



## *Roto Artist*

### **Overview**

The main task for Rotoscope artists is to roto 2D digital plates, as well as create mattes for the Compositing Department. Artists will be required to use Silhouette for roto, Nuke for compositing, and Boujou, Mocha, and Maya for tracking.

As a Senior Level Roto Artist, you should produce accurate mattes quickly, be able to assess shots, and know what questions to ask if needed. Leading on individual shots involves delegating amongst different artists, providing detailed explanations on what is needed, and pulling the various pieces back together to be published.

### **Skills, Knowledge and Experience:**

- Knowledge of Nuke and basic knowledge of Unix
- Ability to roto in Silhouette, and import tracks from Boujou and other programs
- A strong eye for detail and precision
- Ability to organize your time collaborates and effectively communicates with your supervisors and team mates, and be able to take direction
- Excellent organizational, communication and interpersonal skills
- Ability to deliver on schedule while working under pressure if required

### **Primary Responsibilities**

- Preparation of mattes for compositing
- Composite mattes and check work, using Shake or Nuke
- Publishing files on line with proper naming conventions
- Find the info needed for the HUB or the compositor
- Learning Mocha, Boujou, Maya trackers, and Nuke tracking
- Helping to teach junior Roto Artists
- Leading on individual shots, which involve delegating tasks amongst different artists, explaining what is needed, and pulling the various pieces back together to be published.
- Briefing shots and checking roto work for other artists