

## Animation Artist

### Description

A Hyderabad-based animation and visual design startup is building its team and looking for enthusiastic professional freshers to join them in a long-lasting journey.

### Animation Artist

**Required software: Z Brush, Blender, Maya, Marvellous Designer, Sketch up, i clone**

### Responsibilities

#### 1. Layout

Conceptualizing our environment based on the story of animated film. Then, adapting it to the stylistic choices of our film.

responsible for setting up all the elements required for establishing the animation sequence of our film. assembling shots into virtual scenes.

Modeling for every object before we can begin animation.

#### 2. Modeling

They have to ensure that all models are designed in compliance with the characteristic visual style of our animation. Furnishing skeletal framework and develop skin. Designing Required costumes, adding facial expressions, paying close attention to adding specific muscle tensions that may be required.

#### 3. Texturing

tapping into one of our primary senses, touch.

enhancing the look or feel of a surface, working with a number of things, such as wrinkles, fur, scales, sweat, and mud.

#### 4. Rigging

Representing 3D characters using a series of interconnected digital bones, working and moving all individual components of our model as a one whole.

It can involve setting up and managing controls for character's movement, and forming a link between the motions of one object relative to another.

#### 5. Animation

### Hiring organization

Client of Talent Tide

### Employment Type

Full-time

### Beginning of employment

May 2021

### Duration of employment

permanent

### Industry

Animation

### Job Location

Hyderabad, Telangana

### Working Hours

10 to 7 PM

### Base Salary

Ind Salary as per industry standard - Ind Salary as per industry standard

### Date posted

April 3, 2021

### Valid through

31.05.2021

Adding life to characters, enabling us to tell stories and communicate emotions and ideas in a unique, easy-to-perceive way. Creating *defy gravity* and unleashing the imaginations.

## 6. Lighting

Using light to support the emotion of the story and make film look and feel believable.

Using different types of light sources to enhance the beauty and emotion of a film.

- Setting the mood of a story through the aspect of lighting in visual storytelling
- Shaping structures
- Directing viewers' eyes with changes in light and color
- Gathering and utilizing reference images
- And helping to successfully 'light-up' and render workflow

## 7. Rendering

converting models into usable images,

prepare sequenced rendered images or pixelated base frames.

### Qualifications

Any Graduate with the required tools knowledge and expertise.

**Z Brush, Blender, Maya, Marvellous Designer, Sketch up, i clone.**

### Job Benefits

Full Time-based at Hyderabad

### Contacts

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