

CB Sverige AB is looking for team members for the animated feature film BEYOND BEYOND, to be produced mainly in Stockholm

About CB Sverige AB

Copenhagen Bombay was founded in 2006 by producer Sarita Christensen and film director Anders Morgenthaler. Their ambition was to create a company with openness and enthusiasm for original stories and new talent, an innovative creative environment and a positive engagement of new ways of doing business.

Since the beginning in 2006 Copenhagen Bombay has positioned itself first and foremost as a production company and animation studio producing high quality animation for low budgets, and with such success that we in 2011 expanded with the production company and animation studio in Sweden, CB Sverige AB. Since then producer Petter Lindblad (www.imdb.com/name/nm2503512) is located in Stockholm where he is building up an animation studio for producing Swedish projects and co-producing internationally.

Copenhagen Bombay put a lot of focus on the teamwork and the closeknit teams working together to create amazing projects. We don't send projects abroad, but create teams and projects that can be realized in our studios in Scandinavia. We want to produce locally to have the experience and best people stay here and continue working with us.

About the project

BEYOND BEYOND is the second feature film by director Esben Toft Jacobsen (www.imdb.com/name/nm2593468), his first being THE GREAT BEAR that had its world premiere in competition at Berlinale 2011 and has since participated in close to 50 festivals worldwide and been sold to over 20 territories.

BEYOND BEYOND is a stereoscopic 3D-animated adventure film for children 6-9 years old, and will be the first ever stereoscopic (3D) film produced in Sweden.

Read more about the project on Twitchfilm.net, where you also can see some stills from the pilot and some production design.

<http://twitchfilm.com/news/2012/02/efm-2012-details-and-first-stills-from-esben-toft-jacobsens-beyond-beyond.php>

See the trailer for Esben's first animated feature film, THE GREAT BEAR here: <http://www.youtube.com/watch?v=KXNFhDq2QsQ>

Our tools

Maya 2011, Yeti, Nuke 6.0, Z-brush 4, V-Ray 2.0

Roles we're looking for

- **3D-builders (3 total)**
The team of three will build every asset in the film, from characters to props and sets. Minimal texturing, we have a texture artist who will be doing all texturing. Grooming of fur with Yeti will be part of the building tasks.
Period: August 2012 - January 2013
- **Shading/Lighting artist (1,5)**
The artist we're looking for will be lead shading/lighting artist and will get 6 months assistance in addition to the period in question. Texturing is done by our production designer/matte painter.
Period: Mid-september 2012 - June 2013
- **Animators (6 in SE and 3 in DK)**
A total team of nine animators will work on this film, with flexible starting periods.
Periods: 4 people start mid-october 2012, 2 in mid-november and 3 in January 2013. All end in June 2013.
- **Render wrangler (1)**
Here we'd like to find a junior generalist looking to get into feature film production, to take care of all rendering and fixing/flagging issues that occur, and together with the TD and the rest of the team optimize the rendering from beginning to end.
Period: Mid-november 2012 - mid-september 2013

- **Composit (2 total)**

The team of two compositors will be compositing the rendered layers in stereo, adding matte paintings and projecting overpaint-elements in 3D-space and adding VFX and simulation passes from our VFX/simulation artist.

Period : Flexible starting period, to be concluded. Estimated start december 2012 - september 2013.

Responsibilities include

For all departments, we work together and continually optimize our work process to reach the best result and reach our internal deadlines without working overtime.

Requirements

- ▲ Suitable experiences in related projects, depending on the position you apply for. We will not consider applicants without a proven track record.
- ▲ Good communication skills - transparency and communication in the team is essential
- ▲ Ability to make technical and creative decisions with the director, TD and team leaders based on resources and desired end result, and the ability to explain the decisions to others.

Salaries

Following Swedish film agreement levels, on a per-role and experience basis.

How to apply

Send an email to BEYONDCOPENHAGENBOMBAY.COM and put the job role you're applying for in the subject, fx "Light/shading".

We'd like to see a CV, resume or similar, and know some personal things about you. Preferably you have a link to your website/blog where we can see things like a reel, stills and learn more about your role in the projects and assignments you have been a part of.

Read more about the company and its projects at www.copenhagenbombay.com. If you have any questions, don't hesitate to contact us.