

## Role Profile

**Job Title** : **VFX Lead**  
**Department** : **VFX**

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

The VFX department is responsible for shot clean up and prep, creating 2D and 3D FX, digital matte painting and final composites of various elements from multiple sources to deliver shots for approval.

The VFX Lead coordinates the team of composite artists in order to maintain efficient work flow and high-quality shot delivery as directed. They are often the interface between the director and the VFX team.

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### Main Duties & Responsibilities:

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

- To deliver final image composites, 2D FX and Paint/Roto accordance with technical procedures and policies.
- To lead teams of compositors ensuring they have the correct material to complete their work efficiently to the highest standards
- To occasionally attend shoots ensuring that all the correct material for high quality vfx work is gathered.
- To perform studio floor visits and answer technical questions from crew and production managers as required
- Focus on finding the most efficient ways to deliver shots and improve workflow that meet the creative brief.
- To create template composites and toolsets bespoke for a variety of productions some of which incorporate multiple media types.
- To mentor the compositing team.
- To cast shots and help prepare schedules.
- To attend and contribute to VFX production meetings as required.
- To read and keep updated with production, artistic and technical material on company portals such as ShotGrid and the intranet.
- Attend briefs and present work producers and directors as requested.
- To check the quality of the VFX team's work
- To liaise with the Production and Editorial team
- To report any systems, equipment, software or licensing problems to CG Helpdesk and by Phone/Email to the Coordinators.
- To comply with any data management policies that may be set from time to time.
- Perform any other tasks as required and where possible to help ensure the department meets its creative and financial remit.
- To observe the provision of the health & safety at work & data protection acts.

**Responsible to:**

- Head of VFX
- HOD

**Specific Functional Contacts:**

- Developers
- Producers
- Directors
- Digital Art Director
- Digital Matte Painters
- Systems Support
- Production Coordinators
- Compositors
- Lighters
- FX Artists
- Editors

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**Person Specification:**

- Expert in NUKE with excellent Adobe CS
- Python knowledge an advantage
- An understanding of professional pipelines
- Thorough knowledge of working in 3D environments to deliver 3D and 2.5D composites.
- Knowledge of Digital Matte Painting and ability to demonstrate an understanding of light and tone in shots for photo-real and stylized images.
- Technical understanding of cameras
- Able to identify and communicate problems with a composition and/or consistency in the style across a range of shots from different artists.
- Preferably with knowledge of Maya and 3D renderers.
- Observant and willing to offer suggestions to improve workflow processes.
- Well organised, excellent attention to detail.
- Experienced in Features and Short form VFX/ CG production environment, preferably with director contact.
- Relevant reel required.
- Ability to meet deadlines under sometimes stressful conditions.
- Must be able to follow and give direction & to complete tasks both independently and as part of a team.
- Must be a proactive, flexible, team player with leadership skills.
- Must have good communication skills and the ability to prioritise.
- Must be able to take direction in a collaborative and fast paced production environment.
- Hands on approach to problem solving and ability to suggest solutions that do not compromise creative choices.
- Sympathy for stop-frame process – animation experience a plus.

**Date Edited: 08/06/22 CH and BT**