

Recruitment Classified Aug-Sep 2011



Aura Cinematics is looking for **Assistant Director** (in Kolkata) for its 3D animation film "KINDLED". At least 8 years of experience in Animation Direction is required.

Applications are also invited with at least 5 years experience for:

Concept Art, Matte paint, 3D Model (a. Organic, b. vehicle, props & architecture) Environmental Texturing & Production coordination (with exp of preproduction & 3D pipeline)

Apply with CV & showreel : info@auracinematics.com

Website : www.auracinematics.com



About 3D Upside Down

3D Upside Down (3DU), India`s Premiere 3D animation studio produces international feature films, web series, and more. 3DU Artists enjoy the following benefits:

- The Best Salaries in the Business, Film Credit On Feature Films,
- Overtime Pay & Bonuses,
- Paid Leave of 1.5 Days per month and 20 National Holidays per year,
- Work from 3DU`s Studio in a Prime Location in Andheri West, Mumbai (where every artist works with a dual screen setup),
- Work From Home (if qualified) following training in 3DU`s Studio.
- Rapid Advancement to Management for artists with excellent communication skills and leadership ability.

Openings (Register at <http://3d-upside-down.com/3d-career.htm>)

3D Animator (Maya) - Minimum 2 years production experience in 3D character animation in Maya; Capable of animating body as well as face (lip synch and expressions). Studio or Home Based (if qualified, following studio training).

2D Animator (Flash) - Minimum 2 years production experience in 2D character animation in Flash; Capable of animating body as well as face (lip synch and expressions). Studio or Home Based (if qualified, following studio training).

3D Modeler (Maya) - Minimum 2 years production experience in 3D modeling in Maya; Capable of modeling characters as well as inorganic objects. Studio or Home Based (if qualified, following studio training).

3D Texturing Artist (Photoshop & Maya) - Minimum 2 years production experience in 3D texturing in Photoshop and Maya; Capable of texturing characters as well as inorganic objects. Preference given to artists with Lighting skills as well. Studio or Home Based (if qualified, following studio training).

PFX Artist (Maya) - Minimum 2 years production experience using PFX for trees & vegetation in Maya. Studio or Home Based (if qualified, following studio training). **Compositing Artist (Any Software)** - Minimum 2 years production experience in compositing. Studio or Home Based (if qualified, following studio training). **3D Dynamics Artist (Maya)** - Minimum 2 years production experience in 3D Dynamics in Maya; Capable of (at least two of the following four): (1) Explosions, (2) Weight Simulation, (3) nCloth, (4) Hair. Studio or Home Based (if qualified, following studio training).

Production Coordinator (Maya) - Minimum 3 yrs experience in two or more departments. Knowledge of all Maya techniques including modeling, texturing, rigging, animation, and lighting; Excellent communication & organisational skills; Maya skills essential, 3DS Max & Flash Proficiency also preferred; Production Coordinator experience preferred (but not required). Studio Based. (When applying select "Specialized in: Designing" and write "Production Coordinator" in "Mastered Skills".)

HR & Recruitment Manager - Superior spoken and written English skills, excellent Hindi skills preferred. Working knowledge of productivity software (MS excel, MS Word, Google Docs, Email, etc.). 3D Studio Experience preferred (but not required). Studio Based. (When applying select "Specialized in: Designing" and write "HR Manager" in "Mastered Skills".)

All of the above are full-time positions.

Register at <http://3d-upside-down.com/3d-career.htm>

Post your showreel to www.youtube.com and links provided when registering.



Hollywood School of Visual Effects.

Currently Hiring

- 3D Animation faculty min 3 years experience.
- Post Production compositing faculty min 3 years experience.
- Animation School business development manager.
- Marketing Executive.
- Hollywood Projects experience senior artists are always welcome as a guest faculty.

