

Perfiles demandados:

- **Senior CFX TD**
- **Senior Compositor**
- **Senior Groom TD**
- **Mid/Senior Character Modelers**
- **Character Modeling Supervisor**
- **VFX Production Coordinator**
- **VFX Production Manager**
- **VFX Producer**



SENIOR CFX TD

El Ranchito is currently looking for a qualified **Senior CFX TD** to join our team as soon as possible.

Description:

Under the supervision of the Characters Supervisor, the Creature FX TD is responsible for providing a wide variety of dynamic simulations and rigs for photo-realistic creatures.

Responsibilities:

- Develop simulation setups for photo-realistic creatures; including clothing, fur, hair, muscle and skin.
- Involvement in the development of departmental tools and techniques
- Regularly communicating with Production and Leads regarding schedules and deadlines
- To be able to work with the visual effects supervisor, and the CG lead and Characters supervisor artist to determine the best creative approaches and techniques for all the different steps in a 3D production pipeline.
- Be able to deliver work within established project targets and the high quality standards of the company.

Requirements:

- Minimum 5 years of experience in the industry
- Previous experience on CG creature projects
- Excellent knowledge of Houdini
- Programming experience with Python and VEX
- Knowledge of 3D-related mathematics, an asset
- Experience in creating rig simulations
- Rigging skills and experience
- Work ethic focused on the dynamism and collaboration
- Ability to perform multiple tasks set priorities and problem solving
- Good communication, organizational, time management and interpersonal skills.
- Able to communicate effectively across multiple teams
- Fluent Spanish and English language skills, spoken and in writing
- Eligible to work in Spain



SENIOR COMPOSITOR

El Ranchito is currently looking for a qualified Senior Compositor to join us at our Madrid or Barcelona facilities.

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 4 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



SENIOR GROOM TD

El Ranchito is currently looking for a **Senior Hair&Fur Groom TD** to join our team as soon as possible.

Type of contract: Full-time. Long-term. On-site job, Madrid or Barcelona.

Description:

Groom Artists are responsible for delivering high quality hair, fur, feathers and organic elements for our 3D characters and environments.

Primary responsibilities:

- Grooming Hair/Fur styles for CG characters in Houdini to a photorealistic level of finish.
- Ability to light hair/fur assets in Arnold a major plus.
- Organic Modelling skills a major plus.

Requirements:

- Minimum of 4 years feature film or equivalent high-res (2K) experience.
- Extensive production experience using Houdini and/or XGen for grooming.
- Strong artistic and technical background.
- 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.



MID-LEVEL CHARACTER MODELER

El Ranchito is currently looking for a qualified **Mid-level Character Modeler** to join our team at our Madrid facility as soon as possible.

Description:

Character/Creature Modelers are responsible of creating three-dimensional CG Characters to be painted, enveloped and animated by the creature development team. Modellers will work from reference which may include photographs, scan data, blueprints and/or concept designs.

Primary responsibilities:

- Creating character/creature models as briefed and/or in line with reference materials
- Employs specific software tools to build the geometric structure of the object and ensures that the model will satisfy the requirements of the production
- In building creatures, the modeler must incorporate technical expertise, artistic ability, and a basic understanding of animation
- Builds the geometry of computer graphic models, with an understanding of how the geometry will be used in the production process
- Presenting models for progress review to Leads, Supervisors and clients
- Ensuring consistency of UV mapping
- Communicating with other departments and production in order to ensure that the model meets relevant requirements
- Making changes or updates to models as required
- Ongoing communication with Production and Leads regarding schedules and deadlines
- Staying on schedule and meeting set deadlines while maintaining the highest levels of quality

Requirements:

- A good working knowledge of Maya and Zbrush
- Portfolio demonstrating traditional artistic skills including illustration, and sculptural abilities a plus
- Proven experience creating digital creatures or characters in a feature film or production environment
- Efficient with layout of UVs and awareness of texture requirements
- Able to interpret and follow reference material to create clean, highly detailed and accurate models
- Ability to establish priorities and multi-task efficiently within a high-pressure environment
- Fluent Spanish and English language skills, spoken and in writing
- Eligible to work in Spain



LEAD CHARACTER ARTIST

El Ranchito is currently looking for a qualified **Lead Character Artist** to join our team at our Madrid facility as soon as possible.

Type of contract: Long-term, Full-time. On-site job

Description:

The 3D Lead Characters Artist must assume responsibility for all the characters modelling and texturing work done within the assets department or shows.

