

# FACTORY 42

The background image shows a large, dark, industrial interior space, likely a factory or warehouse. The ceiling is high and arched, with visible structural beams and pipes. The walls are made of brick and have several large, arched windows. A person in a grey dress is running towards the camera in the center of the frame.

Candidate brief for the position of  
**3D Animator (Creatures)**

Somerset House, Strand, London WC24 1LA



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# 1. About Factory 42

Factory 42's mission is to change the way people experience entertainment.

Using our creative expertise, relationships and technology we will push the boundaries of storytelling and take consumers to new worlds of enhanced reality.

We are a group of producers, designers, writers, directors, engineers, artists, software developers, architects, academics and neuro-scientists that creates compelling, immersive stories and experiences.

We know that world class story telling – our core strength – is the single biggest thing that defines our success – no matter what technology is involved. We are building a team of the best technical and creative minds to take advantage of the coming disruption in the TV, film and games sectors to create a new genre.

Using interactive technologies we are developing a multi-sensory approach to narrative and will build unique experiences that engage people's emotions and create presence and empathy.

## HOLD THE WORLD

With David Attenborough

A ground-breaking  
interactive virtual  
reality experience

sky  
VR

FACTORY42

## 2. Recognition for our work



**WINNER**

# 3. Our Culture



We make content and experiences of the highest possible quality while enjoying what we do because....well...life is short.

We are creatively ambitious and brave.

We work hard and deliver to the highest standards. A lot of what we are doing is difficult but we relish solving complicated problems and breaking new creative ground.

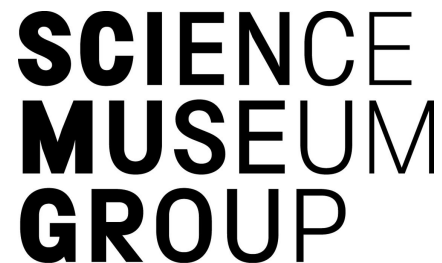
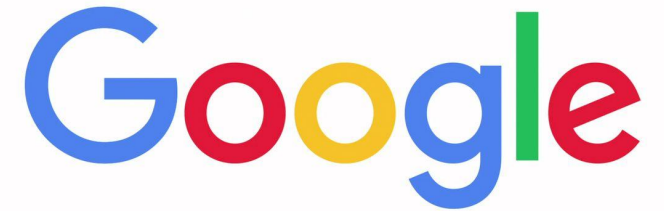
We work with the best possible people in their fields, play to our strengths and learn from each other because we are stronger that way.

We all muck in where required and are flexible.

We all take turns to make the tea and do the washing up.

## 4. Our Partners

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# 5. Our Location

We are based in Somerset House, a former Royal Palace overlooking the River Thames and on the edge of Covent Garden.

Somerset House is home to the largest and most diverse collection of creative organisations, freelancers, artists, makers and thinkers in London.

