

**Dreamworks Dedicated Unit at Paprikaas.
Job Description**

Job Title: FX Animator / FX Artist
Reports to: Head of FX
Department: FX

Essential Duties and Responsibilities:

- Designs and creates images, elements and effects (such as fire, smoke, crowds)
- Solid understanding of Maya to be able to use it for particle systems, fields, expressions, MEL scripts, soft bodies, rigid bodies, cloth dynamics and particle instancing/flocking
- Develop EFX system independently for production use
- Effectively use in production an EFX system that another FX Animator developed (i.e. bubbles, Creatively solve problems and achieve art direction given to them for a shot
- Work with other departments and other FX animators to achieve the goals of art direction given
- Solve minor problems independently
- Strong artistic vision and ability to be creative and expand upon the art direction given
- Strong sense of design and composition
- Strong understanding of Animation and how things should look, feel and move
- Some experience writing scripts and/or programming is preferred
- Ability to multi-task on multiple shots whether similar or different
- Prioritize tasks
- Work on shots independently and efficiently
- Patient and willing to answer questions and mentor other artists
- Stays abreast of current technologies and attempt to implement them effectively
- Shows follow thru and is punctual at dailies

Qualifications, Education and/or Experience

- Experience involving simulations of natural phenomenon, particle systems, procedural modeling, procedural animation, hard and soft body dynamics and other similar effects
- Must have visual and technical skills
- Ability to work collaboratively in a high-end software and production environment
- A background in computer programming, preferably in C or C++ and UNIX
- An understanding of physical dynamics and natural phenomena is key