



ANIMATION UNDERGRADUATE PLACEMENT SCHEME CANDIDATE INFORMATION PACK MAY 2024

Northern Ireland Screen is the screen agency for Northern Ireland. We are committed to maximising the economic, cultural and educational value of the screen industries for the benefit of Northern Ireland. Our mission is to accelerate the development of a dynamic and sustainable screen industry and culture in Northern Ireland.

Our 3 economic, cultural and educational objectives are for:

1. Northern Ireland to have the strongest screen industry outside of London in the UK and Ireland;
2. Ensure the industry supports vibrant and diverse cultural voices that will be recognised and celebrated equally at home and abroad;
3. Mainstream across Northern Ireland the most successful screen and digital technologies education provision in Europe.

Northern Ireland Screen is a company limited by guarantee, currently employing 45 people and we are governed by a Board of thirteen directors. The Chairman is Sir David Sterling and Sir Kenneth Branagh is Honorary President.

ANIMATION UNDERGRADUATE PLACEMENT OPPORTUNITIES

Northern Ireland Screen is partnering with a range of studios working in Northern Ireland's animation sector to offer Undergraduate Placements for students currently studying animation related courses and seeking work experience.

The Animation Undergraduate Placements are for 6-months, full time and paid ([Real Living Wage](#)), with the opportunity to work on some of the most exciting animation projects in Northern Ireland.

The Animation Undergraduate Placements are open to students who are currently in full-time education who are seeking a work placement year as part of their college/university course. There are 6 placement opportunities available with a number of local animation companies. Applicants can apply for multiple placements if they meet the essential criteria.

Who is eligible to apply?

1. Applicants must be in full time education at a FE/HE Institution and are seeking a placement for their work experience year.
2. Applicants must be planning to return to full-time education at the end of the placement to complete their course.
3. Applicants must be resident within Northern Ireland for the duration of the 6-month placement.
4. Applicants must be eligible to work in the UK.
5. Applicants must demonstrate they are studying a course which is relevant to the Animation Sector for example: Animation; Computer Animation; Digital Art & Animation; Games, Animation & VFX Skills; etc..

* If you cannot answer YES to these questions, please do not apply. Ineligible applications will be automatically discarded.*

***For the avoidance of doubt, Northern Ireland needs to be your primary residence for tax purposes. Applicants residing in Northern Ireland will take priority.**

Interviews will take place in June 2024 and placements will commence on various dates from July 2024 depending on the companies' work schedule requirements.

How do I apply?

To apply to the **Animation Undergraduate Placement Scheme** applicants must submit the following via the online application form where you will be asked to complete:

- Employment history;
- Educational background;
- Answer the eligibility questions and provide a link to an online portfolio or reel.
- Details of two referees. These can be educational, professional or personal references.

**** Please include a link to your portfolio in your application****



You can access our online application system via our [online portal](#). Please note, that if this is your first time applying for a role via our online application system, you will be prompted to create a profile. Once registered, the system will retain your information for any future roles you apply for.

How do I obtain application details?

It is preferable that all applications are completed via our [online portal](#). However, should you require an application form in an alternative format, please contact Human Resources via email: Hr@northernirelandscreen.co.uk or on 028-90232444. CVs will not be accepted.

The deadline for applications is 13:00 Thursday 9th May 2024

Please note under no circumstances will late applications be considered.

Please see below for further clarification on each individual placement:

- 1. Dog Ears – Trainee Animator**
- 2. Flickerpix – Trainee Animation Generalist**
- 3. Makematic - Trainee Graphic Designer/ Deliverables Assistant**
- 4. JAM MEDIA – Trainee Production Assistant**
- 5. Paper Owl – Trainee Designer**
- 6. Paper Owl – Trainee Animator**



DOG EARS – TRAINEE ANIMATOR

Dog Ears is an award-winning creative studio who believe in the power of stories on paper, devices, and screens of all sizes. We're based in Derry in the North of Ireland and bring our stories and characters to life across media and platforms worldwide.

Job Title: Trainee Animator

Contract Length: 6 months

Start Date: July 2024

Hours: 37.5hrs per week

Salary: Real Living Wage (currently £12.00 per hour)

Location: Derry/Londonderry

Job Description:

- Create & maintain an efficient library to be used in the production
- Ensure the technical requirements of the build and rig processes are met
- Resolve technical and creative problems arising with creative supervisors
- Ensure prompt delivery of animation to a high quality in a reasonable time agreed to in the schedule
- Work with the Production Team, build and maintain current rig information on Shotgun.
- Responsible for the final output of assigned animation tasks
- Incorporating and refining animation from the TV Series into the models as well as making new animations as needed for new and existing characters
- Take direction and respond well to notes and pitch creative/technical solutions to potential problems
- Attend meetings, training, reviews and workshops when required
- To be available on Googlemeet and by emails during working hours
- This list is not exhaustive and might be complemented by reasonable and related tasks that are requested of you

Essential Criteria:

- Good Knowledge and experience with Moho/Toon Boom or both or in another Digital 2D Animation Software such as Cel Action and or CGI experience with Maya or 3D Max can be acceptable depending on experience
- Must be organised and have a good eye for detail



- Ability to work within a team, prioritise tasks and meet tight deadlines with production
- Must be passionate about character animation and acting
- Take direction and respond well to notes and pitch creative/technical solutions to potential problems
- Ability to meet weekly quotas as assigned by animation Supervisor

Desirable Criteria:

- Previous experience on professional animation production

FLICKERPIX – TRAINEE ANIMATION GENERALIST

Flickerpix is a creatively driven animation studio located in the seaside town of Holywood, just outside Belfast. We create animations with an emphasis on heart and humour. We offer a one-stop shop from concept origination to delivery, including script writing, character design, storyboarding, music design, animation and post-production.

