

# PIXOMONDO

## V I S U A L E F F E C T S

PIXOMONDO is an international visual effects company with a global network of studios in Berlin (Studio Babelsberg), Frankfurt, Munich, Stuttgart, London, Shanghai and most recently, Los Angeles and Beijing.

In 2008, PIXOMONDO opened its flagship studio in Los Angeles. Situated in the creative heart of L.A, Venice. The studio represents our commitment to working on visual effects for world-class feature films, and our intent to compete in this field at the highest level.

With a group of talented artists around the world, established and internationally experienced, as our staff. With an efficient and collaborative workflow across the world, this company has given a rise to a 24/7 production cycle, and with it PIXOMONDO positioned itself at the forefront for changing the world of visual effects.

Founded in 2001 by the CEO and Executive Producer Thilo Kuther, PIXOMONDO offers 24/7 visual effects production and supervision in creating CG characters, 3D animation and pre-visualization for film, television and commercial industries.

We are driven by a passion for creativity and quality. For us, the real magic begins when extraordinary talents are given the freedom to explore and to express in new ideas, and with a keen focus on extraordinary efficiency.

Pixomondo是一家在柏林，法兰克福，慕尼黑，斯图加特，伦敦，洛杉矶，上海，北京有全球联网工作室的国际视觉特效公司。

2008年Pixomondo在洛杉矶开设了旗舰工作室，它坐落在LA的创意中心。旗舰工作室代表着Pixomondo为世界级的影片制作视觉特效的责任，以及在世界级最高竞争市场赛逐争先的抱负。

拥有着精深的国际影片制作经验和世界各地的名家设计师，Pixomondo把自己定位在视觉特效变化的最前沿，整个Pixomondo采用跨时区，24小时7天全球联网不间断有效协作的独特运作流程。

Pixomondo的国际工作框架，使我们有资格获得英国的税收抵免和欧洲税收的激励措施，如同德国联邦电影基金，这样我们可以把优势继续传递给我们的客户。

由执行总裁&执行制片Thilo Kuther 2001年创办，提供每周7天每天24小时的运作理念，Pixomondo为电影电视、广告以及企业宣传片等领域提供视觉特效制作及监制，CG角色设计，三维动画和前期视觉预览。

无论是创造力或是品质，Pixomondo由激情所动，当我们卓越的设计师们被赋予了自由，并运用高效、高品质去探索新的挑战时，真正的奇妙从这里开始。



SUCKERPUNCH

PIXOMONDO is seeking dedicated and creative people who have a vision for their future and a passion for high-end visual effects work. Experienced professionals are more than welcome to apply for Mid-Level to Senior positions and face exciting challenges on international projects.

We are recruiting for our feature-film department in Beijing:

PIXOMONDO正在寻找富有热情和创造力的艺术家！他们对职业生涯高瞻远瞩并对高端视觉艺术工作充满激情！我们更加欢迎那些有志于参与国际项目的挑战、定位于中高层职位的经验丰富人士！

我们北京的制作团队招聘：

**PIXOMONDO**  
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IRON MAN 2

## 2D Department || 2D 部门 Compositing Supervisor

- 6+ years of experience in the visual effects.
- A reel showing a strong artistic sensibility, and creative problem-solving skills.
- Traditional art portfolio demonstrating traditional art skills is a plus.
- Expert knowledge of Nuke (3+ years) is required.
- Comfortable with 3D compositing in Nuke.
- Stereo experience is a huge plus.
- Scripting or programming experience is a plus.
- Proven ability to work closely in a small team with tight schedules.
- Demonstrate the ability to prioritize and manage time well.
- Excellent attention to detail and desire to deliver consistently high quality work, and encourage those around you to the same standards.
- The desire and passion to mentor Junior Artists and supervise a team working on high-end international and local projects
- Strong Communication and interpersonal skills

