

## 2D ANIMATOR

Bring characters to life, even if they are the undead! Your animation should be convincing whether your characters are throwing a truck, throwing a tantrum or throwing up!

### HERE'S WHAT YOU'LL BE DOING

We have many different projects going all the time. Your daily task will be animating alongside your colleagues as a smart-working team. You will be assigned sequences of shots according to the production schedule. Teamwork makes the dream work so being a team player is necessary.

### HERE'S THE SKILLS WE'D LIKE YOU TO HAVE

- A strong sense of performance, timing, posing, weight and lip-sync in animation.
- The flexibility and adaptability of using different animation styles and techniques.
- A good comprehension of translation storyboard ideas/intention into animated scenes.

### HERE'S THE PERSONAL QUALITIES WE'D LIKE YOU TO HAVE

- Open-mindedness and willing to learn.
- A good communicator. Your Leader and team members would understand exactly what you mean.
- Able to follow instructions and feedback from the Supervisors and Lead.
- Able to meet deadline and quota set by the production.

### HERE'S WHAT WE NEED TO SEE

- Recent Resume (PDF)
- Portfolio (PDF/JPEG, 10 images max)
  - Full body illustrations
  - Strong posing for neutral and action poses
  - Variety of expressions
  - Optional - variety of styles (anatomy/stylized)
  - Optional - anatomy practice
- Animation Demo reel (MOV/MP4/M4V format, 3 mins run time)
  - Strong example of animation fundamentals
  - Character acting shots (dialog, interaction, etc)
  - Character action shots (running, walking, etc)
  - Optional - FX animation
  - Optional - fighting scenes, multi camera, etc.
- Working knowledge of Toon Boom Harmony, Flash and/or Animate CC is essential