Job Title: Trainee Animation Generalist

Contract Length: 6 months

Start Date: 1st August 2024

Hours: 37.5hrs per week

Salary: Real Living Wage (currently £12.00 per hour)

Location: Holywood, Co Down

Job Description:

- Fulfilling a number of roles within 2D and 3D pipelines.
- Possible stop-motion assistance.
- The potential for character animating, both in 2D and 3D.
- Designing and asset creation in Adobe Photoshop or Illustrator.
- Working closely with team members to deliver animations on time and to a high standard.

Essential Criteria:

- The candidate must have strong drawing and design skills and be able to demonstrate a strong creative vision.
- 3D and/or 2D animation experience.
- The ability to demonstrate excellent drawing skills.
- Excellent understanding of lighting, tone and composition.
- Attention to detail.
- Excellent communication and organisation skills.

Desirable Criteria:

- Good knowledge of Adobe After Effects is a bonus but not required.
- Knowledge of both 3D and 2D animation software
- Good knowledge of the Adobe Creative Suite.



MAKEMAITC – TRAINEE MOTION GRAPHIC DESIGNER/ DELIVERABLES ASSISTANT

Makematic is a team of 40+ media and education professionals committed to making better educational media. We develop educational video and animation for customers including Amazon Studios, Adobe, Microsoft, Macmillan Education, Oxford University Press, Scholastic, Unity, Crayola, Khan Academy and the BBC - as well as our own IP in collaboration with high-profile foundations and philanthropic organisations.

We are also increasingly involved in licensing the content we develop to 3rd party educational apps, websites and remote learning platforms around the world - helping to reach and inspire a generation of global learners who are empowered to take action. Our aim is “to become the world’s most trusted educational media partner for purpose-driven brands, publishers and not for profits” and we are seeking a Motion Graphics Designer to join the team. You’ll be working alongside an established and growing team of creatives – both staff and freelance – to develop fun, engaging and slick motion graphics and animated educational content.

Job Title: Trainee Motion Graphic Designer/ Deliverables Assistant

Contract Length: 6 months

Start Date: July 2024

Hours: 37.5hrs per week

Salary: Real Living Wage (currently £12.00 per hour)

Location: Belfast

Job Description

- Storyboarding- following the in-house style guide while maintaining our clients' brand guidelines and integrity
- Asset creation for videos- working with the Producer on visual development based approved scripts, style guides
- 2D animation / motion graphics creation, occasional, minor video editing in Premiere Pro
- Assist Deliverables dept. in gathering and prepping project deliverables- encoding/transcoding, logging, archiving
- Edit and modify content in After Effects and Premiere Pro as needed to meet client requirements and project specifications.
- Organise and manage media files on cloud server ensuring all assets are properly labelled, organised, and backed up
- Assist in localising projects for multiple languages

Essential Criteria:

- Ability to work both independently and in collaboration with a team. Be able to take directions from senior animators, directors and clients
- Manage time effectively, ability to multitask and meet deadlines
- Illustration skills with the ability to transform concepts into designs
- Understanding of video codecs, delivering to different platforms
- Proficient in Adobe After Effects and Premiere Pro
- Possess very good IT knowledge to troubleshoot technical issues and provide solutions to ensure efficient workflow.

Desirable Criteria

- Basic video editing skills (Premiere Pro)
- Interest in educational or explainer videos
- Experience with Google Drive, Google Sheets and Google Docs.
- Desire to learn new skills



JAM MEDIA – TRAINEE PRODUCTION ASSISTANT

JAM Media, with operations in both Ireland and the United Kingdom, is one of the leading creators and producers of multi-award winning animated and live action content for the children's and pre-school audience. We pride ourselves on delivering high quality, innovative, story-driven brands across multiple platforms based around engaging characters with humour at its heart.

Job Title: Trainee Production Assistant

Contract Length: 6 months

Start Date: August/ September 2024

Hours: 37.5hrs per week

Salary: Real Living Wage (currently £12.00 per hour)

Location: Belfast

Job Description

The production assistant will work closely with the production management team and will work with teams across all aspects of the animation pipeline. Tasks will include creating and maintaining asset databases and trackers, assisting with edits, scheduling and attending team meetings and assisting IT with pipeline.

