



## Apply here

### Start date

May/June 2023

### Duration

6 months

### Languages

Good spoken and written English levels are required (B2 onwards)

### Location

#### York, North Yorkshire

York is an historic city famous for its stunning architecture, its well-preserved medieval walls, gates, and buildings. Its narrow, winding streets are filled with shops, cafes, and eateries to suit all tastes and budgets. It has a vibrant cultural scene as well as a lively music and nightlife scene and is surrounded by beautiful countryside. With good transport links to other parts of the UK, including London, what a fantastic place to be!

### Are you eligible?

You are eligible for an ESPA internship if you are a registered student or have graduated within the past two years and have access to some form of grant funding.

### Benefits

See website for details of all ESPA benefits. For all internships over 6 months, additional benefits will be paid. Details available at interview.

## Role

This is a great opportunity for a creative, enthusiastic visual effects/animation student, with a keen interest in VFX and CG to gain valuable practical skills with this leader in the field of visual effects for the film and TV industry. Mentored throughout, you will work collaboratively with the VFX team, to assist in the delivery of high-quality computer generated (CG) assets, environments and effects for film or TV projects. You will also work with other departments to provide the integration of CG elements for the overall visual effects pipeline. Using cutting edge technology, this challenging experience will provide an exceptional foundation for your future aspirations.

## Tasks

- Using software, model, texture, light, and animate CG assets and environments in line with the artistic and technical brief
- Attend daily meetings and reviews to receive feedback and write up as necessary
- Keep up to date with new techniques and technologies related to CG asset creation, and share knowledge with the team.
- Work within the project's timeline and budget, and communicate any potential issues that may arise to the Lead Artist or VFX Supervisor
- Participate in regular reviews and presentations of work with the CG Supervisor and receive feedback
- World building, animation layout and real-time rendering with Unreal Engine

## Desired Skills

- Working towards a degree in visual arts, animation, game development, graphics 3D, or other relevant
- Experience using CG software such as Maya, or Houdini
- Python coding skills
- Enthusiasm to learn and develop
- Good to have: exp with Unreal Engine, Mel or Blender

## The Host Company

The host company is one of the leading Visual Effects companies in the North of England. The small and friendly team has over 20 feature film credits as the sole VFX vendor. They do everything from invisible effects to fully CG sequences. Since working on HBO's House of The Dragon, this host is looking to grow and work on the exciting projects they have coming up. This host believes in everyone getting an equal opportunity to shine, here you will learn and progress quickly. Collaboration is at the heart of their philosophy, taking a holistic problem solving approach to all of their VFX which is what sets them apart from the rest, in their field.