Role Profile

Job Title   :   **Trainee CG Rigger**
Department   :   **CG**

Function of the department:

The CG department is responsible for the production of CG animation and stop-motion VFX within Aardman Animations, working across short-form, long-form, and broadcast productions. Recent areas of engagement include commercials and branded content, short films, stop-motion series, VR experiences, and 4D movies.

Main purpose of the role:

This position is intended to develop new talent in CG rigging, giving vital production experience to those new to the industry. The role will involve entry level work rigging characters and other assets for a variety of productions, alongside an individually tailored training path; enhancing the Trainee Rigger's skills to meet Aardman's needs.

Through mentoring, training, and experience this role provides a pathway to becoming a Junior Rigger.

Duties & Responsibilities:

This is a summary of duties and responsibilities and is not intended to be exhaustive.

- To collaborate as part of the CG team, performing rigging tasks on a range of assets.
- To undergo self-initiated training, identifying gaps in knowledge during breaks in production.
- To undergo director mentorship by the senior CG team.
- To work efficiently and effectively to meet deadlines as required.
- To attend training courses and seminars as appropriate.
- To observe the provision of the Health & Safety at Work Act.

Essential Knowledge, Skills and Abilities:

- Knowledge of Maya, with a focus on rigging.
- Broad understanding of the complete CG animation process.
- Interest in skeletal, skinning, and deformation systems and the principles of character animation.
- Ability to learn independently.
- Highly motivated and enthusiastic.
- A strong team player with good communication skills

Desirable Knowledge, Skills and Abilities:

- Knowledge of anatomy.
- Familiarity with modelling for rigging - topology/edgeflow.
- Sculpting experience. Zbrush skills.
- Entry level Python scripting.

Responsible to: CG Character Supervisor
Specific Functional Contacts: Head of CG, Head of CG Animation