

Motion Capture character animation is the act of recording an actor's movement and applying it to a 3D character. Motus does this by attaching markers to the actor's body and having them perform on a stage surrounded by Vicon motion capture cameras.

KEY RESPONSIBILITIES

- Process motion capture data through proprietary pipelines.
- Retarget motion capture data to game assets using high end workflow.
- Assist in creating tools and scripts to improve workflow.
- Share and advance knowledge of worldwide teams.

QUALIFICATIONS

Required

- •Minimum 2 years' experience with either character animation or motion capture.
- Minimum 2 years' experience with Motion Builder.
- Superlative communication (written and verbal) and interpersonal skills are an absolute must.
- Working knowledge of Microsoft Office.
- Strong technological problem-solving skills.
- Highly motivated and passionate. Intense energy is a must.
- Ability to stay calm, work hard, and be dedicated to finding solutions.
- Have a tremendous ability to multitask and prioritize.
- Utmost reliability & commitment to the job.
- Ability to work as part of a team and to give and receive constructive criticism and direction.