

CGI Generalists – multiple positions

Manchester, UK, Full-time

Flipbook are looking for a number of CGI Generalists amongst other roles to join their growing team in Manchester. Our city centre studio is expanding due to new client wins across TV drama, Advertising, Video Games and Digital markets.

Flipbook are currently looking to recruit 3D generalists who are creative, flexible and passionate in their approach to working in CG animation and VFX for broadcast, games and advertising productions. This is a hands-on role and you will be proficient in at least one area, be it animation, hard surface modelling or organic modelling, with some experience in at least one of the other skillsets. Liaising with the creative director and senior team on a daily basis, you will be able to assess each project's requirements, creating final CG elements for use in the production of live-action and fully CG images/animations. We're looking for someone who can integrate well with the tight nit team here at Flipbook and who isn't afraid of putting forward creative ideas or solutions.

This is an exciting opportunity to become an integral member of one of the fastest growing and creative CGI/VFX studios in Manchester. This is a full-time position in our Manchester city centre studio, please do not apply if you're not prepared or able to work in Manchester UK.

Responsibilities/Tasks

- Keep awareness of schedule and deadlines for an entire production to deliver work within expected timelines.
- Work with Creative director and other senior production staff/artists to determine what elements and or other 3D tasks might be required for a particular job to achieve desired level of aesthetic quality and technical accuracy.
- Ability to take and give direction positively, work well within a team and thrive under the pressure of tight deadlines. Good communication essential.
- Must have the ability to problem solve and predict potential production problems.

Position Requirements

- These are junior to mid-level positions. Minimum 2 years studio experience
- Ability to execute at least two of the following tasks: modelling, texturing, look development, rigging, animation and lighting.
- Good technical and artistic proficiency of 3DS Max, Maya, V-Ray and other proprietary software.
- Strong sense of composition, light and colour.
- Ability to work in photoshop, Zbrush and with some skill in the following beneficial: matte painting, character rigging, maxscript.
- A good understanding of cinematography and camera motion

What we offer:

- Fantastic, vibrant and creative work atmosphere with a highly experienced production team.
- Excellent creative studio in Manchester city centre with state of the art equipment, facilities and software.
- Collaborative and inclusive culture – real opportunity to work across multiple areas and grow.
- Regular team socials
- Competitive salary
- Company pension scheme.

To apply please send your CV and latest reel to jobs@flipbookstudio.co.uk