



Tippett Studio is a unique, Academy Award winning, full service visual effects company that specializes in CG character animation for movies and television commercials. Founded in 1984 by Phil Tippett, the Studio is located in Berkeley, California.

We are currently seeking to fill our FX Animator position. Please see below for the job description and application process:

FX Animator

The FX Animator works collaboratively in a high-end software and production team environment using dynamic and procedural systems to create natural phenomenon (smoke, fire, cloth, etc.) and other visual effects.

RESPONSIBILITIES:

The below list describes the essential functions of this role, but other duties may be assigned, as necessary.

- Creates effects that reflect physical dynamics of natural phenomena and other visual effects to create a believable world for the story while working within a deadline-driven environment.
- Develops techniques and tools to produce elements for rendering and compositing, and supports them throughout production.
- Works with Production and FX Animation teams to execute the desired look of the effect, within applicable deadlines.
- Participates as a team member in determining various design and technical solutions.
- Works with developers and/or R&D on new tools, while providing feedback in a timely manner.

QUALIFICATIONS, KNOWLEDGE, AND SKILLS:

- Experience with the following: dynamic systems, including destruction techniques; particle systems, rigid body dynamics, volume rendering, cloth, fluid dynamics and other advanced techniques for the creation of natural phenomenon and other visual effects.
- Strong application scripting skills. Python scripting knowledge preferred. Knowledge with one or more additional scripting languages a plus. C++ / Maya API experience helpful. UNIX / Linux experience preferred.
- Working knowledge of Maya and/or Houdini required.
- Ability to approach work with critical thought, analytical skills and solution-based focus.
- Strong communication skills are required as well the ability to implement creative direction using the most efficient method(s) available.

- Two or more years of production experience with working knowledge of FX production pipelines.
- Background in Art and traditional animation strongly preferred.
- Renderman and Mantra experience preferred.

The person hired for this job must be legally eligible to work in the United States, without visa sponsorship.

To apply for this position, please send your cover letter and resume to:

Jobs-fxanim@tippett.com

If your skills and abilities are a good match for this job opening, you will be contacted in the near future. We will make every attempt to contact all qualified candidates, but due to the high volume of interest on our job openings, we may not be able to contact every individual. We will not be returning phone calls or emails seeking further information about the opening or to confirm that we have received your resume.