



| www.Greenfireworld.com

How to apply

Guideline for Application Specifications

(Submission of following documents along with application in order to complete)

1. List of candidates
2. Curriculum-Vita (softcopy/hardcopy)
3. Practical skills test/capsule sample work
4. Work Submission/mode guidelines
5. Time frame
6. Show reel of candidate
7. Important point to be noted

1. List of candidate

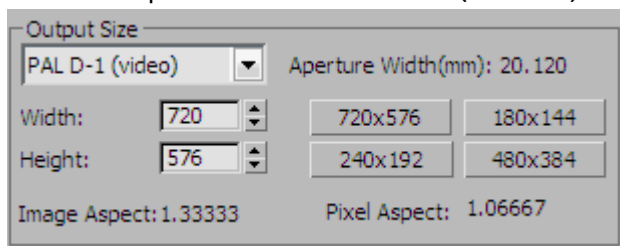
- 1.1. List of the candidate (send with in 4 working days when you received email)
- 1.2. Candidate can apply through by Academy or individual (mentioned in list)
- 1.3. Allotment of capsule/Sample provide by Greenfire for test (2 working day after final list received)

2. Curriculum-Vita

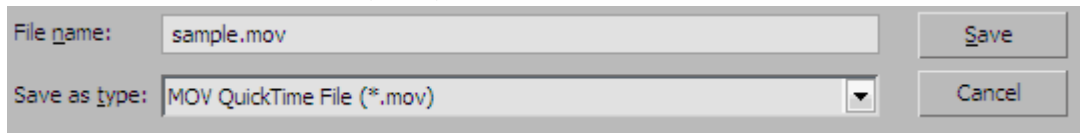
- 2.1. A4 size (.doc file)
- 2.2. Photograph (Scanned)
- 2.3. email id: Academy or individual for further communication
- 2.4. Send to: jobs@greenfireworld.com

3. Practical skill test/Capsule sample has to submitted as per following format:-

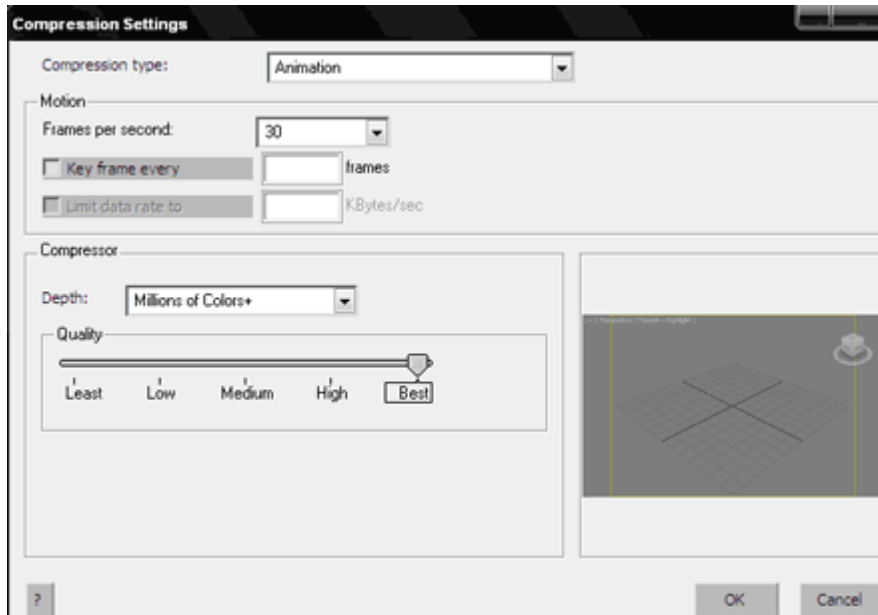
- 3.1. Topic and small brief will be provide by Greenfire (Story line)
 - 3.1.1. Capsule code
 - 3.1.2. Capsule name
 - 3.1.3. Capsule description / topic
- 3.2. Capsule technical specification will be provided (guide line of capsule creation)
 - 3.2.1. Output resolution : PAL D-1 (720X576) in max /after effect or any other software



3.2.2. video File extension (.mov)



