



## **double negative** visual effects

Are you a CG Artist who would like to work in film?

Double Negative is the largest film visual effects company in Europe with over 1000 employees across our London and Singapore Offices.

We are looking for bright, motivated CG Artists to join our digital post production facilities. We want talented, happy film lovers who are comfortable supporting a deadline-driven production effort.

We are currently recruiting for the new, exciting projects that we will be working on in 2011/2012 including – The Dark Knight Rises, Total Recall, Man of Steel, The Bourne Legacy, Snow White and the Huntsman, The Pirates!, Skyfall, Rush and Battleship.

Our current vacancies include;

### **Compositors**

To seamlessly integrate all the layers or elements of a shot, including live-action and computer graphic elements. Compositors work closely with Visual Effects Supervisors and 2D Supervisors to composite the numerous elements that complete a visual effects shot.

### **Roto/Prep Artists**

Rotoscope Artists work closely with the Compositors to integrate all layers and elements into a seamless visual effect shot. Rotoscope Artists assist the Compositors by producing mattes and preparing plates.

### **Generalist TDs**

Cover the more general 3d tasks such as modelling, animation, texturing, lighting and rendering. At times, they may be asked to learn a proprietary system or a new piece of software, and we would expect them to be flexible enough to handle this.

### **FX TDs**

Through complex problem solving, using both Maya and Double Negative's proprietary Voxel based render system and custom pipeline tools, creating VFX for film.

### **Lighters**

This requires someone with a thorough knowledge of 3D Computer Graphics, with several years of experience in a similar role working on broadcast or film projects. Successful applicants will have a well developed 'eye', a good working knowledge of art, design and film lighting as well as a solid technical grounding in renderers like Pixar's Renderman or Mental Ray. Some experience in Look Development and shader setup would be an advantage.

### **Production**

We have various production roles available in our London and Singapore offices including Production Assistant, Production Bookings Assistant, Production Coordinator and Line Producer.

### **Technology / R&D**

Our R&D Department is constantly developing groundbreaking software to ensure we remain at the cutting edge of global VFX and we are looking for programmers and systems administrators to join our team.

For more information on our vacancies in London and Singapore, and details on how to apply please visit **[www.dneg.com](http://www.dneg.com)**