## 2D Department || 2D 部门 Compositing Supervisor

### 合成总监

- 6年以上视效行业从业经验
- 提供作品需要艺术感强，富有创造力的解决问题的技巧
- 可以运用传统的艺术组合展示传统艺术技巧者优先
- 需要3年以上Nuke专业知识
- 熟练运用Nuke进行3D合成
- 有Stereo立体项目经验者优先
- 会脚本和编程经验者优先
- 工作节奏紧凑，在小团队中能密切合作的富有成熟工作能力
- 时间，工作进度管理能力强
- 非常关注细节，希望提交高品质的工作，并以同样标准鼓励周围人
- 愿意指导帮助年轻人，并监督团队完成高端国际项目和本地项目
- 沟通力强并且懂得人际关系技巧

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SUPER 8

#### Lead Compositor

- 5+ years of experience in the visual effects.
- Previous Lead experience preferable
- A reel showing a strong artistic sensibility, and creative problem-solving skills.
- Traditional art portfolio demonstrating traditional art skills is a plus.
- Expert knowledge of Nuke (3+ years) is required.
- Comfortable with 3D compositing in Nuke.
- Stereo experience is a huge plus.
- Scripting or programming experience is a plus.
- Proven ability to work closely in a small team with tight schedules.
- Demonstrate the ability to prioritize and manage time well.
- Excellent attention to detail and desire to deliver consistently high quality work, and encourage those around you to the same standards.
- The desire and passion to mentor Junior Artists and supervise a team working on high-end international and local projects
- Strong Communication and interpersonal skills

#### 合成组长

- 5年以上视效行业从业经验
- 有领导经验者优先
- 提供作品需要艺术感强，富有创造力的解决问题的技巧
- 可以运用传统的艺术组合展示传统艺术技巧者优先
- 需要3年以上Nuke专业知识
- 熟练运用Nuke进行3D合成
- 有Stereo立体项目经验者优先
- 会脚本和编程经验者优先
- 工作节奏紧凑，在小团队中能密切合作的富有成熟工作能力
- 时间，工作进度管理能力强
- 非常关注细节，希望提交高品质的工作，并以同样标准鼓励周围人
- 愿意指导帮助年轻人，并监督团队完成高端国际项目和本地项目
- 沟通力强并且懂得人际关系技巧

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RED TAILS

### Senior Compositor

- 4+ years of experience in the visual effects.
- Demo reel that shows strong artistic skills including a strong sense of color, lighting, perspective, scale, and composition.
- Traditional art portfolio demonstrating traditional art skills is a plus.
- Expert knowledge of Nuke (3+ years) is required.
- Comfortable with 3D compositing in Nuke.
- Stereo experience is a huge plus.
- Excellent attention to detail and desire to deliver consistently high quality work, and encourage those around you to the same standards.
- The desire and passion to learn, be better, and make others around you better.
- Strong Communication and interpersonal skills.

### Compositor

- 2+ years experience as a compositor, preferably on feature film work, but other mediums, like high end game cinematics, is good, too.
- A reel showing a strong artistic sensibility, and creative problem-solving skills, but a strict adherence to realism.
- Solid knowledge of Nuke.
- Stereoscopic production experience is a big plus!
- Comfortable with 3D compositing in Nuke.
- Excellent attention to detail and desire to deliver consistently high quality work, and encourage those around you to the same standards.
- The desire and passion to learn, be better, and make others around you better.
- Strong Communication and interpersonal skills.

### 高级合成师

- 4年以上视效行业从业经验
- 提供作品需要艺术感强, 包括色彩感, 灯光, 透视, 比例和构图
- 可以运用传统的艺术组合展示传统艺术技巧者优先
- 需要3年以上Nuke专业知识
- 熟练运用Nuke进行3D合成
- 有Stereo立体项目经验者优先
- 非常关注细节, 希望提交高品质的工作, 并以同样标准鼓励周围的人
- 有强烈的愿望去学习, 提高自身能力, 帮助周围的人同时进步
- 沟通力强并且懂得人际关系技巧

### 合成师

- 2年以上合成师从业经验, 最好是电影业相关经验, 其他媒体象高端游戏动画领域也可。
- 提供作品需要艺术感强, 具有创造性解决问题技巧, 同时一切从实际出发。
- 熟练掌握 Nuke
- 很欢迎有制作立体影像经验者
- 熟练运用Nuke进行3D合成
- 有Stereo立体项目经验者优先
- 非常关注细节, 希望提交高品质的工作, 并以同样标准鼓励周围的人
- 有强烈的愿望去学习, 提高自身能力, 帮助周围的人同时进步
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HUGO

