



## Junior Animator

### Job Purpose

Help to create and integrate well executed animation elements.

### Responsibilities

- Develop and maintain knowledge from the Game Design documents;
- Follow Animation direction to realise the expected quality in fluidity, uniformity, justice etc.;
- Use the 3D models and rigs provided to create animations using the chosen style;
- Build relationships with Technical Animators, Designers and Programmers in order to best deliver your work while understanding technical constraints;
- Work within the scheduled time allocated for your work following the priorities established by the Lead Animator;
- Respond quickly to changing requirements and feedback;
- Understand and follow best practices, production pipelines and workflows;
- Keep your understanding and knowledge within Animation up-to-date with industry standards in this evolving field;
- Optimise your work to adhere to the technical requirements of the game and the consoles use;
- Check your work in-game and through regular playing help identify improvements, consistency and optimisations that can be made;
- Correct animation bugs as entered in the database for example with weight perception problems, discontinuity of movement etc.;
- Document and archive your work regularly.

### Skills and Knowledge

- Good interpersonal and communication skills;
- Good working knowledge of Animation techniques which can be applied to create good quality work;

- Willingness to develop an understanding of how other disciplines interact with Animation;
- Ability to work on animations from concept, through source and implement into engine;
- Familiarity with data management software (such as Perforce) is desirable;
- Good working knowledge of industry standard animation software such as 3DS Max, Maya and Motion Builder;
- Knowledge of the video game industry and awareness of typical video game development processes is desirable;
- Exposure to industry game engines, design toolsets and production pipelines is desirable.

## **Relevant Experience**

- Previous experience of working in a games industry internship or studio an advantage but not essential;
- Bachelor's degree in Animation, Art or other relevant training;
- Experience in hand-keyed animation is desirable;
- Experience in using 3DS Max, Maya and Motion Builder is advantageous.