

Storyboard Artist

The Story Artist visualizes the script with drawings that tell a story cinematically: Staging scenes, composing shots, and posing out acting, for a show with comedy and heart. Storyboard artists must give support to the Storyboard Supervisor. They must contribute during the brainstorm meetings and have an active role on the idea development.

Responsibilities:

- Work with the script and production team to capture the essence of the production in a visual manner.
- Submit work throughout the process for feedback, receiving revision notes on panels that need to be modified.
- Address both internal and external revision notes to ensure that quality and style of the show are consistency achieved.
- Complete work quickly at an advanced level within (or prior to) the deadline given.
- Proactively communicate problems and issues early on and provide solutions when possible.
- Creative support developing the story with the scriptwriter and Director.
- Take direction from director(s) regarding translation of script to storyboard.
- Discuss any creative issues with directors and supervisors.
- Delivery of storyboard per production schedule set by production team.
- Communicate with production team regarding deadlines and deliveries.
- Ensure quality and style of show is consistently achieved in storyboard work.
- Organizing Storyboard Pro files to company standards.
- Pitch and attend storyboard pitches (as needed).
- Noting and labeling storyboards for production.

Minimum requirements:

- Knowledge of Toon Boom Storyboard Pro and Photoshop.
- Knowledge of Blender is a plus.
- Manage timelines ensuring work is delivered on schedule.
- Ability to quickly and effectively illustrate in any style required.
- Strong drawing skills, ability to work digitally preferred.
- Ability to create emotion, humor, appeal, and action through continuity boards, emphasis in uniquely subtle, dramatic acting preferred.
- Understanding of cinematic staging and cutting.
- Ability to work as a team member.

2D FX Artist

The 2D FX department is responsible for creating the 2D visual effects of the movie, from smoke and fire to wet hair and objects colliding. The job consists in following the directions the 2D FX Supervisor to create the effects of the film. 2D FX Artists should have a strong sense of design and graphic appeal.

Responsibilities:

- Create hand-drawn, consistent and stylized effects.
- Follow pipeline and workflow standards. Work out the best solutions in collaboration with Background and Compositing team.
- Think of effects as an integral part of moviemaking as opposed to a separated unit.
- Be ready to work in iterations and improve your effects by addressing notes from art directors and supervisors.
- Deliver your work within deadlines.
- Communicate your needs and issues with production team and supervisors.

Minimum requirements:

- Ability to interpret natural phenomena and represent it in a form of stylized visual effects.
- Toon Boom experience is preferable.
- Knowledge of Blender/Grease Pencil is an asset.
- Knowledge of any 3D package or compositing software is a plus.
- Being open to new technologies, mixing tools and out of the box thinking.
- Basic understanding of light and color.
- Prior production experience in 2D FX.

Production Coordinator

The duty of a PRODUCTION COORDINATOR is reporting to the Production Manager (and/or to the Production Supervisor) and the assigned department, organize and deliver tasks on time. This will involve continuous analysis of the data (using Shotgun software) and eventually the management of a team of Production Assistants

Responsibilities:

- Provide production support to the assigned team.
- Work with teams helping to prioritize tasks.
- Report to Production Manager and/or Production Supervisor.
- Maintain schedules, tracking of tasks and progress.
- Work with teams to estimate scope of project work.
- Pursue objectives and deliverables.
- Ensure meetings are properly documented and actioned
- Help manage the flow of assets and information between disciplines and team members.
- Strong in note taking and communication skills.
- Capable of identifying and solving problems in the assigned department.
- Work within the established workflow and pipeline.

Minimum requirements:

- Computer skills: email/Office and knowledge of SHOTGUN or any other production tracking tool.
- Experience with shotgun, RV, Teams (Inc. share screen etc).
- Flexibility and strong initiative, together with excellent organizational and multi-tasking skills.
- Ability to work autonomously and manage and prioritize their own workload.
- Ability to communicate and comprehend technical information in both written and oral form.
- Exercise good judgement when faced with problematic issues.
- Team player and can-do attitude.
- English is a must, as the work will be developed in this language.
- Ability/right to work in Madrid, Spain.
- At least 4 years of professional experience in animation (movie, DTV, TV series), VFX or Games industry as the role requires a solid understanding of the 2D and 3D animation process.

Toon Boom Harmony TA

Support the different departments using Toon Boom software and help with Harmony pipeline development and implementation.

Responsibilities:

- Support artists, from layout up to ink and paint, acting as primary support for technical problems.
- Work closely with Pipeline Supervisor.
- Work on the technical and creative implementation within Toon Boom pipeline.
- Work closely with department heads and production personnel helping overcome technical difficulties on the production.
- Implement development and integration of tools, adequately aligning all software used in the production.
- Develop documentation and implement training/mentoring to enhance skillsets of team members.
- Help with Maya / Blender asset integration into Harmony scenes.

Minimum requirements:

- 3+ years' of technical experience working with Toon Boom (Harmony, Storyboard Pro) is a must.
- Ability to anticipate hurdles and solve problems in a production environment.
- Organized and efficient, able to juggle shifting priorities.
- Strong work ethic.
- Strong communication skills. Ability to convey ideas clearly and concisely in English is a must.
- Spanish communication skills are an asset.
- Knowledge of Maya and Nuke is an asset.
- Shotgun experience is an asset.
- Knowledge of Toon Boom Harmony scripting capabilities is an asset.

Blender TA

Support the different departments using Blender and assistance with the pipeline development and implementation.

Responsibilities:

- Support artists from storyboard up to ink and paint, acting as primary support for technical problems.
- Provide technical solutions to artists and supervisors, working closely with the animation crew.
- Support artists with both production and tracking tools.
- Help with the development, optimization and maintenance documentation and optimization of production tools.
- Develop documentation and implement training/mentoring to enhance skillsets of team members.

Minimum requirements:

- Experience working with Blender.
- Ability to take direction and work collaboratively with a positive attitude.
- Ability to anticipate hurdles and solve problems in a production environment.
- Organized and efficient, able to juggle shifting priorities.
- Strong work ethic.
- Strong English communication skills. Ability to convey ideas clearly and concisely in English is a must.
- Knowledge of Grease Pencil is an asset.
- Spanish communication skills are an asset.
- Knowledge of Blender scripting capabilities is an asset.
- Knowledge of Maya and Nuke is an asset.
- Shotgun experience is an asset.