#### Senior Roto Artist

- 3+ years experience as a compositor, preferably on feature film work, but other mediums, like high end game cinematics, is good, too.
- Knowledge of Nuke or Shake, Silhouette etc.
- Stereoscopic production experience is a big plus!
- Ability to work under tight deadlines
- Excellent attention to detail
- Strong Communication and interpersonal skills
- Ability to work within a strong team environment, and willingness to share his/her knowledge

#### Senior Paint Artist

- 4+ years experience as a paint artist, preferably on feature film work.
- Knowledge of Nuke, Shake etc.
- Stereoscopic production experience is a big plus!
- Ability to work under tight deadlines.
- Excellent attention to detail.
- Thorough knowledge of advanced matte painting techniques including color space, digital paint techniques and Photoshop file management (file format, bit depth, resolution or appropriate layering of elements).
- A good understanding and application of basic perspective as a basis for a form building/correcting strategy in the creation of the digital environments.
- Technical proficiency in photography with an emphasis on composition, depth, lighting and color.
- Working knowledge of the basic principles of 3D texture projections in Max is a plus.
- Strong Communication and interpersonal skills.
- Ability to work within a strong team environment, and willingness to share his/her knowledge.

#### 高级Roto师

- 3年以上合成师从业经验，最好是电影业相关经验，其他媒体象高端游戏动画领域也可。
- 掌握 Nuke , Shake, 或Silhouette等技术
- 很欢迎有制作立体影像经验者！
- 在时间紧迫的工作环境下，有一定抗压力
- 非常关注细节
- 沟通力强并且懂得人际关系技巧
- 可以在强大的团队工作环境中工作，并愿意同他 / 她共享知识

#### 高级擦除师

- 4年以上擦除师从业经验，最好是具备电影业相关工作经验
- 具备Nuke , Shake等知识
- 有制作立体项目经验者优先！
- 在时间紧迫的工作环境下，有一定抗压力
- 非常关注细节
- 深入了解mattepainting高级技术知识，包括色彩空间，数字绘景技术和 Photoshop文件管理（文件格式，bit位深，分辨率或分层素材）
- 对基础透视学的原理有很好的理解和应用，这是作为组建建筑场景 / 纠正创建数字环境绘景的基础
- 在摄影方面突出，重点在于合成，深度，光影和颜色方面的技术能力
- 具有3D Max三维材质基本原理知识者优先
- 沟通力强并且懂得人际关系技巧
- 可以在强大的团队工作环境中工作，并愿意同他 / 她共享知识

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Environments Department || 数字绘景部门  
Mattepainter || 数字绘景师  
Job Requirements:

- Ability to create photo-real environments and landscapes exhibiting a strong foundation in photo-realistic traditional and digital art skills with an emphasis on landscapes. Performs tasks related to integrating added imagery into a shots, preserving a unified sense of lighting, perspective, and color. Also responsible for creating original 2D and 3D content that may comprise part or all of an environment.
- Combines painting skills in animation software, with a knowledge of photography, practical and digital modeling, and design, to create 2D and 3D paintings for digital environments.
- Works closely with the Supervisor to ensure that plates meet planned concept design requirements.
- Must have strong artistic background, and a sharp eye for detail

Environments Department || 数字绘景部门  
Mattepainter || 数字绘景师  
职位要求:

- 通过 照片般逼真的传统和数字艺术技巧, 创建图像真实的环境和以山水为重点的景观图片. 执行相关的任务集成于图像的同时保持灯光, 角度, 色彩的统一感。负责创建二维和三维图像, 其内容可能需要部分或全部数字绘景。
- 运用动画软件, 结合绘画与摄影技巧, 实用数字化建模以及设计的知识, 创建二维和三维的数字绘景。
- 与时效总监紧密合作以确保图像符合镜头设计要求。
- 必须有扎实艺术专业背景, 对细节眼光独到。

