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**3D Lead Lighter**

Brown Bag Films are looking to employ the role of 3D Lighter

**Job Description:**

* Light and Composite shots per Project requirements.
* Contribute to look development and pipeline.
* Work closely with Lighting TD/Art Director on Look Dev and Shot production.

 **Requirements:**

* Must have 3 or more years experience in CG lighting in commercial, animation, live-action film, or television production.
* Must have a good “eye”, and a good understanding of light, color, contrast, shading, and lighting design.
* Must have a good working knowledge of lighting in Maya.
* Must have a strong working knowledge of a compositing program such as Nuke or Digital Fusion.
* Must have a good knowledge of a rendering workflows - preferably in MentalRay. Equivalent experience in other Renderers is acceptable (Vray, Arnold, Rman etc)
* Must have strong problem-solving skills and attention to detail.
* Must be able to work alone and collaboratively, often with multiple tasks in a fast paced production environment.
* Must be open to direction.
* Knowledge of Mel and/or Python is a plus but not required.

**Start Date:**

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About Brown Bag Films

Brown Bag Films® are an award winning animation studio producing high quality 3D animation for the international market. With headquarters in Dublin City and an office in Los Angeles, their short film *Give Up Yer Aul Sins* was nominated for an Academy Award® in 2002 and this was repeated in 2010 when *Granny O’Grimm* was also nominated for an Oscar. Brown Bag Films have worked on a number of high profile international projects with recent productions including *Olivia*, *Noddy, Doc McStuffins* and *The Octonauts.* For further information, please visit our website [www.brownbagfilms.com](http://www.brownbagfilms.com)

Please send cv and completed Application Form to jobs@brownbagfilms.com