



Senior Cinematic Animator

Montreal - Full-time - 744000082531367

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As a Cinematic Animator, you will be responsible for providing animations of characters (body and facial), cameras and objects, in line with the Realization Director's guidelines. These animations may be created using Motion Capture or Keyframe.

What you'll do

- Apply animation principles to create high-quality animations while optimizing them to meet technical constraints and making any changes that are requested based on direction.
- Work closely with the Director, Narration and Cinematic Designers to understand the expected quality, intentions and capabilities of the engine in order to anticipate the appearance of animations in the game.
- Accurately render actors' performances under the direction of the animation supervisor and the Realization Director.
- Provide visibility on work progress through production tracking and/or communication tools.
- Master dialogue animation systems and participate in their improvement.
- Be involved in motion capture shoots (ref, storyboard, animation listing, requirements, constraints, etc.).
- Check the results of your work in the game engine.
- Identify and report potential issues (technical, artistic, delivery deadlines)

What you bring

- You have experience as a film or Cinematic Animator on a AAA game, and ideally participated in the entire production phase right up to the ship.
- You have experience with motion capture.
- You have a good sense of composition (camera movement, framing, etc.).
- You are familiar with Autodesk animation software (Motion Builder/Maya).
- Your communication skills enable you to communicate easily within your team, as well as with other departments.
- You are pro-active and enjoy researching and improving what already exists.
- You have an interest in the language of film.
- Your level of English enables you to work in an international environment.

What to send our way

- Your resume/CV highlighting your background and skills.
- Link to demo reel (no websites please)

Our passion for innovation and our team's creativity are recognized throughout the industry and remain the cornerstone of our work philosophy. Our team is comprised of over 200 highly qualified creators working in two creative spaces located in Piedmont, in the Laurentians, and in the Mile-End district of Montreal.

Our repertoire holds prestigious titles such as 300, Avatar, Hunger Games and Jurassic World, as well as in the last 6 instalments of the Star Wars franchise and the new Disney+ high-end TV series, The Mandalorian, The Book of Boba Fett, Obi Wan Kenobi and Andor.

At Hybride, first and foremost, we are good human beings, who value well-being and solidarity. We're committed to fostering a work environment that is inclusive and respectful of all differences.

At Hybride, you can come as you are. We embrace diversity in all its forms. We're committed to fostering a work environment that is inclusive and respectful of all differences.