

3D Animator

About the Role:

We are seeking a talented 3D Animator to join our team and bring our characters to life. As a 3D Animator, you will be responsible for creating realistic and engaging animations for game characters.

Responsibilities:

- Create character rigs, considering factors like weight painting, skinning, and IK/FK setups.
- Develop high-quality character animations, including walk cycles, run cycles, combat animations, and facial expressions.
- Ensure smooth and realistic motion, paying attention to timing, spacing, and weight shifting.
- Animate animals and creatures, capturing their unique movement and behavior.
- Understand animal anatomy and mechanics to create believable animations.
- Work with motion capture data to clean, edit, and retarget animations onto game characters.
- Collaborate with other team members, including 3d artists, game developers, and game designers.
- Provide and receive feedback to improve the quality of animations.



Required Skills and Experience:

- Strong understanding of animation principles and techniques.
- Proficiency in 3D animation using Blender.
- Experience in character rigging and skinning.
- Basic knowledge of game engines like Unity or Unreal Engine.
- Ability to create realistic and stylized animations.
- Strong attention to detail and a keen eye for timing and spacing.
- Ability to work under tight deadlines and adapt to changing priorities.

If you are a talented 3D Generalist with a passion for creating stunning visuals, we encourage you to apply. To apply click on the [link](#) and fill up the form.