

CG PRODUCER JOB DESCRIPTION

PLAYING WITH REALITY

Term	Fixed term, freelance contract
Dates	ASAP - 31st Jan 2024
Fee	300 Euros p/d, 3 days a week
Location	Remote working with occasional travel to the London studio required for some group meetings / planning
Reports to	Project Manager

Summary

ANAGRAM is an award-winning creative studio specialising in thought-provoking interactive storytelling and immersive experience design.

Playing with Reality is a four-part VR/MR collection that uses first-person narrative and thought-provoking gameplay to take participants inside the mind of a number of real life characters who have learnt to cope with being “different”, co-produced by ANAGRAM and Floréal. In 2022-2024, we are making the second part of this series titled ‘Impulse’, focused on ADHD.

The CG Producer is a mid-level role responsible for the delivery of the CG Animation Pipeline for the mixed reality project. Working with the Creative Directors and wider team, you will ensure the CG assets are delivered to the highest standard and the pipeline is set up accurately and well-functioning to deliver the artistic vision and create brief, within the set budget and schedule and technical limitations of the platform.

The Role

The CG Producer will work closely with the Creative Directors of the project, as well as core members of the Art Team on Impulse. The CG Producer’s role includes:

1. Visual Development Management
 - a. Responsible for the development of visual bible for the project to ensure that art direction can be clearly communicated to the wider production team
2. Communication and Documentation of Art Direction
 - a. Understanding of the creative vision and communicating this clear to the wider team to ensure delivery
 - b. Documenting the sign-off process of assets
3. Team Resource and Deliverables Management
 - a. Awareness of all art deliverables from CG assets, characters, storyboards, trailer and marketing responsibilities.
 - b. Managing the progress and communication of the creative output and vision alongside the Directors such as storyboard, pre-vis assets and final looks.
 - c. Manage art team resources and priorities

- d. Work closely with Director to analyse coverage of art to ensure standards are met there is successful creation with the wider of production team
 - e. Managing the CG supervisor, ensure the CG supervisor is not blocked and is confident of delivery with major milestones
 - f. Flag any issues with quality, velocity or other concerns with production early to Lead Producer
 - g. Evaluate daily work and quality
 - h. Manage communications between team to ensure everyone knows what they are doing and the key deadlines
 - i. Ensure that team deliverables are created and managed within a shared filing system
 - j. Set milestone reviews
4. Budget Management
 - a. Manage the art team budget
 - b. Managing feasibility of the scope of Art Director's ideas against known resources (time, personnel), trouble-shooting with the Director where needed
 5. Schedule Management
 - a. Schedule the artist time across production
 - b. Set Art production timescales / velocity in collaboration with the Technical Art Supervisor
 - c. Regular reporting to Project Manager on Art production process

How to Apply

To apply, please send us a **cover letter, examples of your work** and a copy of your **CV**.

Send your application to hello@weareanagram.co.uk

Deadline for applications: Friday 18th August, 5pm UK

Start date: asap

If you would like to talk to us about the role before applying, please contact us on the email above.

Inclusivity

ANAGRAM makes work that is socially relevant; we ask questions and offer fresh perspectives on the ambiguities and implicit power structures that permeate our contemporary world. We believe that a diverse and inclusive approach to building our teams is absolutely essential to the task of making this work.

About Anagram

ANAGRAM is an award-winning creative studio specialising in thought-provoking interactive storytelling and immersive experience design, founded by May Abdalla and Amy Rose. From meticulously designed theatrical sets to ancient buildings to just anywhere outside in the wild - each piece gets you entangled with a place. With a background in documentary film, animation and interactive game design, the studio specialises in

exploiting the most recent advances in immersive technologies - including VR, AR and other XR tools.

Our work [Door Into The Dark](#) (2015) was our debut into the immersive arena. Our more recent works include [Goliath: Playing with Reality](#) (2021), [Messages to a Post Human Earth](#) (2021), [A Face to Open Doors](#) (2020) and [The Collider](#) (2019).

Emmy-nominated, we are winners of the Grand Jury Prize for Best VR Work at the 2021 Venice International Film Festival. Anagram have previously been awarded the 2015 Tribeca Film Festival Storyscapes Award, the 2019 Sandbox Immersive Art Award, part of the Best VR in 2019 at the Venice International Film Festival. Anagram were named in the Createch 100 ones to watch for 2020 by the Creative Industries Council and selected twice for Columbia University's Digital Dozen Breakthroughs in Digital Storytelling (in 2015 and 2019).

About Floréal

Founded in 2014, Floréal, based between Paris and Montreal and led by Avi Amar alongside producer Katayoun Dibamehr, is committed to discovering, supporting and sustaining talents with a singular gaze and solid artistic ambitions, both in cinema and immersive formats (XR).

Since its creation, Floréal has produced or co-produced several works, including the highly acclaimed [Minimum Mass](#) (Cristal at Annecy 2020), [The Hangman at Home](#) (Grand Jury Prize at Venice 2020 and The Masque d'or at NewImages 2021), [Goliath: Playing with Reality](#) (Grand Jury Prize at Venice in 2021 and nominated for an Emmy Award - News & Documentary Award in 2022) and [Conann](#) (Cannes - Directors' Fortnight in 2023)