Essential Criteria

- Understand the CGI animation process
- Ability to work within a production pipeline and deadline
- Attention to detail, problem solving ability and taking direction in order to work in a collaborative environment
- Excellent IT skills
- In house role

Desirable criteria

- Edit experience

PAPER OWL – TRAINEE ANIMATOR

Paper Owl Films Ltd. was founded in 2012 by Grainne McGuinness, Stephen Petticrew and Gavin Halpin, and employs a dedicated collective of storytellers, film makers, animators and creators across our animation and live action projects. Paper Owl specialises in producing content for younger viewers across international broadcast and digital platforms. Our work is enjoyed all over the world on channels such as CBeebies, RTÉJr., TG4, BBC, CBC, Discovery, Netflix and digital platforms.

Job Title: Trainee Animator

Contract Length: 6 months

Start Date: July/ August

Hours: 37.5hrs per week

Salary: Real Living Wage (currently £12.00 per hour)

Location: Remote (The candidate must be a resident of Northern Ireland for the duration of the placement.)

Job Description

To create broadcast ready 2D animation by following the animatic along with the series director's and animation director's guidance, while also supporting the project where needed.

Responsibilities

- Creating broadcast ready animation for a 2D preschool show
- Working as part of a team to hit episodic deadlines and quotas
- Taking on board and addressing notes from the series director and animation director
- To be creative and have an eye for storytelling, character acting and action
- Providing support where needed on the project
- Willingness to learn and taking on feedback

Essential Criteria

- 2D animation skills
- Strong organisation skills
- Good time management skills
- Good technical knowledge
- Excellent oral and written communication skills

Desirable Criteria

- Knowledge of the Adobe Suite

PAPER OWL – TRAINEE DESIGNER

Paper Owl Films Ltd. was founded in 2012 by Grainne McGuinness, Stephen Petticrew and Gavin Halpin, and employs a dedicated collective of storytellers, film makers, animators and creators across our animation and live action projects. Paper Owl specialises in producing content for younger viewers across international broadcast and digital platforms. Our work is enjoyed all over the world on channels such as CBeebies, RTÉ Jr., TG4, BBC, CBC, Discovery, Netflix and digital platforms.

Job Title: Trainee Designer

Contract Length: 6 months

Start Date: July/ August

Hours: 37.5hrs per week

Salary: Real Living Wage (currently £12.00 per hour)

Location: Remote (The candidate must be a resident of Northern Ireland for the duration of the placement.)

Job Description

To create broadcast ready Backgrounds, Characters and Props designs by following the series director's and Art director's guidance, while also supporting the project where needed.

Responsibilities

- Creating broadcast ready Designs for a 2D preschool show
- Working as part of a team to hit episodic deadlines and quotas
- Taking on board and addressing notes from the series director and art director
- To be creative and have an eye for storytelling, character acting and action
- Providing support where needed on the project
- Willingness to learn and taking on feedback

Essential Criteria

- Design and drawing skills
- Strong organisation skills
- Good time management skills
- Good technical knowledge
- Excellent oral and written communication skills

Desirable Criteria

- Knowledge of the Adobe Suite, especially Photoshop

Selection Process

Northern Ireland Screen's aim is to appoint the best person to each vacant post. Recruitment and selection will be conducted to ensure equality of opportunity and selection will only be made on the basis of merit.

Northern Ireland Screen will follow best practice in recruitment and selection procedure and will ensure that everyone involved in the selection can apply the procedure effectively, consistently and fairly. As far as possible the selection panel will be balanced in terms of gender, community background, etc.

Selection will be based solely on merit measured against clear, precise criteria based on the abilities, experience, qualifications and qualities required for the post. The nature and level of these requirements will be justifiable and appropriate to the job. The selection criteria will be applied fairly and consistently when short-listing, at interview and throughout the selection process.

All candidates will be given an equal chance to demonstrate their abilities and the same standards will be applied to all. As far as possible, all interviews will be held on the same day or completed on subsequent days. Northern Ireland Screen will try to accommodate applicants who request alternative dates or times for interviews but this may not always be possible. Any specific needs relating to access will be accommodated.

The assessments and decisions at the short-listing, interviewing and selection stages will be properly recorded and retained for between 6 months to one year after notifying unsuccessful applicants. Confidentiality will be assured at every stage of the recruitment and selection process. Members of selection panels will not discuss applicants outside panel meetings and all information on applicants will be kept secure and confidential.

The essential criteria for the post will be used to shortlist candidates for interview and it is important that all candidates address each of the criteria clearly on the application form giving specific, personal examples where appropriate. If there are a large number of candidates who satisfy the essential criteria, Northern Ireland Screen reserves the right to take the desirable criteria into consideration in order to reduce the number of candidates invited to interview.

Please let us know if you require any special arrangements throughout the recruitment process.

We are an equal opportunities employer and we welcome applications from all suitably qualified persons regardless of their sex; religious or similar philosophical belief; political opinion; race; age; sexual orientation; or, whether they are married or are in a civil partnership; or, whether they are disabled; or whether they have undergone, are undergoing or intend to undergo gender reassignment.



Guaranteed Interview Scheme

As part of our commitment to the employment of disabled people, we operate a Guaranteed Interview Scheme (GIS). The GIS does not guarantee a job. However, its objective is to ensure a guaranteed number of disabled applicants, who meet the minimum essential criteria for the role they have applied for, are offered an interview.