



burrows

CGI

The world-renowned and award winning Burrows CGI studio is now seeking CGI Artists at all experience levels and of all skillsets to join their dynamic Essex (UK)-based and Detroit (US)-based teams.

Specialising primarily in automotive and high-end product visualisation, Burrows CGI expertise is often featured in US and European magazine articles for its cutting-edge 3D technical animations. Burrows is a full service communications company and an integral part of the Y&R/Wunderman network, a WPP company.

As an Investor in People company, we provide a challenging environment for our people to exercise their skills and talents and believe in investing in their professional and personal development. We offer highly competitive salaries and a generous benefits package.

Burrows is less than 30 minutes by rail from Central London, situated next to Shenfield railway station. The hours for the roles are 37 per week Monday to Friday. These roles may require overtime, sometimes at short notice to meet deadlines.

To be considered for one of these exciting opportunities or to request a full job description, please forward your CV with a covering letter, noting your current remuneration package to:

**Human Resources, Burrows, The Burrows Building,
5 Rayleigh Road, Shenfield, Brentwood, Essex CM13 1AB.
Tel: 01277 246698 Fax: 01277 246778.
email: burrows.careers@burrows.yr.com
web: www.burrows.info**



JOB DESCRIPTIONS

CGI Animators - at all experienced levels

The successful candidate(s) will possess proven Animation skills, as well as experience of 3D Studio Max software and animating VFX such as; smoke, particles (etc.). Max Script is advantageous.

CGI Model and Texture Artists

CGI Model and Texture Artists will assist the CGI studio in the preparation of CAD data and modelling components (such as soft furnishings). Responsibilities will include creating textures and shaders for the CGI models and poly modelling 'soft surfaces' and low poly modelling various components. Working with a great team you will convert CAD data, handle all aspects of the file preparation process and develop 3D skills using 3D Studio Max, Z-brush or Mud-box.

CGI Lighting and Rendering Artists

The CGI Lighting and Rendering Artists will assist the CGI studio in all aspects of lighting and rendering from brochure imagery, product animation demos to TV commercials. Responsibilities will include lighting using V-Ray (and other renders), 3D Studio Max, and understanding linear and compositing workflows.

In addition, you will also be keen to work on technical subjects, particularly automobiles, as well as multimedia, web applications, and CGI films. Any experience and engineering knowledge in this field will also be a distinct advantage.

