SIGGRAPH ASIA 2019 BRISBANE

The 12th ACM SIGGRAPH Conference and Exhibition on Computer Graphics and Interactive Techniques in Asia

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DREAM ZONE!

Conference 17 - 20 November 2019
Exhibition 18 - 20 November 2019

Brisbane Convention & Exhibition Centre (BCEC), Brisbane, Australia

SIGGRAPH ASIA 2019
Industrial Light & Magic Careers

Industrial Light & Magic

Since 1975, Industrial Light & Magic (ILM) has set the standard for visual effects, creating some of the most stunning images in the history of film. At the forefront of the digital revolution, ILM continues to break new ground in the field not only in visual effects but now virtual reality, augmented reality, and immersive entertainment as well. Founded by George Lucas, ILM is the leading effects facility in the world, with studios located in San Francisco, Singapore, Vancouver, London, and Sydney. The company serves the motion picture, commercial production and attraction industries.

Location: Sydney, Australia

Job Openings

1. Compositor (Sydney Studio)

The Compositor combines live action and computer generated elements into visual effects shots that realize the vision and creative direction of the client and Visual Effects Supervisor. The compositor is ultimately responsible for the aesthetic integrity and technical quality of the final image delivered to the client.

Responsibilities:
- Alongside Compositing Supervisor and VFX Supervisor, evaluates creative and technical approach for assigned shots
- Performs all tasks associated with the Compositing process, including 2D tracking, matte extraction, layering of elements, and colour grading on moderately difficult to very difficult shots
- Maintains the overall look, colour balance, and quality for assigned shots and sequences to create uniformity in all finished work
- Ability to work collaboratively with artists from other disciplines

If interested, please apply directly at ilm.com/careers

Requirements & Qualifications:
- At least 3 years relevant professional VFX experience and at least a college level diploma in computer graphics, fine arts, design, or photography, or related field; OR, at least 5 years relevant professional VFX experience
- Strong knowledge of Nuke
- Strong aesthetic skills in judging photo-realism and color
- Ability to work gracefully under pressure to meet deadlines
- Strong sense of composition, color and design

2. Roto / Paint Artist (Sydney Studio)

A Paint & Rotoscope Artist has two principal responsibilities: the creation of accurate mattes to extract specific elements from shot plates; and the removal of unwanted elements (such as wires, rigs or tracking markers) from shot plates.

Responsibilities:
- Actively modifies and removes isolated elements for digitally composited sequences with both procedural and hand painting methods.
- Creates digital articulate mattes and performs plate clean-up.
- Modifies and removes isolated elements for digitally composited sequences.
- Creates digital articulate mattes with computer-aided drawing tools to detail and precision while performing repetitive tasks.
- Performs plate clean up; removes unwanted artifacts and composites said artifacts with a clean plate created by the artist using tracking software and scripting.

Requirements & Qualifications:
- Bachelor's degree in Graphic Design, Drawing, Animation or equivalent artistic background and education required.
- Proven production experience in computer graphics, animation or video.
- Experience with 2D image processing, Harry, Henry, Matador, or Macintosh software or other similar systems.
- Computer proficiency including UNIX operating system; the ability to learn software and adapt scripts.
- Must have a willingness to learn new tools, a proven ability to be detail-oriented, and problem-solving skills.
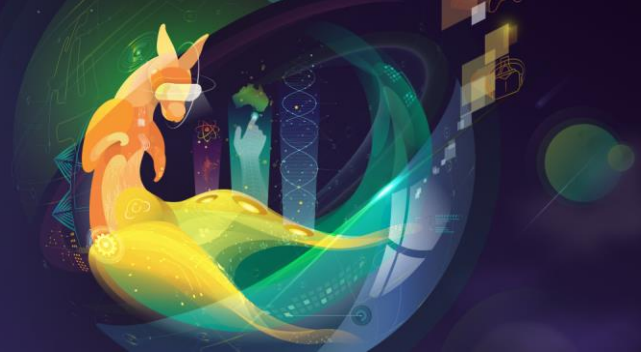- Ability to work under tight deadlines

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3. Effects Technical Director (Sydney Studio)

The Effects Technical Director generates FX animation, procedural simulation, dynamic simulation, particle and fluid systems for feature film visual effects. They are responsible for lighting, rendering and moderate-level compositing of complex shots with guidance from their supervisors.