Please send resumes to info@hollywoodvfxschool.com
For more information visit www.hollywoodvfxschool.com



SkillBell Technologies is a Computer Graphics and Visual Effects company who stands out amongst the clamoring throngs of boutiques, presenting a comprehensive breadth of post production services in filmmaking and ad commercials. We bring a complete paradigm shift in Digital Intermediate, VFX and Editing whilst bringing novelty into every module.

Presently we are hiring for following positions:

Sr_Compositor: 4 years of Production Experience, with Nuke, Fusion, & other software's Show reel, with clear information to show what was done, and by whom. Good understanding of photography and broadcast, and how the interactions of light, lenses and film emulsions go to make up the image.

Animators: 4 years of Production Experience, with Maya, Max & other software's Show reel, with clear information to show what was done, and by whom.

Rigging/Kinematics: 4 years of Production Experience, Showreel, with clear information to show what was done, and by whom. Should be able to design strong interactive rigs and simplify complex animation tasks. Should know scripting and have a good understanding of anatomy.

FX Artist: 4 years of Production Experience, Showreel, with clear information to show what was done, and by whom. Should have a strong sense of dynamics, visualize and achieve natural phenomena like water, fire, smoke, cloth etc. Should have strong technical problem-solving skills and are skilled in a range of Effects tools and software.

Texturing Artist: 4 years of Production Experience, Showreel, with clear information to show what was done, and by whom. Should be good at digital painting, creating UVS. Must have a good understanding of light, color, illumination and shading. Skill in painting, photography, drawing, and sketching is preferred. Basic knowledge of rendering and compositing would be an added advantage. You should have aesthetic sense of layout composition.

Match Move, Lighting & Rendering Artist: 4 years of Production Experience, Showreel, with clear information to show what was done, and by whom. 2d tracking and camera calibration to obtain an animated camera for use in various 2d and 3d package. Work with line up geometry, character and object rigs and associated data in order to ensure a good match with the scene. A good basic knowledge of Maya is required. Knowledge of either PFtrack or 3d Equaliser is desirable. Familiarity with both would be very useful.

For All above Positions common criteria are as follows:

- A degree/diploma or equivalent in Computer Graphics, Animation or other related course
- 4 + years of Production Experience, Showreel, with clear information to show what was done, and by whom.

- Start Date : Immediate
- Salary : Competitive remuneration package
- Good understanding of the whole digital pipeline.
Ability to work in shifts.

Interested candidates can email their resume and demo reel link with position applied in the subject line to hr@skillbell.com

Web : <http://www.SkillBell.com>



Rhythm & Hues Studios India is looking for technical geeks with a passion for VisualFX to work at our Mumbai and Hyderabad studios as part of the Technology Team. We were recently awarded the Science & Technical Achievement Academy Award for our distributed render management system called the "Queue" and we are looking for talented programmers with a passion for Linux to work on this as well as other parts of our production pipeline.

We are specifically looking for the following positions

Operations & Render Support

(Both Freshers & Experienced people can apply)

This role involves managing/monitoring and development of our globally distributed render farm, managing our production disk storage and supporting artists.

Production Pipeline Support

(Experienced people with strong scripting/programming backgrounds can apply) This role involves working with our CG productions to help develop and maintain our extensive production pipeline primarily developed in Perl and Python. This role requires strong programming fundamentals and a good understanding of the CG process

You can send your job applications to techjobs-ind@rhythm.com, For more details please visit: <http://www.rhythm.com/jobs/>



Rotomaker understands the needs of post-production facilities for their out sourcing requirements and transform them into cost-effective, with high end quality and fast turnaround solutions.

Currently we are hiring for several positions for Hyderabad location in India.

