**Responsibilities:**

* Composite digital visual effects elements, including CG, live-action footage, matte paintings, and motion graphics, to create seamless and photorealistic final images.
* Collaborate with other artists, including VFX supervisors, CG artists, and animators, to achieve the desired look and feel for shots and sequences.
* Integrate elements such as 3D renders, green screen footage, and digital matte paintings into live-action plates.
* Perform tasks such as color correction, tracking, rotoscoping, keying, and match-moving to ensure consistency and realism in composite shots.
* Understand and adhere to project requirements, specifications, and creative briefs provided by clients or supervisors.
* Troubleshoot and problem-solve technical issues related to compositing, software, and workflow.
* Manage time and resources effectively to meet project deadlines and deliver high-quality work on time.
* Stay updated on industry trends, techniques, and software tools related to compositing and visual effects.

**Requirements:**

* Proficiency in compositing software such as Nuke, Adobe After Effects, or Blackmagic Fusion.
* Strong understanding of visual effects principles, including color theory, lighting, perspective, and composition.
* Experience with node-based compositing workflows and techniques.
* Familiarity with tracking software (e.g., PF-Track, Synth-Eyes) and rotoscoping tools.
* Knowledge of keying techniques for green screen and blue screen footage.
* Excellent attention to detail and ability to match the look and style of reference materials.
* Ability to work collaboratively in a fast-paced production environment.
* Strong communication and problem-solving skills.
* Bachelor’s degree in Animation, Visual Effects, Film Production, or related field (preferred but not required).