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## Mattepainter || 数字绘景师

### Qualifications:

- 3+ years of production experience
- Demo reel required, high quality
- Proficient with Adobe Photoshop
- Knowledge and some experience of Nuke a plus
- Strong knowledge of camera focal lengths, good sense of composition and an understanding of different out-put requirements.
- Strong knowledge and ability in perspective, value matching 35 mm photography, flatbed scanning, and motion.
- Thorough knowledge of advanced matte painting techniques including color space, digital paint techniques and Photoshop file management (file format, bit depth resolution or appropriate layering of elements).
- A good understanding and application of basic perspective as a basis for a form building/correcting strategy in the creation of the digital environments.
- Technical proficiency in photography with an emphasis on composition, depth, lighting and color.
- Working knowledge of the basic principles of 3D texture projections in Max is a plus

### 资质要求:

- 3年以上项目经验
- 提供高品质作品
- 熟练使用 Adobe Photoshop
- 具备Nuke及相关知识背景者优先
- 具备丰富的摄像机焦距知识, 良好的构图意识和理解不同的输出要求
- 在透视方面有很强的知识背景及能力, 可以匹配35毫米胶片拍摄、扫描的动态影像。
- 深入了解mattepainting高级技术知识, 包括色彩空间, 数字绘景技术和 Photoshop文件管理 (文件格式, bit位深, 分辨率或分层素材)
- 对基础透视学的原理有很好的理解和应用, 这是作为组建建筑场景 / 纠正创建数字环境绘景的基础
- 在摄影方面突出, 重点在于合成, 深度, 光影和颜色方面的技术能力
- 具有3D Max三维材质基本原理知识者优先

PERCY JACKSON

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GHOSTWRITER

Matchmove Department 跟踪部门:  
Senior Matchmover / Camera TD

- 4+ years experience as a matchmove artist, preferably on feature film or television projects.
- Previous Lead experience preferable.
- A reel showing a wide technical skillset and creative problem-solving skills.
- Expert knowledge of Syntheyes, 3D Equalizer, Matchmover or PFTrack.
- Stereoscopic production experience is a big plus!
- Scripting or programming experience is a plus.
- Proven ability to work closely in a small team with tight schedules.
- Demonstrate the ability to prioritize and manage time well.
- Excellent attention to detail and desire to deliver consistently high quality work, and encourage those around you to the same standards.
- The desire and passion to mentor Junior Artists and supervise a team working on high-end international and local projects.
- Strong Communication and interpersonal skills.

Matchmove Department 跟踪部门:  
高级跟踪师/Camera TD

- 4年以上跟踪师从业经验，最好是电影业或电视项目相关经验
- 有领导经验者优先
- 提供作品需要表现广泛的技术基本功，及具有创造性解决问题技巧
- 擅长 Syntheyes, 3D Equalizer, Matchmover 或 PFTrack
- 很欢迎有制作立体影像经验者！
- 会脚本和编程经验者优先
- 工作节奏紧凑，在小团队中能密切合作的富有成熟工作能力
- 时间管理，工作进度管理能力强
- 非常关注细节，希望提交高品质的工作，并以同样标准鼓励周围人
- 愿意指导帮助年轻人，并监督团队完成高端国际项目和本地项目
- 沟通力强并且懂得人际关系技巧

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NIGHTMARE

Production Department || 制片部门  
VFX & CG Supervisor

- Excellent reel showing a strong artistic sensibility, and creative problem-solving skills, but a strict adherence to realism. Assigning tasks, tutoring, creative and technical coaching of team members
- Essentially involved in planning of productions, set supervision, quality insurance
- Experience as a team leader or other senior position on feature film work.
- Overview and Knowledge of pipelines
- Excellent attention to detail and desire to deliver consistently high quality work, and encourage those around you to the same standards.
- The patience and passion to mentor artists into rock stars.
- The candidate we 're looking for would share our passion for the craft and the desire to be a part of building something great.
- Pixomondo is mainly working with 3D Studio Max, V-Ray, Nuke, Think Particles etc.

