



Role Profile

Job Title: Compositor
Department: VFX Department, Shaun the Sheep Project

Function of the department:

The primary focus of the VFX Department is to ensure that all VFX and CG integrate seamlessly in to the stop-motion style of the series.

Main purpose of the role:

This role forms part of the Compositing Team and will be primarily focused on compositing shots to completion in readiness for final grade. Shots will vary heavily in complexity from basic paint clean up and de-rig to more complex, multi-layered 3D Composites and incorporating a variety of elements from stop motion, live action and CGI.

Candidates will need high level of experience with roto work, keying, working with multiple exposure elements, 2D Tracking, 3D camera Tracking, building 3D layered comps incorporating DMP and CGI renders and animating various elements within comp.

Successful applicants will need experience of balancing working at high speed whilst maintaining the necessary quality of work needed for the production.

In this role, there will be opportunity (if desired) to develop more advanced skills such as on set supervision.

Duties & Responsibilities:

This is a summary of duties and responsibilities and is not intended to be exhaustive:

- To work closely with and as briefed by the Compositing Supervisor.
- To perform all tasks in the compositing process needed for assigned shots.
- Offer help and guidance to Junior Compositors when appropriate.
- To follow production procedure to ensure that progression and completion of shots is clear and to keep the production team informed if assigned shots might take longer than scheduled
- To observe the provisions of the Health & Safety at Work Act.

Person Specification:

- A creative person with proven experience with Nuke
- A good understanding of CG and VFX
- A good understanding of, or willingness to learn, the stop-motion animation process
- A strong team player with outstanding communication skills
- Highly motivated and enthusiastic

- Excellent analytical and problem-solving skills
 - Good time management skills and ability to hit deadlines
 - Takes responsibility for work and shows thoroughness and attention to detail
 - Professional mindset
 - Able to understand creative feedback and action those notes
 - Flexible attitude and the ability to work in a pressurised environment
 - Experience with Shotgun & Photoshop would be helpful
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Responsible to:

VFX Supervisor

Specific Functional Contacts:

VFX Supervisor

VFX Producer

VFX Coordinator
