

# Lead Animator

## RESPONSIBILITIES

- Be responsible for the animation quality of all the projects;
- Be in charge of the daily supervision among animators, mentoring and responding to the animators' work in accordance with the daily working schedule;
- Coordinate with other departments which are engaged in the producing process, discuss and provide the solutions to various artistic/technical problems;
- With the coordination of Technical Director as well as HR department, play an active role in the recruitment, employee selection, performance review within ANI department, which includes offering the recruitment requirements, selecting and interviewing candidates, giving feedbacks, preparing for tests, overseeing the process and results of tests, etc.
- Concentrate on the employees' working performance and career development among ANI department, arrange regular meetings as well as organize activities;
- Be responsible for training the new employees;
- Complete other tasks assigned by the supervisor or Executive Committee.

## QUALIFICATIONS

- Minimum 5 years of making game characters experience;
- Excellent animation concept, familiar with various animation theories;
- Proficiency in 3D MAX character animation system, a great ability of accurately understanding and mastering animation rhythm and modeling, competent in the limbs, facial expressions, shape of mouth animation both in realistic and cartoon characters;
- Able to set up the complex skeletons and mesh skinning animation, with the strong ability of adjusting animation by hands, familiar with animation physical engine as well as fluid mechanics;
- Work with management experiences, strong patience and carefulness, good communication as well as expression skills, great ability of learning and team cooperation;
- Applicants with good English skills are preferred.

# Animator

## RESPONSIBILITIES

- Be responsible for 3D characters animation design and production;
- Be in charge of skeleton binding and other work related, such as complicated character's motion production, facial expressions, mouth motion design, Avatar clothing binding;
- Able to deal with physical modeling, fluid animation, etc.;
- Research and develop project's animation, lead and increase the whole team's capability in animation production, assist the team coming up with high quality animation.

## QUALIFICATIONS

- At least 3 years experience in characters' motion production;
- Proficiency in Maya character animation system;
- Familiar with various animation concepts and different kinds of principles;
- Accurately understand and master how to control the rhythm as well as profiling of animation;
- Be competent for realism and movie style of character motion, facial expression and mouth motion

animation;

- Able to set complex skeleton skin binding and animation, with great ability to adjust animation manually, familiar with animation physics engine and hydrodynamics;
- Work hard with responsibilities, good communication as well as expression skills, great ability of learning and team cooperation;
- Candidate with good English skill is preferred.