



Animator

Primary Job Responsibilities

- Follow-up with superiors for the assignments
- Meeting assigned day-to-day animation quotas/targets.
- Meeting the deadline with prescribed quality by the Superior/Client.
- Produce the expected quality and timely deliver, shots assigned in the most efficient manner by catering to complex shots.
- Responsible for creating high quality, key framed animation/MOCAP sequences/ shots as assigned.
- Work closely with lead animators/supervisors/creative directors for directions.
- Remain up-to-date with the latest animation methods through self learning
- Must understand and follow the internal workflow/production pipeline.
- Adaptive to the changes and complexities of the Project in a short span

Desired Qualification

- Must possess cinematography skills and be able to adjust pre-existing requirements of the project (layout,keyframe animation,lipsync,facial animation, MOCAP)
- Good knowledge of 3d softwares - Maya & 3DS Max
- Ability to solve problems independently.
- Should be creative and able to expand and adapt to the directions/changes put-forth.
- Should possess good knowledge of principles of animation, lip-syncing and layout/MOCAP clean-up.
- Ability to communicate creative and technical thoughts/ideas to the Superiors.
- Should be able to thrive in a high pressure, qualitative/quantitative, deadline oriented environment.
- Must have a positive “can do” attitude, and willingness to learn
- Must have fairly good visual and technical skills
- Acting skills, thumbnail drawings, story-boarding
- Should be an example for the junior artist