

Role Profile

Job Title: Animator.

Department: Animation.

Pillar: Production.

Band:

Main purpose of the role:

The Animator's role is to realise the director's vision and create the performance of the animated characters on a production. This requires the Animator make an inanimate object come to life and realise a recognisable acting performance – in essence to be the actors on the production.

Depending on experience and ability a new animator might move straight into this role within the Animation team on a production. The Animator would usually focus on a wide variety of shots, normally doing more character based than action shots and handling smaller sequences on a feature film as their skills and confidence develops. As the animator progresses they would handle increasingly complex and more demanding shots.

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 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 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, blocks or animation tests as required by the Director or Production.
- To have good sculpting skills and the ability to keep characters clean and on model.
- Clean and prep puppets ready for shooting.
- To collaborate closely with the Assistant Animator team to prepare puppets and mouths for your scheduled future shots.
- To collaborate closely with the 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.
- Prepare models for and shoot stills when required.
- To observe the provisions of the Health & Safety at Work Act.

Person Specification:

- A minimum of one to two year's professional animating experience unless shows exceptional animation potential.
 - 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 Supervising Animator.
 - A good understanding of stop frame studio working processes and Dragonframe.
 - To be competent at sculpting to the required level and speed.
 - 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.
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Responsible to:

Directors
HOD Animation and Rigging
Supervising Animator
Production Manager
1st & 2nd AD's

Specific Functional Contacts:

Animation Department
Production Department
Puppet Department
Rigging Department
Art Department
Camera Department
VFX Department/Edit Department