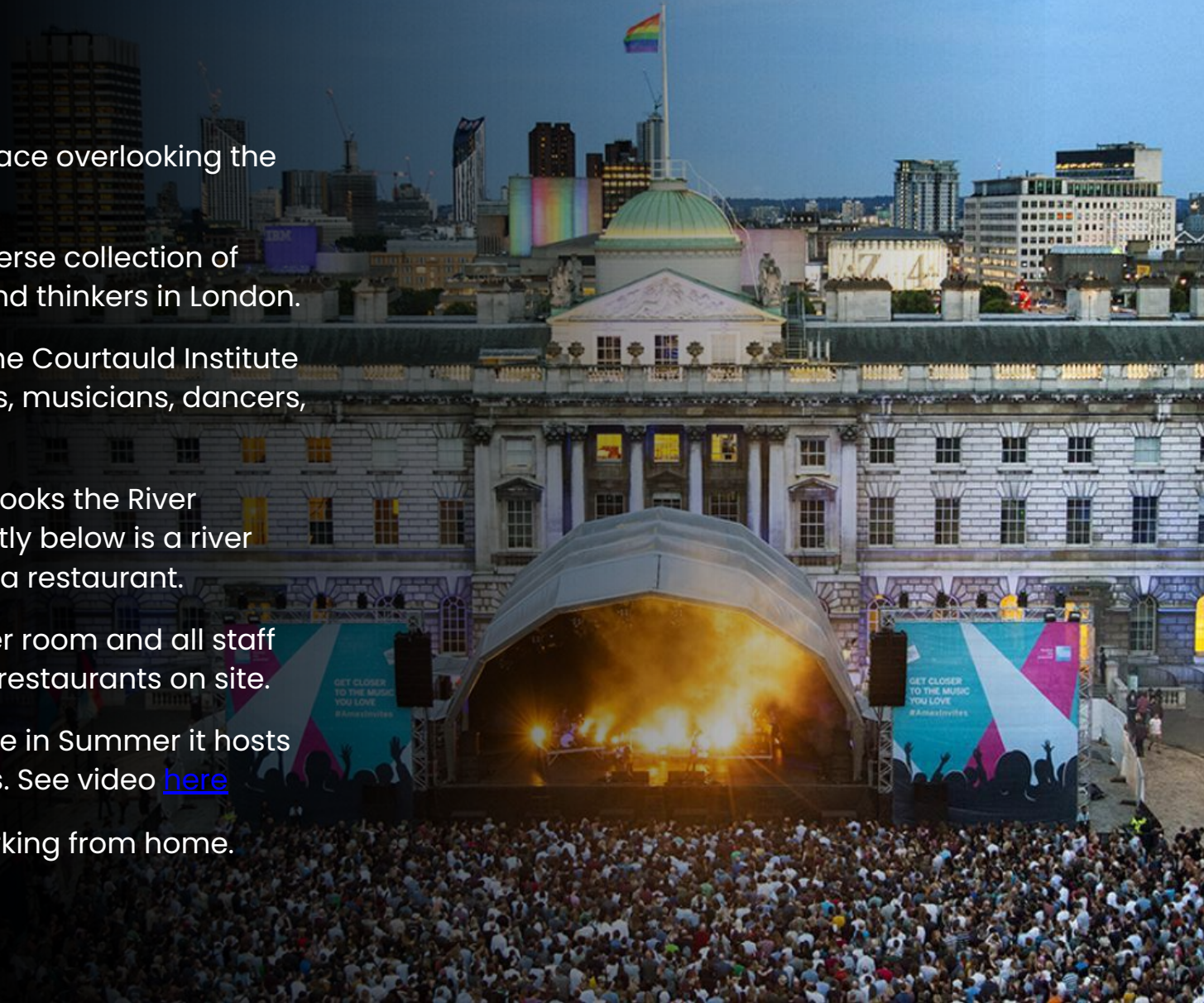
Our neighbours include the British Fashion Council, the Courtauld Institute of Art and an eclectic range of producers, developers, musicians, dancers, marketers and artists.

Our first floor, high-ceiling and light-filled office overlooks the River Thames, South Bank and Houses of Parliament. Directly below is a river terrace which in summer hosts a tented bar and pizza restaurant.

We have access to bike racks, showers and a snooker room and all staff get a 10-20% discount in the various bars, cafes and restaurants on site.

At Christmas the main courtyard has an ice rink, while in Summer it hosts gigs and the Film4 season of outdoor film screenings. See video [here](#)

We support flexible working. During Covid we are working from home.



# 6. Overview



**Factory42 London is looking for a game 3D Animator (Creatures) for real-time apps and games.**

Join us in creating the “Dinosaurs and Robots” immersive experiences, and other innovative mixed reality apps and games! We are looking for UK-based candidates, who can work remotely with the possibility of some office-based work in London in the future.

## **Job Type**

- Full-time, Permanent

## **Schedule**

- Monday to Friday

## **Work remotely**

- Temporarily due to COVID-19

# 7. The Role: Key Responsibilities



## **ANIMATION**

- Animating real-time 3D characters, creatures, machines, props,
- Collaborating with other animators on the complex scenes,
- Working in a team, sharing the knowledge.

# 8. The Role: Knowledge, Skills & Experience



## ESSENTIAL

- Good understanding of animal and creature locomotion
- Good understanding of character acting and staging
- Feeling comfortable with various animation styles (from realistic to cartoony)
- Ability to research and suggest motion references
- Ability to interpret storyboard and verbal suggestions
- Ability to plan the animation sequence, creating anim layout
- Willingness to adapt, learning new tools and techniques
- Understanding of game animation workflow and limitations

## DESIRABLE

- Professional game experience
- Integrating animations in-engine
- Mo-cap experience is a plus
- Retargeting and editing animation clips
- Has some good animation jokes :D

## SOFTWARE

- Maya, custom rigs and HumanIK
- MotionBuilder is a plus
- Unity – knowledge very welcome