Production Department || 制片部门  
特效 & CG 总监

- 优秀的作品需具有强烈的艺术感以及表现出创造性解决问题的能力，并且从实际出发。有对团队进行任务分配，辅导，启发和技术指导的经验。
- 具有项目规划，组织监督和质量保证的能力
- 有领导经验或者其他电影项目高级职位者优先
- 了解项目流程
- 非常关注细节，希望提交高品质的工作，并以同样标准鼓励周围的人
- 有耐心和热情指导培养员工变得优秀
- 我们正在寻找能够同我们一样对作品具有热情并且渴望共同创造杰出作品的候选人
- Pixomondo主要使用3D Studio Max, V-Ray, Nuke, Think Particles 等软件工作

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GREEN LANTERN

#### Senior VFX Coordinator Duties & Responsibilities:

- Support the VFX Producer and Supervisor.
- Work with the team and client in all phases of project management.
- Be able to schedule and track artists' work: manage internal shot goals, status and delivery dates using online tracking database.
- Create and distribute technical review notes to staff.
- Create and review technical specifications for the creation of visual effects work.
- Act as point of contact for client relationships.
- Review technical client requests and assess feasibility of implementation and/or cost impact.

#### Qualifications:

- 4+ years work experience in VFX production including knowledge of post production techniques and terminology.
- Must be proficient in Shotgun, Microsoft Word and Excel.
- Must be a detail oriented, proactive and well organized individual, able to grow and thrive in a fast-paced environment.
- Excellent skills in collaboration and communication (oral and written). And a good note taker.
- Strong interpersonal skills a must.

#### Desired:

- Mac experience.
- Bachelor's Degree.
- 3D Stereoscopic experience.
- On set film production experience.
- Previous studio experience.
- Excellent communication skill.
- Demonstrated ability to work on cross-functional teams.

#### 高级VFX特效协调员 工作职责:

- 支持特效制片和总监的工作
- 与团队和客户协调各阶段的项目管理
- 能够安排和跟踪员工的工作: 使用在线跟踪数据库管理内部镜头目标, 状态和提交日期
- 创建和分发技术审核笔记给员工
- 为视效工作创造做创建和复核技术参数问题
- 维持客户关系
- 审查客户端技术需求和评估其可行性或者对成本的影响

#### 资质要求:

- 4年以上视觉特效经验, 掌握后期制作技术和术语
- 必须精通 Shotgun, Microsoft Word和Excel
- 必须是个注意细节, 主动和组织能力强, 在快节奏工作环境中成长迅速的人
- 优秀的写作和沟通技巧(口头和书面)。速记能力好
- 必须沟通力强并且懂得人际关系技巧

#### 期望:

- 会用苹果电脑
- 本科学士学位
- 三维立体项目工作经验
- 电影制作经验
- 在电影制作工作室工作经验
- 优秀的沟通技巧
- 举例与跨职能团队工作经验

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2012

3D Department || 三维部门  
Senior 3D Generalist Artist

- 3+ years experience as a matchmove artist, preferably on feature film or television projects.
- Previous Lead experience preferable.
- A reel showing a wide technical skillset and creative problem-solving skills.
- Expert knowledge of 3D Studio Max, V-Ray, Maya, Mental-Ray, SynthEyes etc.
- Stereoscopic production experience is a big plus!
- Scripting or programming experience is a plus.
- Proven ability to work closely in a small team with tight schedules.
- Demonstrate the ability to prioritize and manage time well.
- Excellent attention to detail and desire to deliver consistently high quality work, and encourage those around you to the same standards.
- The desire and passion to mentor Junior Artists and supervise a team working on high-end international and local projects.
- Strong Communication and interpersonal skills.

