



## Role Profile

**Job Title:** VFX Editor – Shaun the Sheep: The Beast of Mossy Bottom - Feature  
**Department:** Editorial  
**Contract:** Project Based

---

### Function of the department/section& main purpose of the role:

To provide VFX Editorial support and back up for all elements of feature VFX activity on Shaun the Sheep: The Beast of Mossy Bottom.

---

### Duties & Responsibilities:

- To manage the organisation and output of VFX shots to and from editorial as required for the production.
  - To track the status and be aware of all VFX shots throughout the movie.
  - To be the main point of contact of editorial for the VFX department.
  - To deliver and ingest shots from the VFX department.
  - To prep online VFX shots for review with Directors and DoP's.
  - To sit in on Director reviews and take the post notes to accompany the VFX shots.
  - Ensuring our internal edit database is up to date with the latest post notes.
  - To assist in the provision of editorial VFX information and media to all departments on the production.
  - To assist in carrying out general administration and correspondence for the department including dealing with requests from all departments on the production.
  - Assist editorial and the VFX department with the building and refining of Avid temp comps for shot approval and proof of concept before turnover to VFX.
  - To thoroughly QC all shots ingested from the VFX department.
  - To provide basic marketing and licensing ongoing assistance as required.
  - To observe the provision of the Health & Safety at Work Act and to follow the guidelines as laid down in the company's Health and Safety documents.
-

**Person Specification (essential and desirable background, skills and experience)**

- Previous experience as a VFX Editor or assistant.
- Experience of Avid editing software, including good knowledge of Avid FX tools.
- Good knowledge of Flow PT software and VFX pipelines.
- Experience with DaVinci Resolve preferable.
- Basic Adobe Photoshop, After effects and Nuke experience preferable.
- Working knowledge of animated feature film methodology.
- Broad experience of and confidence with computer use in general.
- Knowledge of digital media, graphic file types, and colour space preferable.
- Quick to learn.
- Flexible attitude and willing to work unsocial hours if required.
- Strong communication skills.
- Ability to work in a sometimes pressurised environment.
- Attention to detail.
- Self- motivated.
- Team player – supportive and positive approach.