Primary responsibilities:

- Supervision of the assigned assets team on the project and the company, providing artistic leadership.
- Collaborating with other Lead Modelers and the Head of Department to improve the artists level and propose improvements related pipeline.
- Mentor and help train other artists within the department
- Monitor the progress to ensure delivering results.
- Creating 3D character/creature models as briefed and/or in line with reference materials
- Communicate the creative brief from the VFX Supervisor to the modelling team
- Determine the technical and creative approach in conjunction with the supervisor
- Overcome technical issues of the Modelling department
- Promote interdepartmental collaboration, communicating with other departments and production in order to ensure that the model meets relevant requirements
- Actively participate in team/department meetings.
- Staying on schedule and meeting set deadlines while maintaining the highest levels of quality

Requirements:

- 5 + years proven experience in a Leading or Supervisory role in the VFX film industry.
- 5+ years of experience creating high quality models for visual effects for film
- Previous experience mentoring and recruiting modeling artists.
- Strong leadership skills and the ability to confidently supervise a team.
- Expert knowledge in Maya, Houdini, Photoshop, Zbrush, and or Mudbox
- Thorough understanding of traditional art skills (form, architecture, anatomy, topology, color theory, and UV mapping)
- Strong understanding of other department's model requirements such as texturing, look development, animation and effects
- Excellent organisational, communication and project management skills.
- Ability to work well within a team.



- Ability to establish priorities and multi-task efficiently within a high-pressure environment
- Fluent Spanish and English language skills, spoken and in writing.
- Eligible to work in Spain.



VFX PRODUCTION COORDINATOR

El Ranchito is currently looking for a qualified **VFX Production Coordinator** join us at our Madrid facility. Type of contract: Full-time. Long-term.

Primary responsibilities:

- Responsible for setting up, maintaining and wrapping up a project in close collaboration with the VFX Producer and VFX Supervisor
- Organising and attending daily reviews
- Assessing the progression of established project plans
- Keeping the production database up to date
- Serving as organisational contact for clients and preparing client approval session
- Running submissions and deliveries
- Regular administrative duties in the office
 - being the first contact person for anyone internal or external
 - welcoming visitors, clients and new employees
 - answering the phone, opening / distributing mail

Requirements:

- Proven experience of coordinating CG feature film projects in an established VFX facility
- Knowledge of CG production pipelines and post production in general is crucial
- Outstanding organisational skills
- Ability to establish priorities and multi-task efficiently within a high-pressure environment
- Able to communicate effectively across multiple teams
- Fluent Spanish and English language skills, spoken and in writing
- Proficient in MS Office
- Good knowledge of Shotgun is a plus
- Experience with current image and video formats
- Apt to handle sensitive data with diligence

- Ability and motivation to quickly learn new software
- Eligible to work in Spain



VFX PRODUCTION MANAGER

El Ranchito is currently looking for a qualified **VFX Production Manager** join us at our Madrid facility. Type of contract: Full-time. Long-term.

Description:

The Production Manager role carries internal projects responsibilities to the studio. Partner with the artistic supervisors to create and manage macro and micro department schedules and ensure timely and proper workflow through the department.

Primary responsibilities:

- Oversee production project scheduling and resource allocation.
- Build strong team relationships with supervisors.
- Setting appropriate priorities, task tracking, and problem solving.
- Mentor and motivate associate production staff.
- Create weekly and special reports for senior management, and other department activities.
- Maintain a high level and global overview of the project and its progress.
- Balance deliveries against producer set quotes and stay in alignment with discipline shot teams.
- Adjusting when needed to ensure schedules are aligned.
- Render forecasting and managing the nightly/weekend rendering schedule, priority management and ensuring that all materials for client review are sent out.
- Oversees the day-to-day of the project.

Requirements:

- 3 years' experience as a department management in the film or animation industry.
- Knowledge of CG production pipelines and post production in general is crucial
- Experience creating and managing macro and micro production schedules.
- Outstanding communications, project management, and relationship-building skills.
- Able to think outside the box and be flexible in an ever-changing production environment.
- Excellent follow-up and follow-through skills.
- Positive solution-oriented attitude.
- Previous work experience as VFX Production Coordinator is a must
- Outstanding organisational skills
- Ability to establish priorities and multi-task efficiently within a high-pressure environment



- Able to communicate effectively across multiple teams
- Fluent Spanish and English language skills, spoken and in writing
- Proficient in MS Office and Shotgun
- Eligible to work in Spain



VFX PRODUCER

We are currently looking for an experienced **VFX Producer** to join our production team in Madrid as soon as possible.

Description:

The Producer role carries significant responsibilities both internal and external to the facility. From the bidding process to driving a production schedule and managing a budget, being effective in this role is crucial to a well organized project.

Primary responsibilities:

- Providing cost estimations and bids
- Working with the Visual Effects Supervisor in bidding new projects
- Developing project schedules and planning their implementation
- Budget an entire project accurately and make sure it's kept within that budget
- Monitoring the project progress to ensure that budgetary and scheduling targets are being met
- Working with the Visual Effects Supervisor in evaluating and hiring staff
- Interfacing with clients regarding budgetary and scheduling issues

Requirements:

- Significant experience as a Producer in an established visual effects facility
- In-depth knowledge of a CGI production workflow and of general film postproduction
- Excellent communication, interpersonal and team leadership skills
- Be incredibly well organized
- Business acumen and an ability to balance financial responsibilities and negotiations
- Organization, reliability and diligence
- Proficient in using Microsoft Excel
- Advance knowledge of Shotgun software (or similar)
- Ability to motivate team members and to solve problems efficiently and patiently
- Excellent Spanish and English language skills
- EU citizenship.

