

## Frantic Films VFX is looking for Effects Artists

Frantic Films has firmly established a reputation as one of North America's most dynamic and creative resources for stunning visual effects, post-production, pre-visualization, and animation. We take pride in redefining the cutting edge of CGI and digital VFX with each new production.

We are looking for experienced FX artists for a new project. Our ideal candidates will be creative and have the ability to take direction in a collaborative, fast-paced production environment. This is also a perfect opportunity for game artist to enter the film industry as we will be working with the Unreal 3 engine.

The project starts immediately and has a deadline date of May, 2008. You will be working with the VFX Supervisor to create visually stunning effects that utilize the Unreal Engine. Organizing the effects pipeline and use expertise to create various effects such as explosions, fire, weather, particles, and fullscreen fx.

### Requirements:

- In Game Effects Artists preferably with Unreal 3 Game Engine experience
- Experience creating real time effects through proprietary engines.
- Proficient in 3D Studio Max.
- Previous experience in games or film/TV post production is important, but an exceptional portfolio demonstrating the ability to deliver innovative visuals is critical.
- Candidates with knowledge of shaders, particle effects and simulation preferred.

Qualified candidates with legal work permit status in Canada and or United States should email their resumes and URL links with their demo reels to [afx-employment@franticfilms.com](mailto:afx-employment@franticfilms.com) with the subject reading "FX Artist". Or, send a resume and cover letter and demo reel (DVD) to the address below.

We are looking for applicants for the following locations:

Frantic Films  
Attn: Karin Ross  
1928 Broadway West  
Vancouver BC  
V6J 1Z2  
CANADA

Frantic Films  
Attn: Karin Ross  
c/o Robert Schajer  
Frantic Films USA  
1800 North Vine  
Hollywood, CA 90028