

COMPOSITING ARTIST

You will be responsible for creating high quality composites and visual effects for feature films, episodics and advs. Your tasks will range from seamlessly integrate CG and live-action elements into a live-action shot to matte extraction, tracking, shot lookdev, matte painting setup etc.

You will work in partnership with VFX supervisor, 2D supervisor and lighting artists to ensure the highest delivery standard.

You will also be mentoring juniors and ensure best practices are being employed.

Duties and responsibilities:

- Experience in Compositing with Nuke for complex VFX projects.
- Taking briefs and direction from Leads and VFX Supervisors to execute assigned shots in the best and fastest way possible.
- Good understanding of the pipeline including colour space, workflow and industry-standard script layouts.
- Taking responsibility for own workload, time management and notes/feedback actions required by supervisors.
- Good ability in all aspects of compositing in Nuke, integrating 2D, 3D and live-action elements to a high-end visual effects standard.
- Ability to do any required tracking (both 2D and 3D).

Requirements:

- Minimum 3 years in photoreal feature film experience using NUKE.
- Strong sense of colour and shot composition, with an eye for details.
- Ability to develop forward thinking, problem solving approaches even in demanding and complex scenarios.
- Proficiency in 2.5D approaches, be it projections or CG math reprojections.
- Solid understanding of math theory behind CG reconstruction, layering and integration.
- Proven ability to work closely in a small team with tight schedules.
- Solid tracking and matchmoving experience.
- Maya experience is a plus.
- Programming (python) is an asset.
- Essential a very good level of English, Spanish and Italian is a plus.



CG GENERALIST

The 3D Artist will collaborate closely with the CG Lead and production in following up and validating the art team's work, overseeing work quality and deadlines, coaching team members, and validating production outcomes while overseeing part of the development of projects.

Requirements:

- More than 2 years of experience in high-end VFX using Maya and/or Houdini.
- Skills in tracking, modelling, texturing, shading, lighting, animation and compositing.
- Additional Skills in Character/Creature Animation skills, Rigging, Character FX is a plus.
- Excellent communication skills with both colleagues and clients.

Duties and responsibilities:

- Creation of photorealistic assets and development of shots in collaboration with the VFX/CG Supervisor.
- Working closely with CG Supervisors to determine the best approach to solving 3d challenges and developing the final look.
- Perform generalist tasks such as modeling, texturing, look dev., layout and lighting.
- Staying on schedule and meeting set deadlines while maintaining the highest levels of quality.
- Participate in regular department meetings.
- Essential a very good level of English, Spanish and Italian is a plus.

