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| **Technical Director, Crowds** | |
| Location: | **Emeryville, CA** |
| Job #: | **904** |
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| **Description** | |
| **About Pixar Animation Studios:**  Pixar Animation Studios, a wholly owned subsidiary of The Walt Disney Company, is an Academy Award®-winning film studio with world-renowned technical, creative and production capabilities in the art of computer animation.  Creator of some of the most successful and beloved animated films of all time, including "Toy Story," "Monsters, Inc.," "Cars," "The Incredibles," "Ratatouille," "WALL•E," "Up," "Toy Story 3" and "Brave," the Northern California studio has won 29 Academy Awards® and its films have grossed more than $7.7 billion at the worldwide box office to date. "Monsters University," Pixar’s fourteenth feature, which opened in theaters in the United States on June 21, 2013.    **Summary of Job:**  Plans and implements methods for crowd animation and crowd animation systems for film production.    **General Duties and Responsibilities:**  • Creates systems to facilitate crowd-level animation  • Adapts character models to the needs of crowd animation or builds crowd characters  • Works with the animation department  • Responsible for design or implementation of crowd dressing, motion, and rendering, and creation/maintenance of the supporting pipeline.  • Uses proprietary and 3rd-party software to implement solutions  • Works in a team environment to determine various design and technical  solutions.  • Coordinates with other team members on integrating and optimizing the crowds  process with the balance of the production pipeline.    **Requirements:**    **Background, Knowledge, Skills, and Abilities Required:**  • Experience in film or television effects production  • Degree in Computer Science, Visual Effects or a related area.  • Thorough knowledge of both 2D and 3D computer graphics techniques.  • Working knowledge of Houdini required. Experience with Houdini DOPs/VEX, Massive, or Golaem a plus.  RenderMan experience also helpful.  • Scripting experience (e.g., in Python) required.  • Strong aesthetic sense of animation, crowds, or effects timing required  • Character modeling or rigging experience a plus.  • Compositing experience a plus.  • UNIX/LINUX operating system experience a plus.  • C/C++ programming experience a plus.    **Once you have submitted your online application, please click on the SlideRoom link below and upload your demo reel.**   [SlideRoom Applicant Portal](https://pixar.slideroom.com/)  SlideRoom Applicant Portal   - First Time Users -Please sign up for a SlideRoom Account in order to upload your demo reel.    **Note:** Please be sure to use the EXACT same e-mail address that you used for your online application.    Already signed up? Go ahead and login to update your submission!   * For tips on how to create a demo reel please [click here.](http://www.pixar.com/careers/Creating-a-Demo-Reel) * For technical help with uploading your demo reel please [click here.](https://slideroom.zendesk.com/categories/20036766-slideroom-faq) * If uploading examples of visual work to SlideRoom, **please upload file in a video format (ex. mov, wmv, flv, mp4).** * Due to the high volume of submissions, we're not able to provide feedback. * Please do not mail in your material to Pixar--follow the instructions above. * You will receive an email acknowledging the successful receipt of your online application. Depending on the number of applicants, we are generally able to make final hiring decisions 3-4 weeks after the posted deadline date. We will contact you directly to discuss the opportunity if we are interested.   Pixar is an Equal Opportunity Employer | |