

# Elliott Animation is hiring in Toronto!



## Blender Asset Artist

Fresh TV and Elliott Animation, a Toronto based artist-driven entertainment company is looking for a Blender Asset Artist to join the team of a world-class animated television series.

**Immediate start, through until August 2021 (with potential to extend)**

### The Job involves:

- Drafting, modeling and shading characters, props and sets in Blender for a 2D animated television series
- Converting existing assets from Flash to Blender
- 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 a Canadian Citizen, Ontario Resident, and/Or Hold Permanent Residency.

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