

The CG Supervisor oversees the day-to-day operations of the show within the facility. They will be responsible for ensuring clear communication to the 3D team within the show, and that the 3D departments deliver on time. Along with the VFX Supervisor, they are responsible for artistic cohesion with the client.

KEY RESPONSIBILITIES

- Works directly with the leadership team and other VFX Supervisors to determine and advise technical solutions
- Ensures quality of work is of the highest standards
- Advises and ensures timely delivery of production department assignments and scheduling
- Collaborates with other department managers on dailies, workflow, and pipeline strategies, providing ongoing improvement to processes and methodology
- Responsible for workflow, organization, shot continuity, grain continuity, and quality control metrics
- Will be expected to spot check individual work of other artists and evaluate quality and efficiency of team's work
- Mentors team members and conducts performance evaluations
- Assesses quality, problem solves, and escalates as needed
- Serves as a key technical expert on shows as well as facility

QUALIFICATIONS

Required

- Bachelor's Degree in a relevant field or equivalent required
- Minimum six (6) years of live-action visual effects experience on high profile feature films
- Demonstrates strong technical and leadership capabilities
- Experience in leading, mentoring, and training large teams
- Exceptional artistic skills and organizational skills; understands how to prioritize the necessary tasks and assignments
- Ability to communicate creative and technical thoughts and ideas clearly, verbally, and in written form
- Well rounded working knowledge of the technical and artistic aspects of live-action and visual effects, as well as a deep understanding of CG pipelines
- Experience and knowledge of all 3D areas (modeling, rigging, texturing, look development, character FX, FX, and lighting)