



Role Profile

Job Title: On-set VFX Supervisor

Department: VFX Team, Beast of Mossy Bottom

Main purpose of the role:

Largely based on the studio floor, the main function of this role is to support the production of a stop-frame animation feature/series. The ideal candidate will have a deep understanding of both the VFX pipeline and the unique technical and artistic demands of stop-frame animation. This role will work closely with the VFX Supervisor to ensure all elements required for VFX are captured accurately during production, as well as helping to ensure that the stop frame shoot operates as quickly and efficiently as possible.

Duties & Responsibilities

This is a summary of main tasks and responsibilities and is not intended to be exhaustive.

- Supervise and advise on all on-set VFX requirements, including green/blue screen setups, motion control, set extensions, and lighting passes for compositing.
- Work closely with camera, lighting and art departments to ensure each shot is shot in the most sensible and effective manner, with consideration to the VFX requirements and the needs of other departments.
- Work to pre-empt, and to also provide real-time solutions for, technical challenges during the shoot, particularly those related to the stop-frame medium (e.g. rigging, lighting passes, set breakdowns).
- Oversee the shooting of all VFX plates and elements, including clean passes, reference passes, HDRIs and 3D scans as needed.
- Create quick slap comps that demonstrate technically or artistically challenging shots to the DOP and Director(s).
- Act as liaison between the on-set crew and the VFX team.
- To take responsibility for ensuring that all required information has been relayed correctly through internal systems (Flow, Reader, etc).
- To approach work in the studio in a calm manner and in a way that minimises disruption to the wider workflow.
- When time allows between floor calls, work on shots towards the final production.
- To observe the provisions of the Health and Safety at Work Act.
- To meet Production Department goals and requirements.

Person Specification:

- An understanding of Stop Frame Animation and VFX processes are essential.
- Proven experience as a VFX or Comp Supervisor on Stop Frame Animation productions. Preferably with experience of working on set.
- Solid understanding of VFX workflows, tracking, matte painting, compositing, and 3D integration.
- Expertise in Nuke compositing software.
- Understanding of stop motion software (Dragonframe) and motion control rigs is highly desirable.
- Exceptional on-set problem-solving
- Clear and positive communication skills.
- Ability to work collaboratively and maintain flexibility in a highly creative and detail-driven environment.
- Contribute to a positive and happy working environment
- Understanding of photographic principles, lighting, and camera work.

Responsible to: VFX Supervisor

Specific functional contacts:

VFX Team

Camera Department

Lighting Camera Team

Motion Control Operators

Art Department

Production