

## Role Profile

<b>Job Title</b>	:	Digital Matte Painter
<b>Pillar</b>	:	Production
<b>Department</b>	:	Production
<b>Contract</b>	:	Project-based

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### Function of the department and main purpose of the role:

An exciting opportunity to join the Art and VFX team as Digital Matte Painter on a stop frame/ mixed medium series for Aardman Animations.

To provide high quality digital matte paintings across all episodes.

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### Duties & Responsibilities:

- To provide high quality digital matte paintings including skies and set extensions – created and supplied as separate layers to allow for 3D camera moves.
  - To take creative briefs from the Director and Production Designer.
  - To work with the Supervising Art Director, 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 consider reuse across episodes always being aware of the upcoming schedule.
  - 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 about where efficiencies and improvements could be made.
  - To collaborate with production in order to understand the schedule of the physical set build; highlighting when stills or scans are needed for set extensions, as well as flagging any additional reference (such as painted textures) that may be needed in order to maintain the visual language of the production.
  - 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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### Responsible to:

- Supervising Art Director
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### Specific Functional Contacts:

- CG/ VFX Production Manager
- VFX and CG Supervisors
- Director

- Production Manger
  - Producer
  - VFX Department
  - Art Department
  - CG Department
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**Person Specification (essential and desirable background, skills and experience)**

- Minimum of 4-5 years experience in stop motion projects
- Experience in working within an Animated Art team
- Experience in working with 3d assets both physical and CG
- Exceptional design skills and experience in creating bespoke DMPs using traditional painting and illustration methods
- Proven skills in composition of DMP environments
- Expert knowledge of Photoshop
- A good understanding of Nuke compositing workflows
- An understanding of the ACES colour workflow
- A good understanding of the Maya workflow
- Able to understand the VFX pipeline within the specific series
- Experience of shotgrid 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.
- Has the ability to be directed
- Highly creative in both artistic and technical problem solving in a positive and pro-active manner
- Able to work effectively under pressure
- Ability to prioritise and provide accurate assessments of task requirements