

## Role Profile

**Job Title** Supervising Rigger

**Level:** Senior, Dept Supervisor

**Department:** Rigging

**Contract:** Project-based

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

The Rigging Department provides a vital support role for the whole Animation Department on a daily basis and works with the Puppets, Art and Production Departments to achieve this. The Rigging Department is responsible for identifying, designing and creating Rigs (mechanical support systems) to use with all puppets, props and sets to enable easier and more efficient shooting on stop frame productions.

You will be highly competent in the design and Production of mechanical support systems (Rigs) for Puppets, Props and Sets and will take responsibility for the development and implementation of all Rigging solutions across all shooting units. You will be aware of the various Rigging systems available within the industry and have experience of using them. You will be proactive in liaising and working in conjunction with all other relevant departments to achieve quick and efficient rigging solutions to shots prior to shooting.

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### Duties & Responsibilities:

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

- To implement a Rigging strategy for the specific production.
- To examine the Production animatic and help identify any complex Props and set pieces that may need extra time allocated to prototype and/or test prior to studio floor delivery.
- To attend the Pre-Production meetings and discuss possible rigging solutions to problematic shots.
- To work on the development of Key Rigging solutions during Pre-production
- To work closely with the DOP and Lighting Department on the development of any specialist lighting rigs or systems that need to be implemented on the shoot.
- Organise and manage the riggers and help allocate shots to be serviced.
- Establish rigging solutions to alleviate time consuming post production rig removal
- To manage the workshop and complete checks as requested by Facilities Dept (as part of workshop manager responsibilities)
- Oversee any training required for any of the rigging team.
- Ability to construct extra rigging elements, especially the most complex rigging solutions.
- To pre-empt requirements for all shooting units by keeping informed about potential changes to production schedules and reporting these to the Production Manager/Production Department.
- Manage the dept workload on both a daily and weekly basis.
- To work well as part of a team and to be able to react positively to changing schedule priorities.
- To communicate with animators, puppet, prop and set builders to discuss rigging requirements.

- To be collectively responsible for the maintenance, organisation and upkeep of all rigging equipment and materials.
- Use certain hand and electric tools and able to train others to use these as required.
- Rigging of shots quickly and efficiently
- Be highly competent in the use of larger machinery – Lathes, milling equipment, soldering etc.
- To observe the provision of the Health and Safety at work Act and to inform the Rigging Supervisor as to any potential problems.

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**Responsible to:** Line Producer, Production Manager

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**Functional Contacts:** Head of Puppets, Puppet Leads, Production Team, Animation Supervisor

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**Responsible for:** Rigging Department

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

#### **Key Requirements**

- Minimum of 7 years experience of working as a Rigger on at least five previous stop frame animation productions.
- Experience of having run a small Rigging team on a series production and having worked as a sole Rigger on commercials.
- Good knowledge of Rigging and Production processes is vital and you will have the ability to train and advise less experienced members of the team.
- Able to construct extra rigging elements as required for production, especially the most complex rigging solutions.
- Highly pro-active and good at solving problems related to Rigging issues.
- Good awareness of stop frame puppet fabrication.
- Very good understanding of stop motion shooting process and how Rigging can contribute to this.
- Good awareness of how VFX will need a shot rigged to simplify their workload.
- Highly able to cope well under pressure with frequent deadlines changing on a daily basis.
- Strong time management and organisational skills.
- Good communication skills, confident on e-mail, phone and working closely as part of a team.
- Good at communicating effectively with animators, production, puppet, prop and set builders.
- Enthusiastic and able to take direction
- Reasonably fit – some lifting and climbing onto sets required
- Must be willing to undertake necessary job related training when required, especially with regards to Health and Safety.

**Date & Initial:** 18/10/2024 KL