

3D Animator. Freelance Contract.

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

Software: 3DS Max, V-Ray. **We animate exclusively in 3DS Max.**

About Us

Finger Industries are an established animation and illustration studio based in the heart of Sheffield. We're a service provider, a creative partner and an independent studio rolled into one.

We've a history of producing great characters and original ideas, collaborating on a global level within advertising, healthcare and children's media. Creative production is at the heart of what we do.

Our studio is growing and we're now looking for a 3D Animator to compliment our existing team.

About the Job

The animations we create are short form, from 30" up to 5 minutes.

You'll cover everything from technical and medical through to character animation.

The work flow is varied, creative, challenging and fast paced.

You'll be reporting to the Production Manager and Studio Manager, collaborating with the team and ensuring the highest quality of work. Team work is vital to the studio and its smooth running.

You'll have direction and overall support from the Creative Director and Managing Director.

We're a small team operating in an inclusive, open and flat structure where communication and teamwork is vital.

We're looking to connect with talented freelancers who can work with us on up coming and future projects.

Responsibilities

- Producing a high standard of animation for a **broad range of 3D content**, from characters to cells.

• Rigging

- Responding to internal and external feedback, with a constructive and proactive approach to Creative Direction.
- Working from storyboards to create initial block out through to final polished animation, within an iterative production process.
- Working in a creative and collaborative manner with a wider team.
- Adhering to strict production process and schedule.

Requirements

- Proven knowledge and application of the fundamental principles of animation.
- Diverse portfolio, able to demonstrate adaptability for animating a broad range of assets and characters.
- Excellent character rigging skills.
- Experience working within a commercial, team environment.
- Technical aptitude and practical experience in both 3DS Max & Maya is essential.
- Fully Windows PC literate.
- Understanding of character modeling & texturing is desirable but not essential.
- Understanding of other animation software including the Adobe Creative Suite is desirable.

About You

Someone who is pro-active, reliable and able to self-manage, whilst being flexible and adaptable as a member of the team.

A friendly person who is passionate about work, you'll love what you do and want to contribute to the culture here.

About the Studio

Our open plan studio is just a short walk from Sheffield's train station, meaning we're just on the edge of the city centre. Pubs, shops and restaurants are all within walking distance.

To Apply

Send us your showreel, availability and your salary expectations to jobs@fingerindustries.com.

A cover letter with some context as to what you're up to and why your applying would be useful.

Please state if you are local, or if not, what contract lengths you would be interested in as we do not accept applications from remote workers, all freelancers must work in-house.

Strictly no agencies.