

Lead Cinematic Animator

Toronto

Passion for animation and gaming is required.

Duties

Develop compelling storyboards for game cinematics.

Direct others to animate dynamic, believable, and appealing characters and cameras for cinematic excellence.

Be fully responsible for a body of work, seeing it through to completion, in a timely manner, and to the highest quality possible.

As a member of a team, you must be able to both give and receive critiques on cinematic work. Ensure work is executed at highest quality possible across the team.

Clearly communicate your progress to you supervisor, and work with the team to achieve cinematic excellence.

Portfolio Requirements

3D portfolio

Examples of cinematic work

Examples of various animations applied to humanoid figures and animal figures

Examples of Motion capture direction

2D portfolio (no originals please)

Storyboarding skills

Figure drawing

Color work

All portfolios must contain a detailed shot breakdown of the work. It must be very clear what you, the applicant, are responsible for in your reel, screenshots, scanned pictures, web page portfolio, etc.