Rigger

Lipsync VFX is a growing department within Lipsync Post guiding clients through the entire VFX process: from initial concept discussions, bidding and shoot, through to delivery of the final shots. All the way ensuring that we deliver the story the client wants to tell.

We're very proud of our staff and looking for the following addition to the talented team!

KEY RESPONSIBILITIES

- Rigging, weighting and setting up controls and interfaces for character animation
- Facilitating tools for exporting rigs
- Help troubleshoot, diagnose and correct animation related performance issues
- Responsibility for creating rigs for all creatures
- Experience with hard surface and smooth deforming character pipelines and setup
- Advanced technical problem solving skills
- Understanding of biomechanics and anatomy

REQUIREMENTS

- 3D animation and rigging
- Expert knowledge of Maya
- An excellent understanding of real time animation including IK and physics
- A demonstrated ability to integrate the creative and technical character building processes

EXPERIENCE:

- Experience in feature films

Applicants must be based in London, and eligible for work in the U.K.

JOB LOCATION:

London, Soho

HOW TO APPLY:

Please submit your resume, reel, and availability.

Email: vfx-recruit@lipsyncpost.co.uk