

Role Profile

Job Title: Asset Lead
Department: *Lloyd of the Flies* - production

An exciting opportunity to be a pivotal role in Aardman's first fully in-house CG/mixed medium series *Lloyd of the Flies*. The series is 52eps x 11mins.

Remote working, but based at Aardman's studio in Bristol when required.

Purpose of the role:

To oversee the creation of characters, props and basic geometric backgrounds (for use to paint up in 2D), leading a team of modellers, riggers, and texture artists. Working hands on to create high quality assets to meet the creative vision of the Series Director within the technical specifications of the CG Supervisor.

Contract: 68 weeks.

Start date: 18th January 2021 (but some work pre Christmas 2020 to aid with crewing up of team)

Duties & Responsibilities:

- Act as a key member of the CG team, ensuring the creation of all required CG assets to meet creative and production requirements.
- To define (in conjunction with the CG Supervisor) the most appropriate techniques to employ across modelling, rigging and texturing.
- To proactively monitor and mentor the asset team.
- To create and amend the modelling of episodic and generic characters (new and key SPCs).
- Work hands on during production undertaking a variety of tasks.
- To openly exchange ideas, techniques and procedures to enhance the creative processes.
- Working with other HODs to find solutions for scheduling and technical issues to ensure the production runs smoothly and on time.
- Maintaining the Series Director's vision across all art department output.
- To attend internal reviews, giving constructive suggestions.
- Providing clear and concise feedback.
- Working with Production to maintain scheduling milestones.
- Undertaking creative assumption passes, and ensuring the series adheres to the creative assumptions laid out for the production.

This list is not exhaustive.

Responsible to:

Producer, Series Director, CG Supervisor, Co Director

Person Specification:

- Excellent knowledge of Maya.
- Strong creative eye.
- Excellent knowledge of Z Brush.
- Strong modelling skills.
- Solid understanding of rigging and texturing.
- Proven ability to lead a team in a production environment.
- Strong communication skills, including a flexible and friendly approach to working with other members of the team.
- Excellent problem solving and an ability to predict potential problems, with a strong attention to detail.
- Must work well under pressure – both as a team player and independently.
- Self-motivated, positive approach to work.
- Previous experience of a CG animation production.
- Experience of working on an animated TV series.
- Python scripting.
- Experience handling multi-episode large scale productions.
- Experience of cloud based project management systems (Shotgun).

Aardman strives to be the most inspirational animation company in the world creating world class entertainment to a diverse and intergenerational global audience. We aim to lead the way in both our content and our professional principles, ensuring diversity and inclusion is inherent to the development and production of all our content - both on and off screen. Aardman is committed to building a culturally diverse workforce and strongly encourages applications from underrepresented groups. We are committed to equality of opportunity and welcome applications from all individuals and are always happy to discuss flexible working needs.