucial to the delivery of the project on time and on budget.