



**COMPANY: EL SEÑOR STUDIO**

elsenorstudio.com

Check out our Vimeo and facebook page for updates.

**GENERAL PROFILES NOTE:**

Senior profile and comfortable with Cartoony style and humor is a must.

**ART DIRECTOR / CONCEPT ARTIST**

The Concept Artist is responsible for interpreting ideas communicated by the Director for a show(s) into traditional concept art and background design.

Working closely with Director, Background Designer, Background Painter and Color Stylist on defining the look of the whole show, and also in the design of the different elements of every episode.

Responsible for creating concept art and inspirational images for the design and look of a show(s). Creating the first concept approaches of every new environment. May also function as production designer (for backgrounds and props) for some episode work.

Provide feedback to design team, supervising the creation of the design pack and other material. Oversees the creation of design assets from concept art, ensuring design continuity through the production process.

Active participation in dailies and communications.

**Requirements**

3+ years experience in animation or design industry and/or Bachelor's degree. Experience in film or series production, including knowledge of cinematographic language and shot composition.

Experience creating environments and developing different styles.

Versatile and capable to adapt to different techniques and styles. If is a character designer profile too is a plus.

Full portfolio or demo reel demonstrating high-level traditional art skills, and developed "eye" and strong aesthetic.

Ability to assemble research and reference material that will be influential to director and the design team.

Pro-active, adaptable and capable to work calm under pressure while implementing changes based on creative input. Excellent organizational skills and ability to work with little supervision.

Proficiency in design software required (Photoshop), experience in 2D animation software (Toon Boom, Flash, TV Paint) is a plus.

## **CHARACTER DESIGNER**

The Character Designer is responsible for interpreting ideas communicated by the Director for a show(s) into new defined characters.

Working closely with Director, Concept Artist, Background Painter and Color Stylist on defining the look of the whole show, and also in the design of the different elements of every episode.

Responsible for creating concept art and final designs for the characters of a show(s). Creating the first concept approaches of the new characters, and prepare model and expressions sheets for them.

Check the creation of design assets from concept art, ensuring design continuity through the production process.

Active participation in dailies and communications.

### **Requirements**

3+ years experience in animation or design industry and/or Bachelor's degree. Experience in film or series production, including knowledge of cinematographic language and shot composition.

Experience creating environments and developing different styles.

Versatile and capable to adapt to different techniques and styles.

Full portfolio or demo reel demonstrating high-level traditional art skills, and developed "eye" and strong aesthetic.

Ability to assemble research and reference material that will be influential to director and the design team.

Pro-active, adaptable and capable to work calm under pressure while implementing changes based on creative input. Excellent organizational skills and ability to work with little supervision.

Proficiency in design software required (Photoshop), experience in 2D animation software (Toon Boom, Flash, TV Paint) is a plus.

## **SENIOR STORYBOARD ARTIST**

The Storyboard Artist is responsible for translating sequences from scripts to storyboards and blocked animatics.

Working closely with Director and Storyboard Supervisor on defining the key character poses and camera positions.

Working closely with Background Designer in defining the background for every scene to ensure backgrounds continuity.

Understanding the narrative needs of every scene and drive the Storyboard team to achieve the creative goals.

Adapt his style to the aesthetic defined for the show (s) in order to ensure animation and layout continuity. Define the main poses for every character for the different scenes for the Checking the whole storyboard process, the Storyboard Artist will be the point person for all visual narrative issues, as well as maintaining continuity across sequences.

Working closely with production to ensure all targets are met and identifying any issues that may impact the schedule.

### **Requirements**

3+ years experience in animation or design industry and/or Bachelor's degree. Experience in film or series production, including hard knowledge of cinematographic language and strong shot composition skills.

Strong knowledge of the animation principles, timing and body mechanics.

Experience creating background layouts and adapting to concept art in different styles. Versatile and capable to adapt to different techniques and styles.

Full portfolio or demo reel demonstrating high-level traditional art skills, and developed "eye" and strong aesthetic.

Pro-active, adaptable and capable to work calm under pressure while implementing changes based on creative input. Excellent organizational skills and ability to work with little supervision.

Proficiency in design software required (Photoshop), experience in 2D animation software (Toon Boom, Flash, TV Paint) is a plus.

