



SIGGRAPH ASIA 2019 VINTATA ANIMATION STUDIO Careers



VINTATA ANIMATION STUDIO

Founded in late 2016 as a subsidiary of Vingroup (Vietnam), Vintata Animation Studio makes it a mission to bring joy to the world with authentic characters and stories. Drawing in a diverse team of talents, our studio focuses on developing and producing a multiverse of original animated content with a quirky Asian touch.

At the moment, we are ramping up production on our first 2D and 3D Animated features - the very first animated features made in Vietnam. We actively look for artists from all around the world to join us and have fun with our exciting projects, while creating something we are all proud of.

Location: Vietnam

Job Openings

1. Head of Final Layout

We are looking for a Head of Final Layout to come join our team on an exciting new animated feature film. The primary role is to publish and build scene files for the film, set dressing of shots, adjusting cameras during Animation and making sure all versions of the assets, characters and cameras are correct at all times.

Responsibilities:

- Develop, manage and maintain schedules
- Assign, supervise and review the work of FLO team.
- Set up shots and clean up camera data from Rough Layout, install and stage character rigs, props and final sets
- Troubleshoot creative and technical issues as they arise
- Support and maintain camera framing, movement, and timing through animation and lighting
- Ensures that Surfacing files are complete and ready for lighting
- Works within a production schedule and follows strict deadlines
- Mentor and help train junior artists

If interested, please submit your application to Do Vu Dieu Linh at v.linhdvd@vinpearlland.com.



- Participate in meetings and asset reviews

Requirements & Qualifications:

- 5+ years of experience in feature animation and/or visual effects production.
- Bachelor, Associate, or Certificate degree in animation or multimedia program desired
- Reel of most recent work
- Strong artistic eye for composition and working knowledge and understanding of camera polishing and composition techniques such as f/stop and framing rules.
- Strong communication and interpersonal skills with the ability to efficiently organize and prioritize work across multiple areas.
- Proficiency in Maya required
- Understanding of other departments pipelines and workflows

2. Head of FX

We are looking for a Head of FX Artist to come join our team on an exciting new animated feature film.

The Head of FX is responsible for leading the team of FX artists and managing day-to-day production needs. The Head of FX will supervise the team in technical and artistic aspects of visual effects production to ensure the highest quality effects. Applicants will have excellent communication skills, attention to detail, and the ability to work collaboratively with multiple tasks in a production.

Responsibilities:

- Set up processes and create tools
- Capable of creating stylized effects in several specified styles
- Work within the defined pipeline
- Troubleshoots creative and technical issues as they arise
- Work closely with the lighting and compositing teams
- Ensures that all Fx files are complete and ready for lighting
- Works within a production schedule and follows strict deadlines
- Mentor and help train junior Fx artists
- Participate in meetings and reviews
- Maintain constant communication with other departmental supervisors

Requirements & Qualifications:

- 10+ years as Fx TD and previous experience as an Fx Supervisor
- Mastery of Houdini
- Thorough understanding of the CG pipeline
- Eye for detail, timing, and thorough understanding of techniques and technologies relating to physical simulations
- A good knowledge of programming principles with Python, C++, VEX and Hscript
- Experience with Shotgun

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3. Head of Layout

We are looking for a Head of Layout to come join our team on an exciting new animated feature film.

The Head of Layout is responsible for translating sequences from storyboards to CG sequences. Overseeing both layout and final camera framing and movement of the film. The Head of Layout will be the point person for all things camera related, as well as maintaining continuity across sequences and acts as Director of Photography on an animated feature.

The position requires a tight collaboration with the film's Directors and the rest of the artistic leadership at the studio.

Responsibilities:

- Working closely with the Director, Art Director, Animation Supervisor and the Animation Department to define and maintain the visual style of the film
- Clearly understanding the creative requirements of a sequence and drive the Layout team to achieve these creative goals
- Being responsible for defining the layout department workflow and disseminating techniques and common practices to the rest of the team. This includes ensuring all workflows and results are of the highest standard
- Identifying any inefficiencies and working with relevant departments and supervisors to rectify any issues
- Providing detailed and specific feedback to the Layout department when necessary
- Working closely with production to ensure all targets are met and identifying any issues that may impact the schedule

Requirements & Qualifications:

- 10+ years of experience in feature animation and/or visual effects production.
- Bachelor, Associate, or Certificate degree in animation or multimedia program desired
- Reel of most recent work
- Experience in a similar role
- Expert level cinematography knowledge and understanding of scene layout
- Proven ability in producing high quality camera work and compositions
- Strong communication skills
- Excellent visual communication skills, including (but not limited to) drawing
- Strong knowledge of both production and technical resources
- An ability to work in a collaborative environment
- Ability to multi-task, prioritize and problem solve
- Experience with stereoscopic ideal, but not essential



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4. Head of Rigging

We are looking for a Head of Character Rigging to come join our team on an exciting new animated feature film.

This talented individual should be able to work with minimal input and feel comfortable working in a team environment. Our ideal candidate possesses strong technical skills and an artistic eye.

Responsibilities:

- Design, create, test and maintain character rigs/setups
- Work with modelers to create a model that meets technical needs
- Collaborate with animators to design motion controls
- Develop and maintain character motion and deformation systems
- Develop new techniques and processes to solve character production challenges
- Capable of writing pipeline tools to streamline the setup process
- Works within a production schedule and follows strict deadlines
- Mentor and help train junior rigging artists
- Participate in meetings and asset reviews

Requirements & Qualifications:

- 5+ years of experience in feature animation and/or live action production
- In-depth knowledge of Maya
- Strong understanding of both Figure and Facial Anatomy
- Complex character rigging experience in Maya
- Programming experience with scripting languages such as Python, MEL, C++
- Experience using Physics systems (N Cloth, etc.)

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5. Head of Surfacing

We are looking for a Head Texture/Surfacing Artist to come join our team on an exciting new animated feature film.

The Head Texture/Surfacing Artist is responsible for delivering high quality assets in an efficient manner. They will identify and troubleshoot problems as needed and will ask for assistance when necessary to ensure effective use of time and resources. They will participate in all team meetings when necessary. Applicants will have excellent communication skills, attention to detail, and the ability to work collaboratively with multiple tasks in a production.

Responsibilities:

- Create high quality textures and shaders for characters, environments and props
- Capable of creating stylized, procedural, and photorealistic textures in several specified styles
- Work within the defined pipeline
- Troubleshoots creative and technical issues as they arise
- Work closely with the modeling and lighting departments
- Ensures that Surfacing files are complete and ready for lighting
- Works within a production schedule and follows strict deadlines
- Mentor and help train junior Surfacing Artists
- Participate in meetings and asset reviews

Requirements & Qualifications:

- 5+ years of experience in feature animation and/or visual effects production
- Strong artistic eye for detail with the ability to follow reference material and concept art
- Ability to create high quality texture maps
- Understanding of shading concepts
- Background in visual arts desired
- Proficiency in Maya required
- Experience in Photoshop required
- Experience in shading and rendering with Arnold an asset
- Experience with Substance, Mari, and Zbrush an asset

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