Stereo Rotoscope Artists with min 2 years in stereoroto, Knowledge of rotomation is an additional advantage, with experience in Softwares like Silhouette, Mocha and Nuke. **JOB-CODE SRA 150**

Stereo Paint Artists with min 2 years in stereo paint, Knowledge of sequence clean plate is preferable with experience in Photoshop, Combustion and Nuke. **JOB-CODE SPA 255**

Stereo Compositing Artists with min 2 years in knowledge of stereo compositing and working experience in 3D space. **JOB-CODE SCA 370**

Senior Matchmove Artists with min 4 years experience with knowledge of PF Track, Boujouand Maya live, Knowledge of Modeling, Animation and Rotomation is an added advantage. **JOB-CODE MMA 300**

VFX Project Coordinator with min 1 years experience. **JOB-CODE PCR 225**

Production Manager with min 3 years experience. **JOB-CODE PMR 340**

Apply with job CODE in the subject of your email to jobs@rotomaker.com Without job code resumes are not considered. No phone calls please.

jobs@rotomaker.com
www.rotomaker.com



CG Mantra Digital Media Academy is leading Education Provider in India based out at Delhi-NCR, providing training in Media Art & Entertainment Segment. It is ranked **India`s 1st Multi-Studio Facility for VFX, Animation & Film Making Training**. It is also **World`s 11th Autodesk Authorized Facility for Smoke, Flame & Lustre**. In addition to education we are also into production. Our production house "**Transmind Entertainment**" has to its credit a lot of projects.

Animation & Rigging Artist (Education & Production)

Modeling, Texturing & Lighting (Education & Production)

VFX & Dynamics Artist (Education & Production)

Senior Graphics & Web Specialist (Senior Graphic Artist & Senior Web Designer)

Art Faculty

Training & Placement Officer/Manager Placement



The leading animation studio in the southern districts of Tamil Nadu requires the following personnel for an international project.

Our Current Openings are:

Pre Production Artists:

- " Story Board Artist
- " Character Designer
- " Layout Artist

Animators:

- 2D Flash Animators (Fresher & Experienced)
- BG Artist:
- BG Painting Artists (Fresher / 1-3 Years Experience)

Compositors:

- Compositors in Fusion & after Effects (Fresher / 1-3 Years experience)

Counselors:

- Pleasing personality with excellent communication skills. Multi lingual preferable (0-1 Year experience in the relevant field)

Animation Faculty (2D&3D)

- 0-2 years experience as animation faculty in training institutes with sound production knowledge for training.

Interested candidates can e-mail their resumes with the position applied to:

hr@colorsanimationstudio.com.

HR contact no: 09566445131

Please carry your Resume, show reel and current pay slip for walk- in- interview. For more Details: www.colorsanimationstudio.com



"Aartissan Academy of Animation & Multimedia" Autodesk Authorized Leading Training Institute, brand of Aartissan Design media Pvt. Ltd. is in expansion mode and is looking out for well Experienced Trainers for following positions:

VFX & Editing: Candidate having industry experience in FCP, Shake, Digital Fusion, Premier, After Effects & Combustion s/w with sound knowledge in Cinematography, Editing & Compositing.

Graphic & Web: Well experienced Trainer for Graphic & Web designing. The Incumbent should

be well versed in Photoshop, Corel draw, Illustrator, in design, Flash, Dream weaver, fireworks, along with knowledge of design, layout, typography & colors etc.

3D Animation: Candidate having industry experience in 3Ds Max & Maya s/w with sound knowledge of 3D fundamentals, Proportion, Anatomy, lights - shades, color theory, & Animation principles.

The ideal candidate should be diligent with experience of 1 to 3 years with creative flair and good communication skills. Having passion for teaching & urge to professionally update time to time.

Candidate with autodesk certification would be added advantage.

Interested Candidate can email CV's to following contact:
hr@aartissananimation.com
www.aartissananimaiton.com

Aartissan Academy of Animation & Multimedia: 404, Campus Corner, Nr. St. Xavier College cross road, Navrangpura, Ahmedabad - 09. Ph: 09723557968 / 65



Rocksalt Interactive Games Pvt Ltd. is a new rapidly emerging company in the field of gaming solutions at Hyderabad.

