



# Senior 3D animator (Motion Capture and Audio studios for video games)

- Montreal, Quebec, Canada
- Full-time

## Company Description

Our client is looking for a Senior 3D Animator is responsible for retargeting animation from mocap data and bring the animation to a final quality. The senior animator is also keyframing animation of animals, creatures, camera and vehicles.

## Job Description

- Build multi-character scenes in Motion Builder using the Story tools Retarget data Polish animation (AAA Quality).
- Organizes work according to priorities and timelines;
- Follows artistic and technical directions;
- Creates moving and develops the "acting" of the characters and 3D objects on the storyboard and the vision of artistic director;
- Ensure the animation of "lip-sync" body and face;
- Understand the essence of emotion, the action, the continuity throughout the story;

## Qualifications

- Must have experience with mocap animation
- Must have at least 5 years-experience with Motion Builder (control rigs, retargeting tools, Story...)
- Eager to keep learning and improving (on non-conventional workflows)
- A positive team player
- Proactive and autonomous work habits
- Detail-oriented
- Must have good stress management skills and the ability to behave in a professional manner in all circumstances
- Passion for video games

### Did this spark you interest?

Please send me your application via email along with salary expectations and earliest possible start date. I'll be happy to share more details about the company and the positions.

Geneviève Retzlaff

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