3.2.3. File compression: mov should be in animation compression best of quality



3.2.4. Duration of Capsule between 3 min to 5 min of work not to exceed 5 minutes

3.2.5. Particular object can be labeled in form of text if necessary

3.2.6. Put Top and bottom black band with the height of 100px each



3.3. Capsule Data Structuring (placement of data/folders)

3.3.1. Folder Structure (Folder Name should be in capital letters)

- 3.3.1.1. CODE_NAME _PROJECT (3dsmax project folder)
- 3.3.1.2. MOV FILES (all reference mov files of capsule should in this folder)
- 3.3.1.3. PSD (all Photoshop Psd files should placed in this folder)
- 3.3.1.4. IMAGES (all images .jpg, .tga, .gif etc. files should placed in this folder)
- 3.3.1.5. AEP (all after effect files should placed in this folder)
- 3.3.1.6. MAX FILES (all 3DSmax and maya files should placed in this folder)
- 3.3.1.7. 3D MODELS files (if any model used in capsule place in this folder by name)
- 3.3.1.8. SOUND (if any sound files used in capsule place in this folder by name)
- 3.3.1.9. TEXTURE (all images .jpg, .tga, .png, etc. files should placed in this folder)
- 3.3.1.10. FINAL OUTPUT (only final capsule file places in this folder)
- 3.3.1.11. VIDEO (all video if used in capsule placed in this folder)
- 3.3.1.12. FINAL COMP (only final composition after effect file placed in this folder)



3.4. One topic capsule is only for one candidate (no duplication work acceptable)

- 3.4.1. items of polygon modeling / art work should be original
- 3.4.2. use only royalty free images

4. Work Submission/mode guidelines

- 4.1. One copy of DVD of your show reel
- 4.2. One copy of DVD of your final capsule with only .mov
- 4.3. One copy DVD of your capsule raw files
- 4.4. The name of your capsule must be as per topic name_code as per specified
- 4.5. File formats of capsule work must be in .mov format
- 4.6. Online submission (should be in Zip or Rar format): but not on email
- 4.7. By courier : Greenfire- F-73, 2nd floor, Sector- 8, Noida-201301

5. Time Frame

- 5.1. Ten days after Allotment of capsule
- 5.2. extra 3 day for deliver to your work

6. Show reel Qualifying guidelines

- 6.1. show reel name with your name plus code (as specified)

- example : candidate name plus code.mov or avi or DVD

6.2. File formats of show reel must be in .avi/mov/auto play DVD

6.3. images also acceptable in JPG format with 800 X 600 and 1280 X 1024 resolution

- example : name (any thing which you like).jpg

7. Important points to be noted :

- All queries regarding any information should be available by e-mail, no phone call and references will be entertain
- No walk-in interview
- After completion three stages 1) Candidate application, 2)Practical skill test/ Capsule sample work 3) Pre screening & short listing GreenFire will inform by email or phone
- Each application MUST be accompanied by its respective entry duly filled. Application with incomplete form will be immediately disqualified.
- Greenfire reserves the right to accept/reject entries at its discretion.
- Each application to be submitted on a separate, if candidate applying for two or more positions has to apply with separate application.
- Entry must be a standalone or sequence.
- Within 15 days after submission the report of your work assessment regarding capsule work will be inform to participant by email.
- Do not use copyright images in the work, instead use royalty free images.
- Undertaking to be submitted along with form & to be signed

Greenfire aim to pick best of best talent/Skills. Therefore criteria for selection

Assessment of candidate under given categories:

- Modeller CG Artist (polygon modeling) (Software can max or Maya)
- Animator- CG Artist
- Animator Jr.- CG Artist
- Lighter-CG Artist
- Rigging-CG Artist
- Character modeling Artist
- Render Artist
- Texture Artist
- VFX Artist
- Storyboard Artist
- Production Designer
- Environment CG Artist

Story reporting/ flow of animation of capsule

Storytelling Ability - Even if you were never a member of the drama club, to be a good animator you need some theatrical ability. You need to be a good storyteller. This includes having a good

sense of timing and pacing, and knowing how to get your characters to express themselves in a believable way. As an animator, you'll be responsible for representing characters' emotions—which means you need to understand character development, even if you're not the one onscreen.

Technical Skill / Software Knowledge - With the increased use of computer generated imagery (CGI) technology in the industry— animated movies—animation careers are becoming more technical. You must be trained in various software programs that are common in the industry, performance on the best of candidate area i.e.

Wait age will be given under this criteria :

- a. Poly modeling
- b. Texturing
- c. Lighting
- d. Camera Animation
- e. Prospective knowledge
- f. Rigging
- g. Character modeling
- h. Visualization
- i. Rendering
- j. Background creation
- k. Composite
- l. Particles
- m. Biped motion
- n. Editing skills
- o. Color sense