We develop visually and technically superior games for various platform.

We strive to bring excellence and innovation through our gaming solutions, while exhibiting a high degree of professionalism.

Rocksalt is a part of the QUAD (www.quadelectronics.com) group of companies, which is an Indian company with global DNA. QUAD`s foundation of success is based on its rich legacy of performance and results.

QUAD partners with some of the biggest names globally, who operate in the most competitive markets.

Job Opportunities are in the following positions.

Business Development Manager: (Experienced in Gaming domain)

Key Objective of the Role : Identify and develop business opportunities for the Company's gaming solutions to Clients.

Character Modelers: (Freshers & Experienced artists both can apply)

Texturing Artist: (Artists with 2-3 years of experience using Photoshop, Maya & MAX are encouraged to apply. Flash knowledge would be a plus)

Programmer: (Requirement for Mobile & Flash)

Essential: C, C++, Java, BREW, Symbian, Android, I phone

Plus: Experience Mobile, Windows Mobile, I Phone PSP or DS.

Interested candidates can mail their CV`s and demo-reel link* to Email: hr@rocksaltinteractive.com, Web: www.rocksaltinteractive.com



Side FX Entertainment is a synonym with excellence in 2-D digital animation studio in Pune. The studio has served with greatest efficiency to feature film `Hey Krishna` and is now in expansion mode.

We invite various talents from animation industry to meet our requirements for a major international project. We are looking for-

Animators

- 2D Flash Animators (Fresher)
- 2D Flash Animators (3-6 Years experience)
- 2D Traditional Animators (4-5 Years experience)

Layout & Bg Painting

- Layout Artists (2-3 Years Experience)
- Bg Painting Artists (Fresher / 2-3 Years Experience)
- Matte painter (Fresher/ 2 Year Experience)

SFX- Artist Production

- SFX Artists (traditional 2D, 3D & After Effects)
- Production Executives (Fresher / 1 Year Experience)

Compositors

- Compositors in After Effects (Fresher / 2-3 Years experience)

Experienced candidates are primarily needed.
Urgent requirement for 2D Flash / Traditional Animators.

Interested candidates who are ready to relocate in Pune shall mail their CV`s and demo-reel link* to hr@sidefx.co.in (Please mention the post applying for in the subject line) **or** call on **+91-8983089924**.

*Please do not attach images or demo reel clips to your mails. Upload them to YouTube or Vimeo and send us the link.



Reliance MediaWorks Limited is India`s fastest growing film and entertainment Services Company and a member of the Reliance Anil Dhirubhai Ambani Group. Reliance MediaWorks invites you to be a part of India`s fastest and largest growing entertainment conglomerate. We are in search of talent from the industry that meets our requirements in;

2D Animation based at Pune is hiring 2D Artists on Contract Basis.

LAYOUT ARTIST: Minimum 1 year of experience. Candidate should have excellent drawing & observational skills. Knowledge of Photoshop is must. Freshers can also apply

BG PAINTING ARTIST: Minimum 1 year of experience. Candidate should have good color sense. Knowledge of Photoshop is must. Freshers can also apply

FLASH ANIMATORS: Minimum 1 year of 2D animation experience with strong knowledge on Flash. Candidate should possess excellent traditional drawing skills and observational skills. Freshers can also apply

FX ARTIST: Minimum 1 year of experience with strong knowledge on Flash. Candidates should possess excellent creative and technical skills. Freshers can also apply
COMPOSITING ARTIST: Minimum 1 year of experience with strong knowledge of compositing softwares like Nuke and After Effects. Freshers can also apply.

Conversion based at Mumbai & Pune,

MATTE EXTRACTION/KEYING ARTIST: 2 yrs experience with a strong knowledge of Keying in Nuke or any compositing software & knowledge of color sense. Candidates with knowledge of Nuke / silhouette/ Mocha/Fusion/ Combustion / After Effects will be preferred.