3D Department || 三维部门  
高级三维艺术家

- 3年以上跟踪师从业经验，最好是电影业或电视项目相关经验
- 有领导经验者优先
- 提供作品需要表现广泛的技术基本功，及具有创造性解决问题技巧
- 熟练掌握3D Studio Max, V-Ray, Maya, Mental-Ray, SynthEyes 等
- 有立体项目制作经验者优先！
- 会脚本和编程经验者优先
- 工作节奏紧凑，在小团队中能密切合作的富有成熟工作能力
- 时间管理，工作进度管理能力强
- 非常关注细节，希望提交高品质的工作，并以同样标准鼓励周围人
- 愿意指导帮助年轻人，并监督团队完成高端国际项目和本地项目
- 沟通力强并且懂得人际关系技巧

**PIXOMONDO**  
V I S U A L   E F F E C T S

# PIXOMONDO

## V I S U A L E F F E C T S

### Requirements of the company || 公司要求

#### Good Judgement

You know what to do. And you know what you need to do now and what you can do later. You know if it needs a bandage or a cure. And you know what 's going to happen after you 're done with it.

#### Creativity and Curiosity

You 're smart, but flexible. You 're open to considering the other perspective, and sometimes you have the responsibility to come up with it. You don 't just do your thing ". You 're interested in how other people are doing their things " too, and how all of those things " can be done better.

#### Selflessness

You understand that the people you work with areas important as you are, and believe that what 's good for the company, and good for the project, are likely what 's good for you too. You listen to what other people are saying, and understand it. And you communicate well with others in writing and in person because you know you 're not alone.

#### Courage, Passion, and Honesty

You don 't do something wrong because you were told to ", and aren 't afraid to speak up respectfully when it 's important. We want everything to be the best it can be, and you do too. You take risks and responsibility in proportional measure, and you 're reliable. When you say it 'll be done, it gets done; and when you said it would.

### Requirements of the company || 公司要求

#### 良好的判断力

你知道如何做事。你知道现在需要做什么，然后再做什么以达成你的目标。你要能判断需要什么调整或补救措施。你需要知道当你完成的时候，你完成了什么，下一步的目标是什么。

#### 创造力和好奇心

你不仅聪明，还要灵活。你要有开放的思维和多视角思考的能力，并且有责任多视角地解决问题。在管理好自己事情的同时也愿意关注整个团队，并且帮助团队，一起把事情做得更好。

#### 无私

你要懂得与你一起共事的人和你同样的重要。并且知道什么是对公司好，什么是对项目好，同样什么是对你自己好。擅于听取并理解他人的意见。通过与别人书面或面对面的方式保持良好的沟通，因为你要知道你不是一个人在战斗。

#### 勇气，激情，坦诚

要勇于承担责任，不要总回答“别人告诉我这样做的”。当然为了更好地做事，要坦诚礼貌地讲出你认为正确的办法。我们希望所有的事情都能做到最好，你也同样如此。通过对事物的权衡，你敢于冒险并勇于承担责任，同时你很可靠。每件事当你说它会完成，它就会完成；当你说过他能完成，它就一定能完成。

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## V I S U A L E F F E C T S

Considerations for apply the position || 申请职位注意事项

Job Requirements:

[JOBDESCRIPTION]

To Apply for this Position:

Include your current resume, reel breakdown and a link to your demo reel and rate.

Please fill out our recruiting form: <http://www.pixomondo.com/download/applicationform.pdf>

Make sure your resume also includes your name, address, phone, and email.

Submit an email with the Subject "[JOB TITLE]" to [RECRUITING EMAIL ALIAS]

Please no walk in applicants.

E-mail Address:

Please submit your application via eMail containing your current CV and a link to a demo reel as Quicktime (H.264) (max. 30MB) to: [jobs-china@pixomondo.com](mailto:jobs-china@pixomondo.com)

Considerations for apply the position || 申请职位注意事项

职位要求:

[职位描述]

职位申请:

- 提交简历, 作品剪辑, 个人作品链接及薪金要求。
- 请填写我们的招聘表格: <http://www.pixomondo.com/download/applicationform.pdf>
- 请确保您的简历中包含您的姓名, 地址, 电话和邮箱地址。
- 提交邮件时, 请注明邮件名为“[职位名称]”发送到 [具体招聘邮箱地址]
- 请等电话面试通知方可再来面试。

邮件地址:

请发送到以下邮件地址递交您的申请简历, 并提供您的作品展示视频链接 (视频为Quicktime (H.264)格式, 不大于30M): [jobs-china@pixomondo.com](mailto:jobs-china@pixomondo.com)