

JOB DESCRIPTION

JOB TITLE: <i>After Effects Mid Weight Developer (TBC)</i>
SALARY: £Depending on experience
LOCATION: Old Street, North London, will include some UK travel
<p>THE COMPANY: We're a small independent creative agency who loves what we do. Our client list is diverse and covers all sectors, health & beauty, financial institutions, technology, FMCG and petro-chemicals as well as working for some of London's top agencies.</p> <p>Our projects include Branding, Strategy, Digital, Events, Print, Video/ Animation, Presentations, on and off screen.</p>
<p>THE ROLE: We're looking for someone that can join our video and animation team, required skills as follows;</p> <p>KEY SOFTWARE KNOWLEDGE (up to and including CS5): After effect (particular suite) / 3D Studio Max / Premiere / Photoshop / illustrator / Soundbooth or similar audio editing / Windows/Macs operating systems / Media Encoder / Encore</p> <p>USEFUL SOFTWARE KNOWLEDGE: Audition / mocha / Flash / PowerPoint / Cinema 4d / Pro tools</p> <p>CORE SKILLS:</p> <ul style="list-style-type: none"> • Good communication • Good problem solving • Strong Design ability • Fast working • Creative • Good Time management • Excellent feel for Animation/Motion • Good Audio editing and sound mastering • Good workflow • Good depth of knowledge of video formats <ul style="list-style-type: none"> File type e.g wmv, avi, mov, mp4, mpeg I & II, MXF etc Aspect ratio: 4:3 16:9 etc Pixel ratios: 1.0, 1.78, 1.42 etc stand resolution types: SD, HD, 1024x576, 1280x720, 1920x1080 etc. web encoding formats: flv, webm, mp4, ogg Scanning: Interlaced, Progressive Frame rates: 24, 25, 29.97, 30 • Encoding knowledge • DVD authoring • CS5 interoperability



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integrated marketing

3D MAX:

- Modelling / Texturing (mental ray/vray) / Lighting (mental ray/vray/GI/Caustics) / Animation /
- Particle systems
- 3D to After effects compositor knowledge and formats

AFTEREFFECTS: Motion tracking / Text Animation / Particle systems (trapcode) / Pre-comps/ Nesting /Proxies/ track Mattes / Masks / Output module / Shape layers / Parenting / Puppet tool / Rotobrush/ colour correction / 3D / Cameras / Lights / Motion Stabilisation / corner pining / expressions / scripts / Key frames / Grading / Graph editor / Keying

USEFUL SKILLS: Understanding on photography basics (DOF, lighting, Manual camera operations (HD cameras Z1/Ex1-3/DSLR's etc))

If you're interested send me an e-mail, I'd love to hear from you. Katherine.t@article10.com