2D PAINT/CLEAN UP ARTIST: 2 yrs hands on experience with Paint, wire removal and tracking and compositing would be preferred. Experience in matte painting & clean up will be an advantage. Candidates with software knowledge in Nuke/ combustion / Fusion / After effects and Fine Arts will be preferred. Photoshop is Must

SUPERVISOR - 2D PAINT/STEREO PAINT: 6-7 yrs in a series of successive roles including 2-3 yrs as a Lead. Should be able to create technical approaches and allocate resources in order to meet deadlines. Require expert people management /leadership skills. Candidates with software knowledge in Nuke/ combustion / Fusion / After effects and Fine Arts will be preferred. Photoshop is Must

ROTOMATION (CAMERA MATCH MOVE ARTIST): Min 1 yrs experience with knowledge of compositing. Candidates with software knowledge in Boujou,PF Track, Syntheyes , 3Dmax, Maya . Mokey and Monet is Plus point. Candidate should be minimum H.S.C passed.

DATA MANAGERS: 2-3 yrs experience in Media Industry. Should be well conversed with MS Office. They will be responsible for uploading & downloading files on the server. Should have good communication skills.

SOFTWARE SKILLS & EXPECTATIONS:

Nuke - Very Good.

3DS Max, Maya - Good

Stereo Technology (This is not a software) - Medium

Any Camera Tracking software (Syntheyes) - Medium

PRODUCTION MANAGER: Proven experience coordinating on feature film projects in an established VFX facility. You must be diligent, resourceful, meticulous and able to thrive on pressure. Thorough understanding of CG production pipelines and post production in general is essential. Outstanding organizational skills and attention to detail coupled with exceptional people skills and the ability to work within a team environment. Must be sensitive to project deliveries.

Able to communicate effectively across multiple teams with excellent written and oral communication skills. Good general computer skills are required.

PRODUCTION COORDINATOR: 2 years minimum experience in Feature Film and/or Commercial production with an emphasis in CG Animation. Excellent communication, interpersonal, and organizational skills. A problem solver. Ability to cope with the pressure of our busy, deadline driven industry.

Please carry your Resume, show reel and current payslip Candidates can also e-mail their resumes to;

hardik.koya@relianceada.com , rujuta.wadekar@relianceada.com



BIG AIMS, a premier animation training institute of BIG Animation (I) Pvt. Ltd. a part of Reliance Big Entertainment - the largest entertainment group in India is hiring for following position for various franchisee locations in India:

- 1) Centre Head: Candidate with experience of over 7 years in heading an animation or educational institute. The candidate should have skills in marketing and managing day to day operations of an institute.
- 2) Counselor: Candidate with of over 3 years of experience in counseling students and should have good communication and interpersonal skills.
- 3) Faculty: Candidate should have working experience of minimum 3 years in a production studio and over 2 years as faculty with a well established training institutes.

Position	Skills	Software Knowledge
Pre-production faculty	Character designing & story boarding	Photoshop
2D faculty	Traditional Animation	Flash, Harmony
3D faculty (Asset & Texturing)	3D Modeling, Texturing & Lighting	Maya
3D faculty (Rigging & Animation)	Animation, Rigging, cloth & fur	Maya
3D faculty	Dynamics, particles & fluids effects	Maya
Post-production (Compositing) faculty	Compositing, Roto, Paint, Match, move, tracking & photography	After Effects, Nuke, Fusion ,Combustion, Boujou, Shake
Post-production (editing) faculty	Editing & sound	Premier, FCP & Editing

Interested candidates can e-mail their resumes with the position applied in the subject line to: hr@biganimation.com or can send a hard copy of the resume along with demo-reel to "The Human Resources Department", **BIG Animation (I) Pvt. Ltd, 3rd Floor Muttha Towers, Don Bosco School Road, Yerawada, Pune 411006.**