



POSITION: SENIOR RIGGING ARTIST
LOCATION: MONTREAL, QUEBEC, CANADA
CONTRACT: ONSITE/HYBRID, 6-month contract
CONTACT: apply@rachellelewis.com

RLT is seeking a **Senior Rigging Artist** for our client, a Feature and TV animation studio.

- Starts ASAP and is a 6-month, full-time contract position
- Hybrid work schedule (In-studio Tue/Wed/Thur, Work from Home Mon/Fri)
- Must be willing to relocate to Montreal (sorry, no REMOTE outside of Montreal)
- Relo provided
- Benefits package provided
- Please note that Canadian citizens and Canadian permanent residents will be considered in priority

Job Summary:

Under the direct supervision of the Rigging Supervisor, this position is responsible for character, vehicle, and prop setup and designing rigs that allow for clean interaction during animation.

Responsibilities:

- Set up characters and props with skeletons and deformers
- Provide technical direction on models, so that by the time a model reaches the rigging phase it meets the technical requirements needed for the highest level of rigging and skinning.
- Work closely with Animators to develop rigs that will allow animators the full range of motion and acting that is called for by the story, as well as, a logical and easy-to-use control structure
- Communicate needs for custom tools, scripts, etc, to Rigging Supervisor, other Riggers, and TD's. Assist in the planning and design, as well as developing the tools and scripts as needed.
- Ability to create rigs that allow for a full range of movement, with a logical, easy-to-use, and well-thought-out control structure.

Qualifications:

- Bachelor's (BA) degree from an accredited four-year college or university or equivalent experience
- Minimum two (2) years of rigging experience (or equivalent)
- A strong understanding of animation and modeling workflows
- A strong understanding of human and animal form and biomechanics
- Excellent knowledge of Maya, with a strong understanding of the dependency graph, utility nodes, and the use of expressions

- Working knowledge of MEL is preferred
- Working knowledge of Python is a must
- Knowledge of the C API is not required but is a distinct advantage
- A general understanding of the principles of animation. Must be able to think like an animator when considering how rigs will move.
- Prior animation experience is a plus
- This job description is not meant to be all-inclusive. Employee may be required to perform other duties to meet the ongoing needs of the organization.

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@rachelelewis.com.

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

Thank you - <http://rachelelewis.com/>

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