**Animator/Modeller**

**Job spec**

* 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 project lead
* 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

**Relevant criteria**

• 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 using 3DS Max, Maya and Motion Builder is advantageous

**Desirable criteria**

• 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

• Experience in hand-keyed animation is desirable