

ILLUMINATION MACGUFF

JOB AD: VFX HOUDINI ARTIST

ABOUT THE JOB

- Responsible for effects works in Houdini and Maya.
- Create either stylized or photorealistic effects based on the concept art.
- Accurately interpret concept art and designs from the Art Department.
- Work in partnership with effects specialists to ensure that shots are delivered to the highest possible standard.
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MUST HAVE

- A thorough understanding of Houdini and Maya
- Previous experience creating FX elements and working with fluid & particle dynamics
- Ability to quickly master custom in-house production tools

NICE TO HAVE

- Basic knowledge of lighting and compositing (Nuke)
- Basic knowledge of Python, Mel and Hscript
- Feature film experience
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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