

## TECHNICAL DIRECTOR

Posted June 26, 2008.

### POSITION DETAIL

This is not an artist position - it is a lead technical and pipeline position.

We are looking for someone with technical scripting abilities and a full understanding of the artists' tool-sets of Maya, Mental Ray, Body Paint, Photoshop, etc. to help determine the render feasibility of what the artists are creating and help optimize their materials and methodologies. This position works directly with and for our lead Look Development TD.

Technical Directors are responsible for applying, checking and optimizing texture maps and lighting to fairly complex scene files, rendering and basic compositing for our multi episode television series.

- Detailed understanding of the modeling and texture workflow
- Problem solving and optimization skills
- Creates and applies lighting to computer generated objects and scenes.
- Creates images and effects for digitally composited sequences.
- Responsible for compiling the various elements of a take and seeing it through to completion.
- Occasionally also designs and creates FX animation, procedural simulation, dynamic simulation, particle and fluid systems.

### EXPERIENCE / SKILLS

- Advanced experience with Maya and ability to write expressions or authoring of shaders are required.
- Linux and scripting ability in Python required, and experience in MEL highly desired; C++ skills also applicable.
- 3-5+ years production experience with scripting work preferred.
- Bachelor's degree in computer science, engineering or computer graphics.
- Demo reel required.

**To apply for the Technical Director Position please send email to:**

*digitaljobs@la.creatureshop.henson.com*

**The Jim Henson Company is an Equal Opportunity Employer.**