

## Role Profile

**Job Title:** CG Animator  
**Department:** Animation  
**Contract:** Project-based  
**Pillar:** Production

---

### **Main purpose of the role:**

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

The CG Animator's role is to realise the director's vision and create CG animation which fits in with the stop motion style of the production.

---

### **Duties & Responsibilities:**

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

- To animate on assigned shots according to the brief set by the director(s).
- To integrate the CG animation with the stop frame animation seamlessly
- To be able to communicate effectively with the director while being briefed and take relevant performance notes.
- To be able to competently animate a range of different shots of varying complexity.
- To advise production on the number of bid days needed to complete the CG animation shots.
- To stay on top of your shot schedule (provided via shotgrid) and to communicate quickly and effectively with the Production team about any changes to your shot that may impact the schedule.
- To fully understand the importance of checking the schedule board in order to prepare for future shots in your sequence.
- To do any blocks, rehearsals or animation tests as required by the Director or Production.
- To collaborate closely with the animation and puppet dept in working up eye and mouth shapes in CG
- To collaborate closely with the animation and CG dept in developing the digital doubles of stop frame puppets
- To collaborate closely with the CG Rigging Department to anticipate problems and ensure appropriate rigging.
- 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 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 five year's professional 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 Maya Animation
  - A good understanding of Shotgrid
  - 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.
  - Have the ability to sustain concentration and effort over long periods of time in a pressurised environment.
  - Is highly motivated and enthusiastic about stop frame character animation.
  - Takes responsibility for their work and shows thoroughness and attention to detail.
  - Is supportive of other team/dept. members.
  - Prepared to represent the company externally – e.g. Press &TV interviews etc.
- 

**Line Manager:**

- CG/ VFX Production Manager

**Responsible to:**

- Directors
  - Animation Directors
  - Producer
  - CG/ VFX Production Manager
  - Floor Production Manager
- 

**Specific Functional Contacts:**

- Animation Department
- Production Department
- Puppet Department
- CG Department
- VFX Department
- Edit Department