Pixar Animation Studios

We are interested in speaking to you about the following positions:

TECHNICAL DIRECTOR
Feature Film, Short Films
Modeling; Shading; Visual
Effects; Lighting; Rigging;
Global Technology; Rendering

TECHINCAL DIRECTOR INTERNSHIP
Feature Film, Short Films
Terms: Winter, Summer 2007

SOFTWARE ENGINEER
Studio Tools

SOFTWARE ENGINEER INTERNSHIP
Studio Tools
Terms: Winter, Summer 2007

Pixar Animation Studios
Internships

TECHNICAL DIRECTOR INTERNSHIP

Feature Films, Short Films
Terms: Winter (6 months), Summer (3 months)
Who Should Apply：To be eligible for an internship at Pixar, you must be in or have completed at least your junior year of college, be a graduate student, or have graduated the year the internship commences.
A Technical Director internship consists of real-world work assisting in the production of a feature film. Our interns work alongside our Technical Directors and contribute as full members of the technical team. We are looking for students who possess many of the skills of our technical directors and are interested in expanding their knowledge of the field.
General Duties and Responsibilities：
A Technical Director internship consists of real-world work assisting in the production of a feature film. Our interns work alongside our Technical Directors and contribute as full members of the technical team. We are looking for students who possess many of the skills of our technical directors and are interested in expanding their knowledge of the field.

Any or all of the following duties below may be assigned to a Pixar Technical Director:

Development: Work with pre-production team to develop programs and techniques to solve specific research and development problems.
Modeling: Work with the Art Department and other TDs to build sets, props and characters for animation.
Shading: Develop and implement look of each object in project with respect to texture and color.
Lighting: Design and implement the look of each shot and use all elements above to create final image.
Layout: Create sequences of shots that convey the story through the application of traditional filmmaking principles in a 3D computer graphics environment.
Set Dressing: Help realize the environmental vision of the Production Designer by constructing 3D sets and scenes in a logical, efficient, and artistic manner. Offer design solutions to production issues.
Character Rigging/Articulation: Use math and a good eye for the rigging process to build rigs for animation.
Rendering: Take the final digital description of shots and run the rendering process to create the images themselves for scan-out onto film.
Global Technology: Write software to improve workflow and provide film-specific functionality for other departments including animation and lighting.

Background, Knowledge, Skills, and Abilities Required at Minimum:

Our Technical Director interns generally have some or all of the following areas of experience:
• Linux or UNIX Operating System experience.
• Experience in programming using a language such as C or C++, or a scripting language such as Tcl, Sh, Python, or Perl.
• Experience using high-end 3D graphic packages, such as Maya, XSI, Lightwave.
• Education in some or all of: Computer Science, Mathematics, Engineering, and Art.
• An art background which shows a thorough understanding of physical motion, weight, balance, lighting, texture and form.

SOFTWARE ENGINEER INTERNSHIP

Studio Tools
Term: Winter (6 months), Summer (3 months)
Who Should apply: To be eligible for an internship at Pixar, you must be in or have completed at least your junior year of college, be a graduate student, or have graduated the year the internship commences.
The Engineering Team is looking for software engineers to help create and maintain new software for the studio. The position requires a deep understanding of software application engineering, an ability to collaborate in a large cross-functional team of world-class developers, and skill in designing and implementing robust, easy to maintain code.

General Duties and Responsibilities:
• Develop, implement, test and support 3D animation software
• Work effectively with a team of engineers, QA, Build, UI, Doc and Project Management
• Work with artists and technicians to provide world class software development and support for film production

Qualifications:
• 2+ years of experience engineering in C / C++ / Objective-C
• Extensive background in Computer Science or equivalent
• Experience with modern development toolkits such as Cocoa, .NET and/or Qt
• Strong object-oriented design and implementation skills
• Experience with UNIX / LINUX
• Experience working with technical and non-technical software users
• Experience and/or Knowledge of 3D graphics & interaction techniques is a plus
• Knowledge of 3D graphic applications is a plus (i.e. Maya, SOFTIMAGE)
• Commitment to creating world class production tools
• Strong problem solving skills with high attention to detail & quality
• Excellent verbal and written communication skills
• Proven ability to work with a team to deliver high quality software in a fast paced, dynamic, deadline oriented

environment

Pixar Animation Studios
Full Time Positions

TECHNICAL DIRECTOR (Full Time):

Feature Films, Short Films

Position Description:

Constructs the geometry, articulation or surface characteristics of computer generated characters, objects, effects and/or scenes. Writes production-specific programs to support development and deployment of digital models, shaders, effects, and imagery. Maintains and supports the material created.

General Duties and Responsibilities:

• Work with creative and technical leads to develop digital models, shaders, effects, software, and/or imagery, as needed for the production of feature animation.
• Ensure that the result functions in accordance with specifications, including, where applicable, performance, user interface, aesthetics, and robustness.
• Review and revise the result with the Director and the creative or technical lead.
• Maintain and enhance completed results. Provide technical support to users. Author related documentation.

Qualifications:

• A good understanding of 3D computer graphics theory and practice is required.
• A basic understanding of composition, physical motion, weight, balance, texture and form is required.
• Strong programming skills in the UNIX/Linux environment are required.
• Education in computer science, mathematics, physics, architecture, or engineering is preferred.
• Experience with film, games, or other graphics production experience is preferred.
• Good written and verbal communication skills are required.
• Must be able to work alone and collaboratively, often with multiple tasks and under deadline pressure.
• Must be open to direction and able to embrace change.

SOFTWARE ENGINEER (Full Time):

Studio Tools

Responsibilities:

• Develop, implement, test and support 3D animation software
• Work effectively with a team of engineers, QA, Build, UI, Doc and Project Management
• Work with artists and technicians to provide world class software development and support for film production

Qualifications

• 5+ years of experience programming in C / C++ / Objective-C
• Bachelor's degree in Computer Science or equivalent
• Experience with modern development toolkits such as Cocoa, .NET and Qt
• Strong object-oriented design and implementation skills
• Experience with UNIX / LINUX
• Experience working with technical and non-technical software users
• Experience and/or Knowledge of 3D graphics and interaction techniques is a plus
• Knowledge of 3D graphic applications is a plus (i.e. Maya, SOFTIMAGE)
• Commitment to creating world class production tools
• Strong problem solving skills with high attention to detail and quality
• Excellent verbal and written communication skills
• Proven ability to work with a team to deliver high quality software in a fast paced, dynamic, deadline oriented environment

The Studio Tools Department is responsible for developing Pixar's in-house proprietary animation software. The Engineering Team is looking for software engineers to help create and maintain new software for the studio. The position requires a deep understanding of software application engineering, an ability to collaborate in a large cross-functional team of world-class developers, and skill in designing and implementing robust, easy to maintain code.

HOW TO APPLY

Please click on the link below and apply online for the position/positions that you are interested in:
http://jobsearch.pixar.careers.monster.com/jobsearch.asp?col=dlt&sort=rv&vw=b&q=
The deadline to apply for the Winter 2007 Internships is November 1, 2006. The deadline for the Summer 2007 Internships is March 31, 2007.

For more information about Pixar, please log onto our website at www.pixar.com