

## Role Profile

**Job Title:** Digital Matte Painter  
**Pillar:** Production  
**Department:** Features

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### **Function of the department/section and main purpose of the role:**

To provide high quality digital matte paintings for our current stop motion special.

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### **Duties & Responsibilities:**

- To provide high quality digital matte paintings including skies and set extensions.
  - To take creative briefs from the Director and Production Designer.
  - To work with the Supervising Art Director and VFX Supervisor in finding creative and technical solutions in the use of digital matte paintings and set extensions.
  - To attend technical / process meetings where appropriate.
  - To work alongside the digital look development team in finding creative solutions.
  - To communicate schedule challenges where appropriate.
  - To work with existing file structures/ pipeline assets and to make recommendations where efficiencies and improvements could be made.
  - To collaborate with production in producing a schedule of physical set asset stills / photogrammetry required for paintings and set extensions.
  - Communicate in advance where any issues impact delivery schedules.
  - To archive all assets at the end of delivery.
  - To observe the provisions of the Health & Safety at Work Act.
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### **Person Specification (essential and desirable background, skills and experience)**

- A highly creative individual with an excellent sense of composition.
- Minimum of 5 years' experience in stop motion projects.
- Experience in working within an Animated Features Art team.
- Experience in working with 3d assets both physical and CG.
- Expert knowledge of Photoshop.
- Good knowledge Nuke and the ACES colour workflow.
- A good understanding of the Maya workflow.
- Able to understand the VFX pipeline within the specific feature film.
- Experience of shotgun would be useful.
- Experience in being solutions driven in achieving the director's creative ambition and working with a team to find the best and most economical approach while retaining a high quality finish
- Team player, willing to both lead and follow.
- Has the ability to be directed.
- Highly creative in both artistic and technical problem solving in a positive and pro-active manner.
- Ability to prioritise and provide accurate assessments of task requirements.

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**Responsible to:** Head of Art Departments / VFX Supervisor / Line Producer

**Specific Functional Contacts:** Art Department, VFX Department, Producer and Directors