

## Render Administrator and 3D Assistant.

Full-time, permanent.

Working Status: Full eligibility to work in the UK is a must. We cannot accept applications from overseas without a full, UK working visa status already in place.

Software we use: 3DS Max (E), Z Brush (D), Vray (E), Adobe AFX (D), Premiere Pro (E).

### About Us

Finger Industries are a small, independent animation and illustration studio based in the heart of Sheffield. Established for 18 years, we collaborate with agencies and clients globally across healthcare, advertising and children's media. Creative production is at the heart of what we do.

### About the Job

This post sits alongside our lead 3D artist, facilitating the output of renders; send, check, sort, flag and prepare multiple frame passes ready for editing. This role will also consist of some asset creation using Z Brush/3DS Max or texturing, lighting and scene set ups. This is a newly created role to generally to assist our 3D Artists.

### About You

Above all else, you will have 3DS Max experience and knowledge, with a solid understanding of animation pipelines, with an ability to sort and organise across file structures. You'll have an eye for detail, error spotting, troubleshooting, and fixing. We understand you will need to learn our network renderer and studio specifics but an overall understanding of what the pipeline involves is essential. We are ultimately looking for someone with previous studio experience who has strong attention to detail, a fastidious approach, and great organisational and communication skills.

As an aside a good grasp of the edit process would be flipping awesome.

Your responsibilities will include:

- 3D Layout
- Prepping files to render, checking for errors and quality control
- Supporting the 3D team with modelling, lighting and scene set ups
- Following direction and responding to feedback
- Possibly some R&D
- Communicating with the Production Manager and Studio Manager in line with any rendering delays or impacts on pipeline

### Requirements

- Experience in 3DS Max is essential
- Knowledge of Vray is essential
- Minimum 2 years of industry experience
- Able to work efficiently to a schedule, while maintaining consistency and quality
- Work in house at our Sheffield studio (with remote working in line with current COVID-19 government guidelines)

### To Apply

Send us your portfolio and CV to: [jobs@fingerindustries.com](mailto:jobs@fingerindustries.com).

An email with some context on why you're applying and what you're up to would be useful, with availability and salary expectations included. Please state if you are not based locally but are willing to relocate.

Strictly no agencies.