



Jr. FX Artist

Winnipeg, Manitoba, Canada

DESCRIPTION

Tangent Animation is the vision of Animation and Film Production industry professionals, with combined experience that encompasses CG Animation, Live Action Film Production, Visual Effects, and Software Development. Tangent Animation employs open source solutions to create high quality animated feature films. What sets us apart from other studios is our use of Blender, an open source software to make our animated films. This approach has helped us in curbing the cost of licensed software and build an opportunity to invest in additional artistic and programming talent.

Tangent Animation strives to find solid team players that thrive on collaboration and community commitment to build open source capabilities. Tangent Animation is currently recruiting for experienced FX Artists to work collaboratively with our studio team.

As an FX Artist, you will be conceptualizing and creating CG FX sequences ensuring that the aesthetic, creative, and technical quality standards of the production are met. We are looking for someone who is an excellent problem solver, with knowledge in Houdini, After Effects and has a keen artistic eye. Someone who has an understanding of the animation production pipeline and has the ability to produce the highest possible quality effects.

RESPONSABILITIES:

- Demonstrate a broad range of FX abilities in a collaborative environment to conceptualize and create the overall look, attitude and style of the FX
- Interpret verbal direction and visual reference to understand the story context and aesthetic objectives of visual effects
- Participate in the review process and quality control and apply changes as requested by the Supervisors/ Production team
- Support integration of effects in to other department's workflows and collaborate with them to ensure deliverables meet requirements
- Meet project deadlines and milestones, as set by the Production department and the Supervisors
- Maintain positive, supportive and collaborative team dynamics

REQUIREMENTS

- 2+ years of industry experience with effects simulations in features, television, games or equivalent
- Knowledge in Houdini, After Effects, or Fume FX
- Experience with Maya, Blender, Unity, Unreal is an asset
- Experience with Stylized or non-realistic Effects is a plus
- Able to multitask and manage time efficiently
- Able to take direction, collaborate, and be a team player
- Able to troubleshoot, solve problems and find workarounds as appropriate
- Strong communication skills
- Strong composition and artistic timing
- Experience with Shotgun Software is a plus
- Experience with traditional/2D animation/principles is a plus

BENEFITS

- Great company culture, with a team that is very technically proficient, highly motivated & excited to work on projects that will change the industry
- Competitive health and dental benefits

Tangent Animation

www.tangent-animation.com



TANGENT
ANIMATION

- Casual dress-code

Demo reel/Work link and Resume is mandatory.

Tangent Animation is an equal opportunity employer and welcomes applications from all suitably qualified persons regardless of their race, sex, disability, religion/belief, sexual orientation or age. We are committed to providing reasonable accommodation upon request for candidates taking part in the recruitment process.

We thank you for your interest, however, only those candidates selected for an interview will be contacted.