



## Role Profile

**Job Title:** VFX Assistant Editor – Chicken Run the Sequel- Feature  
**Department:** Editorial  
**Contract:** Project Based

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### 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 the Chicken Run 2 Feature.

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### Duties & Responsibilities:

- To assist the VFX editor in managing the organisation and output of VFX shots to and from the avid as required for the production.
  - To assist the VFX editor in tracking the status and be aware of all VFX shots throughout the movie.
  - To deliver and ingest shots between the studio and post houses.
  - To prep VFX shots for review with Directors and DoP's.
  - To prep Pre Vis and CG animation for director review with the VFX Editor and Editor.
  - To sit in on Director dailies and take the post notes to accompany the VFX shots.
  - To assist the VFX in ensuring our internal edit database is up to date with the latest post notes.
  - To assist in the provision of 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 in house compositor with the building and refining of Avid temp comps for shot approval and proof of concept before turnover to VFX.
  - If required assist with the import of storyboards and other Assistant Editor tasks and be familiar with in house viewing systems and projection operation.
  - 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.
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**Person Specification (essential and desirable background, skills and experience)**

- Previous experience as an assistant editor.
- Experience of Avid editing software, including the ability to do slap comps.
- Basic Adobe Photoshop, After effects and Resolve experience preferable but not a must.
- Working knowledge of animated feature film methodology.
- Broad experience of and confidence with computer use in general.
- Knowledge of digital media and graphic file types preferable.
- Knowledge of VFX pipelines including shotgrid a plus.
- Basic knowledge and digital and analogue AV technology preferable.
- Quick to learn.
- Flexible attitude.
- Strong communication skills.
- Attention to detail.
- Self- motivated.
- Team player – supportive and positive approach.