

Job Description : Rigging Artist

Solve technical production issues, define workflows, streamline processes, and develop tools/frameworks for CG characters.

Responsibilities:

- Design, create, test and maintain character and vehicle set ups.
- Work with the modelers to create a model that meets technical needs.
- Collaborate with animators to design motion controls.
- Develop and maintain character motion and deformation systems.
- Develop secondary dynamics systems.
- Develop new techniques and processes to solve character production challenges.
- Build on and support the rigging pipeline for any jobs going through the studio.
- Be involved in R&D and tool building to improve and add to character rigging pipeline.
- Possibly write utility scripts and programs to streamline the rigging set-up process.
- Work with production management to prioritize tasks
- Keep CG Supervisor and/or leads and management informed of progress, changes and other critical issues

Requirements:

- In depth knowledge of Maya
- A degree level qualification in a related subject (eg arts, design, computer sciences).
- 1-4 years Experience using Maya in a professional production environment.
- Experience rigging Complex character/vehicle set-ups.
- Experience writing MEL scripts and automating rigging processes.
- A good understanding of 3D FK/IK skeletal animation systems for both control and deformation and muscle system of 3D characters (stylised and realistic).
- Experience with secondary animation systems (including cloth /hair simulation) is preferred.
- A Good eye for anatomical detail and a firm understanding of the processes and requirements of both modelling and animation.
- Strong technical understanding of 3D computer graphics in general and good problem solving skills.
- Ability to document and clearly explain rigging systems and processes to other team members.
- The ability to support themselves and to work under their own initiative.
- Good communication skills, along with a strong team orientation.

Qualifications:

- Computer programming/scripting experience, C++ and Perl
- Strong knowledge of one or more major 3D animation packages, Maya preferred.

- Knowledge of Animation principles and Kinematics
- Excellent organizational, communication, and interpersonal skills.
- Work well under deadlines and multi-tasks.