

ILLUMINATION MACGUFF

JOB AD: 3D CHARACTER ANIMATOR

ABOUT THE JOB

- Responsible for expediting high quality character animation for feature films
- Work closely with Animation Supervisors and Leads to create skilled animation with strong acting performances and convincing motion
- **Several positions to be filled, with a start between now and Septembre 2018.**

MUST HAVE

- Thorough knowledge of Maya
- Creativity!
- Strong knowledge of posing, weight, timing, animal and human motion

NICE TO HAVE

- Previous experience on animated films
- Have a good technical understanding of models and rigs

ABOUT YOU

- French and/or English knowledge is required
- Must communicate well and be able to take notes and direction
- Ability to work within a team, prioritize tasks and meet tight deadlines
- Available or willing to relocate to Paris (remote work unavailable)
- Our preference is for European Union citizens or candidates with French work permit. Because the process of obtaining a visa is so complex and timeconsuming, foreign candidates with a significative experience will be the only ones considered, for a selection of senior jobs.

ABOUT US

Illumination Mac Guff is the leading studio for animated films in Europe.

Based in Paris, the studio is know for its blockbusters such as the franchise “Despicable Me”, “Minions”, “The Secret Life of Pets” and “Sing” – all produced by Illumination Entertainment for Universal Pictures.

APPLY