

Role Profile

Job Title: 2D FX Animator.

Department: Animation.

Pillar: Production.

Band:

Main purpose of the role:

An exciting opportunity to join the Animation team as 2D FX Animator on a stop frame/ mixed medium series for Aardman Animations.

The 2D FX Animator's role is to realise the director's vision and create the 2D FX animation for the production while working with the stop frame animation team and VFX compositing team.

Duties & Responsibilities:

This is a summary of duties and responsibilities and is not intended to be exhaustive.

- To animate 2D FX on assigned shots according to the brief set by the director(s). For example- electricity/dust/explosions
- To be able to communicate effectively with the director while being briefed and take relevant animation notes.
- To be able to competently animate a range of different FX of varying complexity.
- To be able to bring some design work to the new and varied FX that each episode may need. Some design work will be provided but some may need the animators design work or interpretation.
- To animate graphic backgrounds in a variety of styles.
- To do any FX animation tests as required by the Director or Production.
- To manage the FX assets library and be aware of when reuse from the library would be appropriate.
- To collaborate closely with the stop frame FX animator when providing reference for in camera FX.
- To collaborate closely with the VFX supervisor when providing 2D FX for the VFX team.
- To follow the working pipeline of making sure the shots being worked on are the latest from edit and therefore assisting version control.
- To communicate quickly and effectively with the Production team about any changes to your animation that may impact the schedule.
- To fully understand the importance of checking the schedule board in order to prepare for future shots needing FX.
- To be able to adapt speed of animation to meet deadlines as required whilst still keeping an appropriate quality of animation.
- To collaborate closely with production crew members on other departments where FX animation input is required to achieve the highest production quality within the time allowed.

- To observe the provisions of the Health & Safety at Work Act.

Person Specification:

- A minimum of two- three year's professional FX animating experience.
- Demonstrates positive professional attitude to work and willing to listen and communicate.
- Is self-reflective and critical of their own work and is constantly striving to develop their skills.
- Is able to respond effectively to creative feedback from Directors and Animation Directors.
- Able to understand the VFX pipeline within the specific series
- Expert knowledge of AFX and Flash Animation
- A good understanding of Shotgrid and Photoshop

- A good understanding of stop frame studio working processes would be a plus.
- To be able to take responsibility for their schedule and importance of communicating changes quickly to the Production team.
- Is able to be self sufficient and a problem solver
- Have the ability to sustain concentration and effort over long periods of time in a pressurised environment.
- Is highly motivated and enthusiastic about FX animation.
- Takes responsibility for their work and shows thoroughness and attention to detail.
- Is supportive of other team/dept. members.

Responsible to:

Directors
Animation Directors
Producer
Production Manager
Floor Production Manager

Specific Functional Contacts:

Animation Department
Production Department
Art Department
CG Department
VFX Department
Edit Department