### **BACKGROUND DESIGNER:**

The Background Designer is responsible for interpreting ideas communicated by the Director and Concept Artist of a show(s) into background designs.

Working closely with Concept Artist, Background Painter, Prop Designer and Color Stylist on defining the look for the different sets and locations, and the design of the different elements of every episode.

Adapt his style to the aesthetic defined by the Director and Concept Artist for the show (s) in order to ensure design continuity. Design the different backgrounds for the different episodes from this defined style.

Check the creation of design assets from concept art, ensuring design continuity through the production process.

Active participation in dailies and communications.

### **Requirements**

3+ years experience in animation or design industry and/or Bachelor's degree. Experience in film or series production, including knowledge of cinematographic language and shot composition.

Experience creating environments and adapting to styles. Versatile and capable to adapt to different techniques and styles.

Full portfolio or demo reel demonstrating high-level traditional art skills, and developed “eye” and strong aesthetic.

Ability to assemble research and reference material that will be influential to director and the design team.

Pro-active, adaptable and capable to work calm under pressure while implementing changes based on creative input. Excellent organizational skills and ability to work with little supervision.

Proficiency in design software required (Photoshop), experience in 2D animation software (Toon Boom, Flash, TV Paint) is a plus.

### **BACKGROUND PAINTER:**

The Background Painter is responsible for interpreting designs by the Concept Artist and Background designer for a show(s) into full colored backgrounds.

Working closely with Concept Artist, Background Designer, Prop Designer and Color Stylist on defining the look and specially the color palette of the different sets and locations, and the color of the different elements of every episode.

Adapt his style to the aesthetic defined by the Concept Artist and Background Designer for the show (s) in order to ensure design and color continuity. Define the color for the different backgrounds for the different episodes from this defined style. May also function as Color Stylist in helping define the color script of the episodes.

Check the creation of design and color assets from concept art, ensuring design continuity through the production process.

Active participation in dailies and communications.

### **Requirements**

3+ years experience in animation or design industry and/or Bachelor’s degree. Experience in film or series production.

Experience creating environments and adapting to styles. Versatile and capable to adapt to different techniques and styles.

Full portfolio or demo reel demonstrating high-level traditional art skills, and developed “eye” and strong aesthetic.

Ability to assemble research and reference material that will be influential to director and the design team.

Pro-active, adaptable and capable to work calm under pressure while implementing changes based on creative input. Excellent organizational skills and ability to work with little supervision.

Proficiency in design software required (Photoshop), experience in 2D animation software (Toon Boom, Flash, TV Paint) is a plus.

## **2D ANIMATOR**

The Animator are required to define the animation style of every characters during preproduction stage, and also for new characters which will appear in the different episodes. He is also responsible for the key animation poses of his assigned scenes.

Working closely with Director and Animation Director in defining the animation style for every character.

Working closely with the animation team to maintain animation style continuity for the show (s). Understanding the narrative needs of every scene and contribute the animation team to achieve the creative goals.

Adapt his style to the aesthetic defined for the show (s) in order to ensure animation continuity. Define the main poses for every character for the different scenes for the different episodes from this defined style.

Checking the whole layout and animation process in order to maintain continuity across sequences. May also function as Layout Artist in helping define the key poses of some scenes.

Working closely with production to ensure all targets are met and identifying any issues that may impact the schedule.

### **Requirements**

3+ years experience in animation industry and/or Bachelor's degree. Experience in film or series production, including hard knowledge of timing and body mechanics skills.

Strong knowledge of the animation principles, timing and body mechanics. Versatile and capable to adapt to different techniques and styles. Candidates with a cartoon style background will be specially valued.

Full portfolio or demo reel demonstrating high-level animation skills, and developed "eye" and strong aesthetic.

Pro-active, adaptable and capable to work calm under pressure while implementing changes based on creative input. Excellent organizational skills and ability to work with little supervision.

Proficiency in design software required (Photoshop), and 2D animation software (Toon Boom, Flash, TV Paint).

If your profile matches any of these requirements please come and meet us at 3DWire on Saturday ..... and send us your portfolio/reel to [jobs@elsenorstudio.com](mailto:jobs@elsenorstudio.com)