



## Role Profile

<b>Job Title</b>	: Trainee CG Animator.
<b>Department</b>	: Animation – CG Department
<b>Job Family</b>	: Bristol Living Wage (£9.90 per hour)
<b>Start</b>	: September 2022
<b>Duration:</b>	:12 months

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This is a fantastic opportunity to develop skills and hands-on experience working with our talented CG Animation teams across a wide variety of productions including Short Form, Features and Commercials. You'll be a keen Animator with a creative eye who is familiar with Maya software.

To obtain maximum benefit of team and project integration the ideal candidate would be able to work in a hybrid capacity from home but also onsite in either of our Bristol studios.

Essential: Over 18 years/ Available portfolio/reel that demonstrates your skill level and passion for Animation

### **Function of the department and main purpose of the job**

The Trainee CG Animator will provide the vital support role for the whole animation team

### **Duties and responsibilities**

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

- Develop their animation skills through animating, and receiving feedback on exercises set by the Animation Supervisor and through animation tasks on actual Productions.
  - Learn to work with an established studio Pipeline
  - Attend dailies and receive feedback from the Director and Animation Supervisor
  - Learn how to maintain clear communication with both the Production Department, Animators, Modelmaking, Rigging and Art Department and be aware of how the studio floor operates.
  - Develop their skills so that they can fulfil the Trainee Animator role without the need for extensive supervision.
  - To observe the Health and Safety at Work Act
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### **Responsible to:**

*HOD Animation and Rigging*

*Supervising Animator*

*Supervising Assistant Animator*

*Production Manager*

1<sup>st</sup> & 2<sup>nd</sup> AD's

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**Specific functional contacts:**

CG Animation Department/Team

Production Department/Team

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**Person specification**

- Demonstrates good understanding of animation principles
- Demonstrates positive attitude to work and strives to reach required standards
- Have the ability to be directed
- Have strong communication skills
- Takes responsibility for work and shows a thoroughness and attention to detail
- Have the ability to learn and develop skills
- Practical working knowledge of Maya software
- Is highly motivated
- Able to work to deadlines
- Have the ability to work well as part of a team