



### Role Profile

**Job Title** : **Storyboard Artist– Shaun the Sheep Project**

**Department** : **Production**

**Contract dates** : **1<sup>ST</sup> January 2024 – 2<sup>nd</sup> August 2024**

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An exciting opportunity to be a pivotal role in Aardman's latest flagship Shaun the Sheep project. The series is 20 x 7 min episodes. This role is primarily remote but some attendance in the studio at GFR and later Aztec West from spring 2024, may be required from time to time.

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

Responsible for interpreting scripts and sketched ideas to create storyboards for animatics working with the Story Director and Series Director. To add visual humour to a script which must be suitable for children.

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#### **Duties & Responsibilities:**

- To plan shots from a final script.
  - To write & draw visual gags suitable for children's television
  - To visualise & conceptualise the story – utilising different angles whilst maintaining continuity of production design
  - To be aware of the constraints of the Shaun Series 7 parameters with sets and characters
  - To maintain continuity between shots
  - To carry out clean-up duties
  - To prepare and revise storyboards for animatic edits
  - To observe the provision of the health & safety at work & data protection acts.
  - Any other activities relevant to the post.
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#### **Person Specification:**

- Must have artistic vision & skills
- Basic computer literacy with familiarity with storyboard software and Photoshop essential.
- Must be able to follow directions & complete tasks independently & as part of a team