RACHELLE LEWIS TALENT

POSITION: LEAD ANIMATOR - CG EPISODIC BACKGROUNDS
LOCATION: MONTREAL, QUEBEC, CANADA
CONTRACT: ONSITE / HYBRID, Full-time
CONTACT: apply@rachellelewis.com

RLT is seeking a Lead Animator Backgrounds for a cg animated episodic being produced in Montreal. This is a unique animation team comprised of both feature and episodic artists.

SUMMARY
The Lead Animator BG is a key member of the show that is responsible for producing, delivering, and managing animation for background shots and sequences, and those background animators assigned to their shots. Being a part of the leadership team that drives the quality and style of the show and partnering with the Animation Supervisor and Animation Director to achieve these goals.

About this role/project:
- Full-Time/Contract Position
- Duration: June 2024 through March 2025 (9 months approx.)
- Hybrid work schedule (in-studio Tue/Wed/Thurs, work from home Mon/Fri)
- Must currently reside or be willing to move to Montreal (relo assistance provided)
- Robust benefits package
- Priority is given to Canadian citizens and permanent Canadian residents

RESPONSIBILITIES
- Manage continuity of shots and sequences
- Help Animation Director to guide animation of sequences by attending rounds with Animation Director, working with artists assigned to a particular sequence or shots including managing their time and quota (keeping them on schedule)
- Assisting the Animation Sup in accomplishing the style and quality of the animation of the film
- Managing what is shown to the Animation Sup during rounds
- Helping with animation process (doing draw overs for the team members, managing with trouble-shooting shots)
- Making sure background team has everything that's needed from the previous departments, and making sure background team delivers everything that is needed down the pipe.
- Contribute to quota as assigned from the Assistant Production Manager

QUALIFICATIONS

- Degree/diploma in fine arts or animation or equivalent experience
- Senior level in animation (solid with body mechanics, facial expressions, acting performance)
- 3 years experience of working on CG Animated Episodics
- Proficient knowledge of high-end 3D software (Maya)
- Being familiar with crowd software (Atoms, Myarmy, Golaem, Houdini) is a plus (crowd assets to be created in Maya)
- This job description is not meant to be all-inclusive. Employees may be required to perform other duties to meet the ongoing needs of the organization.

If you are interested in discussing this opportunity and are available for relocation or currently live in Montreal, please email us and include your resume and reel to apply@rachellelewis.com.

If you fit the criteria, we will be in touch with next steps.

Thank you - http://rachellelewis.com/

RLT is an employer-paid talent acquisition company; there is never a fee to our candidates.