

# Elliott Animation is hiring in Toronto!



## Blender General Artist

Fresh TV and Elliott Animation, a Toronto based artist-driven entertainment company is looking for Blender Artists, to join the team of a world-class animated television series. We are seeking designers, modelers, surfacers, riggers, layout/scene prep artists and animators.

## Immediate start, 8 Months Contract (with potential to extend)

### The Job involves:

- Working in Blender for a 2D animated television series either in a specific department or as a generalist
- Maintaining clean and efficient files to be passed downstream through the pipeline
- Clearly communicating with the production team to ensure timely and effective deliveries

### Requirements:

- Experience with Blender
- Understanding of production workflows and pipelines
- Strong understanding of 3D production software
- Eagerness to learn and help develop new production techniques
- Excellent communication, organizational and problem-solving skills
- Attention to detail
- Ability to deliver work on schedule

### Assets

- Experience with Maya, Unity or Unreal
- Experience with Flash or Harmony
- Professional experience in an animation production pipeline

Please email your resume to the email below with the position in the subject heading and include your availability. You must be an Ontario resident.

[jobs@elliottanimation.com](mailto:jobs@elliottanimation.com)