Responsibilities:
- Designs and creates FX animation, procedural simulation, dynamic simulation, particle and fluid systems.
- Light complex/multiple creatures (hairy or furry creatures) and elements.
- Can set-up and wrangle heavy particle effects and enormous crowd shots.
- Can set-up and run extremely complex (hairy or furry creatures).
- Excellent pipeline scripting ability.
- Solid compositing ability, can wrangle blue-screen extractions, working knowledge of Nuke.
- Can write plug-ins, debug simulations and write set up and surface shaders with proficiency.
- Can write/hack procedural surface shaders and volumetric shaders with proficiency.
- Can animate moderate objects with proficiency.
- Can pick-up new techniques quickly and easily and can debug just about anything.
- Sets a standard for all Technical Directors in continually raising the bar for speed, quality of work and adaptability.

Requirements & Qualifications:
- 3-5+ years production experience or feature film experience with effects simulation work
- Bachelor's degree in computer science, engineering or computer graphics
- Ability to work with competency, energy and enthusiasm within a team environment with minimal supervision to complete a shot.
- Exhibits excellent listening and communication skills, able to receive direction and criticism
- Engages in the creative process without ego and accepts all final decisions with a positive and supportive attitude.
- Demonstrates an excellent aesthetic eye, anticipating potential problems and using knowledge of how to use the tools to achieve the desired look.
- Demonstrates superb problem-solving skills and takes the initiative to offer ideas and suggestions.
- Advanced simulation experience with either Houdini, Maya, XSI, 3DS Max or other software, and the ability to write expressions

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4. Animator (Sydney Studio)

Animators create high quality motion of computer graphics creatures and objects within a shot, using a variety of animation software programs, and working under the general supervision of Senior Level and Animation Supervisors.

Responsibilities:
- Responsible for the successful animation of a series of shots on a specific project.
- Collaborates with team members in determining various aesthetic solutions; provides feedback to other members of the production by attending dailies on a regular basis.
- Maintain or exceed a consistent level of productivity while meeting deadlines and producing high quality work
- Expected to "mentor" Entry Level Animators and must be able to support and assist them with their shots.
- Performs other tasks related to the creation of computer-generated animation.
- Occasionally may be required to perform hands-on shot work on show and provide reference performances including motion capture performances as part of assigned shot work and to support the animation team

Requirements & Qualifications:
- Bachelors Degree or equivalent in Traditional Animation and 3 years' experience OR at least 5 years of experience working in cel, stop motion or computer animation.
- Expert understanding of traditional animation principles, acting, film production and compositional design
- Expert understanding of Maya, proprietary and other software programs
- Ability to take on a delegated task with a gentle supervision
- Good organization and communication skills

5. Modeler (Sydney Studio)

Modelers are responsible for building a variety of creature and/or hard surface models to be used by other disciplines along the pipeline under the direction and guidance of their supervisors.

Responsibilities:
- Build complex models, including vehicles, mechanical suits, props and sets.
- Works with production team (Sr. Modeler, Technical Directors and Animators) to determine the "look" for an object.
- Builds the geometry of computer graphic models, with an understanding of how the geometry will be used in the production process.
- Performs other tasks related to the creation of computer-generated animation.

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Requirements & Qualifications:

- Bachelor's degree in Fine Arts or equivalent with a thorough understanding of anatomy, character design, and animation.
- Proven experience creating digital creatures or characters in a feature film or production environment.
- Requires familiarity with film and video post-production techniques and with computer graphic techniques.
- Proficient with Mudbox, Maya, Zbrush or Mari
- **Other desirable experiences or skills:**
  - Portfolio demonstrating traditional artistic skills including illustration, and sculptural abilities is a plus

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