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Character Designer

Pixar Animation Studios · Emeryville, California, United States

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Responsible for interpreting themes, concepts, and story ideas into character designs. Design and illustrate characters from the original concept through to finished production drawings. Creates specifications to guide subsequent development of computerized three-dimensional characters. Ability to articulate creative ideas, problem solve and provide visual insight for the technical team. Good draftsmanship, strong concept illustration skills, visual research skills and experience in costume design. Skilled in character pose, facial expressions, and character turnarounds. Ability to collaborate and incorporate art direction from the Art Director and Production Designer and the skill to execute Director's comments and translate abstract concepts into visual forms per the Director's vision.

RESPONSIBILITIES:

- Art Skills

  - Ability to execute the Director's vision; to contribute solutions to visual problems and understand the film's overall aesthetic and implement this in the design and model packaging
  - Ability to collaborate and incorporate art direction from the Art Director and Production Designer
  - Strong character concept illustration skills
  - Strong visual research skills with experience in costume design.
  - Designs must meet both esthetic and technical criteria

- Technical Skills

  - Communicate the design through drawings to the technical team and animators
  - Work with the technical crew to work out challenges

- Team Skills

  - Flexibility to roll with schedule changes and priority shifts
  - Ability to complete work on time
  - Need to have excellent communication skills; knowing when to ask for help and/or direction
  - Ability to work independently, manage time and be punctual
  - Need to have an overall working disposition of an enthusiastic team player and be able to work well with others

QUALIFICATIONS:

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- Previous Character Designer experience for a full length animated feature film
- Must have a sample flatwork portfolio displaying strength in art or animation - while demonstrating versatility, excellent perspective and strong design skills (i.e., character line art examples, expression sheets, turnarounds of characters)

SKILLS:

- Knowledge of story-telling visual treatment
- Sound ability to draw, including both perspective and technical drawing or animation drawing
- Ability to work collaboratively
- Must be open to direction and able to embrace change
- Knowledge of Photoshop and/or Illustrator preferred
- Also helpful:
  - Animation experience
  - Life drawings (human & animal)
  - Color Work
  - Sculpting experience

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Seniority level	Employment type
Mid-Senior level	**Full-time**

Job function	Industries
Art/Creative	**Motion Pictures and Film, Animation**

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