

**Job Opportunities x 4**

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1. **3D Maya Animator / Studio Generalist ( 3 months +)**
2. **Character Rigger / 3D Maya Technical Director ( 3 weeks +)**
3. **3D Maya Creature Animator (6 weeks+)**
4. **3D Maya Creature Modeller ( 4 weeks + ) *Immediate Start***

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**Company**

Sohan Ariel Hayes Studio is a visual/ media arts based studio in North Perth Western Australia.

[www.sohanarielhayes.com](http://www.sohanarielhayes.com)

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**The Project**

The Project is an immersive installation that invites participants to discover the incredible richness of the endangered Banksia Woodland ecological community and the many threats the ecosystem now faces.

The Project will recreate the ecosystem using the Unreal Engine 4 platform driving a multi-channel interactive projection installation.

**1. 3D Maya Animator / Studio Generalist**

Sohan Ariel Hayes Studio is seeking an experienced 3D Maya Studio Generalist to assist in the development of high-quality animations and models and pre-rendered animatics. This role generally assists the Director and helps to define processes and pipelines along with achieving high level aesthetic goals.

This is an exciting short-term contract role for 3 months initially and may continue. Remuneration can be negotiated with the successful candidate. The candidate will be an experienced industry professional and in this respect we ask that students and recent graduates need not apply.

**Tasks**

- Assist in the development of animatics based on storyboards.
- Developing 3D environments and character animations for prototyping.
- Lighting and Texturing digital sets and creature models.
- Develop game assets based on storyboards and scripts.
- Work with engineers to refine design and performance.
- Participates in meetings to share personal ideas and define the look and feel of areas and characters.

**Essentials Skills**

- Must be proficient in Maya.
- 3+ years animation, game industry or related entertainment industry experience.
- Brings high level of artistic accomplishment to the solution of aesthetic problems.
- Excellent communication, interpersonal, and organizational skills.

- Ability to give and take direction well.
- Ability to work well under pressure and deadlines.
- Strong technical problem-solving skills.
- Ability to learn new tools quickly.
- Highly organized and able to manage multiple tasks and priorities.
- Strong interest in Art, Nature, Storytelling and Indigenous Culture.

#### **Desirable Skills**

- 2D animation experience.
- Familiarity with the Unreal Engine.
- Experience with creature design and animation.
- Experience with Motion Capture Data.
- Basic Understanding of MEL/Python.

To apply, please indicate the position you are interested in and forward a CV and relevant work examples to [sohanarielhayes@gmail.com](mailto:sohanarielhayes@gmail.com)

## **2. Character Rigger/ 3D Maya Technical Director**

Sohan Ariel Hayes Studio is seeking an experienced Character Rigger/ Technical Director to lead the development of several detailed creature rigs compatible with the current build of the Unreal Engine 4.

This is an exciting short-term contract role for 3 weeks initially and may continue.

The candidate will be an experienced industry professional and in this respect we ask that students and recent graduates need not apply. Remuneration can be negotiated with the successful candidate.

#### **Tasks**

- Lead the development of all creature rigs across the project.
- Respond to issues raised by animators working on the project.
- Bring a high level of artistic accomplishment to the solution of artistic problems.
- Work with engineers to refine transitions and improve performance.
- Participates in meetings to share personal ideas and define the look and feel of areas and characters.

#### **Essentials Skills**

- Experience with custom creature rigging inside Maya.
- 5+ years game industry experience or related entertainment industry experience.
- Brings high level of artistic accomplishment to the solution of aesthetic problems.
- Excellent communication, interpersonal, and organizational skills.
- Ability to give and take direction well
- Ability to work well under pressure and deadlines.
- Strong technical problem-solving skills.

- Strong interest in Art, Nature, Storytelling and Indigenous Culture.

#### **Desirable Skills**

- Familiar with Motion Capture Data.
- Familiar with the Unreal Engine.
- Good understanding of MEL/Python.

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### **3. 3D Maya Creature Animator**

Sohan Ariel Hayes Studio is seeking an experienced 3D Animator to lead the animation of detailed creature rigs for real time in game movement.

This is an exciting short-term contract role for 6 weeks initially and may continue.

The candidate will be an experienced industry professional and in this respect we ask that students and recent graduates need not apply. Remuneration can be negotiated with the successful candidate.

#### **Tasks**

- Lead the development of all creature animation across the project.
- Brings high level of artistic accomplishment to the solution of artistic problems.
- Work with engineers to refine transitions and improve performance.
- Participates in meetings to share personal ideas and define the look and feel of areas and characters.

#### **Essentials Skills**

- Experience with creature animation.
- Must be proficient with keyframe animation of character rigs in Maya.
- 3+ years game industry experience or related entertainment industry experience.
- Brings high level of artistic accomplishment to the solution of aesthetic problems.
- Excellent communication, interpersonal, and organizational skills.
- Ability to give and take direction well
- Ability to work well under pressure and deadlines.
- Strong technical problem-solving skills.
- Strong interest in Art, Nature, Storytelling and Indigenous Culture.

#### **Desirable Skills**

- Familiar with Motion Capture Data.
- Familiar with the Unreal Engine.
- Basic understanding of MEL/Python.
- 2D animation experience.

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#### **4. 3D Maya Creature Modeller ( 4 weeks + ) Immediate Start**

Sohan Ariel Hayes Studio is seeking an experienced 3D Generalist/ Artist to assist in the development of high quality digital creature models for real time in game movement.

This is an exciting short term contract role for 4 weeks initially and may continue. Remuneration can be negotiated with the successful candidate.

The candidate will be an experienced industry professional and in this respect we ask that students and recent graduates need not apply.

#### **Tasks**

- Develop creature models for animation / deformation based on storyboards/concept artwork.

#### **Essentials Skills**

- Good anatomical knowledge.
- Must be proficient in a 3D modelling package.
- Must have a strong understanding of modelling/mapping techniques used to achieve efficient realtime models.
- Familiar with the Unreal Engine.
- 3+ years game industry experience or related entertainment industry experience.
- Brings high level of artistic accomplishment to the solution of aesthetic problems.
- Excellent communication, interpersonal, and organizational skills.
- Ability to give and take direction well
- Ability to work well under pressure and deadlines.
- Strong technical problem solving skills.
- Ability to learn new tools quickly.
- Highly organized. Ability to multitask and manage multiple tasks and priorities.
- Strong interest in Art, Nature, Storytelling and Indigenous Culture.

#### **Desirable Skills**

- Experience creating bird and reptile models
- A basic understanding of MEL/Python.
- 2D animation experience.
- Experience with creature design and animation.

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