

**Original Force, Ltd**



Original Force has established itself as one of the preeminent animation houses in the video game arena, providing top-quality content services to global clients including Microsoft, Activision, Electronic Arts, Sony, Disney, Rockstar Games and Tencent. Its art team has created in-game animation and effects for dozens of top-selling titles including “Grand Theft Auto V”, “Need for Speed: The Run”, “League of Legends” and “The Sims 3”.

Openings:

### **1) Animator**

Responsibilities:

- 3+ years working experience as a 3D animator.
- Exceptional skills in 3D character animation, animating bipedal, humanoid figures as well as other organic forms.
- Ability to work in a strong team environment, with good communication and interpersonal skills.
- Good artistic senses are a plus.

### **2) Technical Director**

Responsibilities:

- Strong programming skills. Proficiency in Mel, Python or C++ desired.
- Production experience in computer animation, visual effects, or game industry.
- Experience with tool integration into existing or new pipelines.
- Strong communication skills, and ability to work independently and as part of a team;

### **3) Matte Painter**

Responsibilities:

- Strong background in painting, with the ability to employ multiple artistic styles and to keep a unified style.
- Good understanding and application of basic perspective as a basis for a form building/correcting strategy in the creation of the digital environments.
- Technical proficiency in photography.

#### 4) FX

Responsibilities:

- 3+ years of production experience in feature film, TV animation or visual effects.
- Excellent knowledge of Max, Maya, nCloth, Syflex, hair, shave, Hairtrix, fumeFX, real flow and other FX software.
- Ability to read English text, and good grip of Python or MEL desired.
- Good problem-solving abilities.

#### 5) Compositor

Responsibilities:

- Thorough knowledge and ability to use the tools that produce Digital Composites such as Nuke, Shake, Boujou, PF Track, Flame and Photoshop.
- Good Knowledge of set up for camera tracking and matches moving.
- Works well with tight deadlines.
- Experience with Maya/Arnold lighting pipeline is a plus.

Interested candidates, please visit **Original Force** at **Booth A-16** during the SIGGRAPH Asia Exhibition from 6 to 8 December 2016.