

Gamma Girl and Friends

Animators & Crew Casting Call



Deadline: Long-term

All auditions/inquiries can be sent to ggafofficialcasting@gmail.com

When submitting please include the following in your submission:

Subject Line-Crew Auditions for GGAF Shorts

List of softwares you use (Toon Boom is highly recommended for animation but not a requirement. We also work with Clip Studio Paint and Adobe Animate)

Discord Username (in case of hire or further inquiries)

A portfolio or website of previous works

Hello and welcome to the animators+crew casting call!

Gamma Girl and Friends is an upcoming animated series for a teen superhero team, as they balance their time between school, friends, and acts of super-heroism in the city of Waddleberg.

Best friends Joy Pebblestone, and Faith Flipperson, along with their adorable fluffle companions, Lily and Koco, share the exciting, but challenging secret that they are superheroes, and together are the Gamma Team.

While we are focusing our efforts on the Pilot episode, we also have planned a series of animated shorts that introduce the world of Waddleberg, and some of the villains we shall meet in the series itself.

Now that we've got our voices for the shorts, we're looking to expand our team with various crew positions listed below

- Storyboard Artist
 - Animatic Artist
- Rigger Animators
- Puppet Animators
- Standard Animators
- Traditional Animators
 - Graphic Designers
 - Background Artist
 - Music Composer
 - Editing Lead
 - Marketing Lead

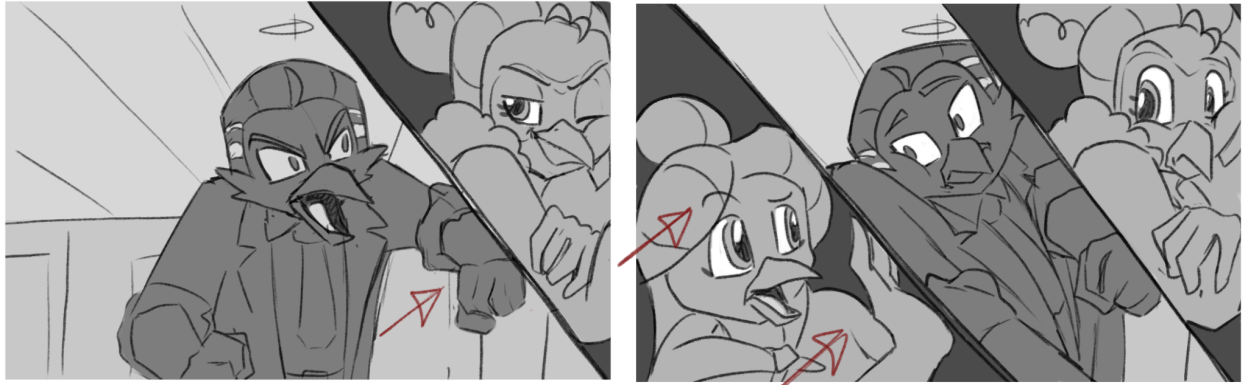
This is not paid work. Because we are starting out, there is currently no budget or fundings for the series, yet. It is something we are hoping to work towards but until then, all roles are unpaid.

To avoid potential scammers and hackers, please also provide your favorite animated show. This will let us know you read through the entire document and know what is being requested.

Thank you so much for your interest, and we can't wait to see your fantastic works!

COVER ART BY: Jonathan Muñoz Pérez





Storyboard Artist

Here are the following requirements for the audition:

- No specific program BUT 1920 x 1080p ratio or higher, simply because we do need to be able to SEE
- At least some experience within storyboarding, a portfolio of previous works is required
- Ability to draw the characters in the style of the show
- Ability to draw backgrounds too (does not need to be in full detail but enough for other departments to understand)
- A CONSTANT STREAM OF UPDATES, I don't care if it's one panel or they are spamming multiple at a time but communication is key
- After all is considered, please provide an example storyboard using one or more of the following characters from this drive.

[https://drive.google.com/drive/folders/1Zpm1cvFBeBiwgBs3Uf57U7KvPoi-4xC ?usp=sharing](https://drive.google.com/drive/folders/1Zpm1cvFBeBiwgBs3Uf57U7KvPoi-4xC?usp=sharing)



Animatic Artist

Here are the following requirements for the audition:

- No specific program BUT 1920 x 1080p ratio or higher, simply because we do need to be able to SEE
- At least some experience within animatic work, a portfolio of previous works is required
- Ability to create unique and creative in between phrases for animators to work with upon receiving a completed animatic
- MUST BE IN CONSTANT COMMUNICATION BETWEEN THE ANIMATION LEAD AND STORYBOARD LEAD. Communication is key and this role requires constant back and forth conversation
- After all this is considered, please remember to provide a portfolio of previous works as the audition itself

Rigger and Puppet Animators

The series is going to utilize the art of puppet vectors and rigs. Many great shows use puppets from "Bluey" to "My Little Pony: Friendship Is Magic". With this, it will save a lot of time in the animation stage. Here are the following requirements for this audition:

- A portfolio of previous works.
- A walking cycle of one of the following characters:
https://drive.google.com/drive/folders/1Zpm1cvFBeBiqBs3Uf57U7KvPoi-4xC_?usp=sharing
- Must have Adobe Animate/Adobe Flash or be willing to learn. (For the audition you can animate with the app of your choosing).

Standard Animators

This is where the magic happens. We're looking for hard working, self-paced, and reliable animators to help bring "Gamma Girl and Friends" to life. If chosen, you will be given a specific scene by our animation director to work on. Here are the following requirements for the audition:

- Portfolio of Previous Works
- The ability to animate in the style of the show
- Must have Adobe Animate/Adobe Flash and Toon Boom harmony or be willing to learn. (For the audition you are allowed to animate on the app of your choosing.)

Traditional Animators

While vector animation is going to help the process, we still value traditional animators for this series. We're searching for traditional animators to help those in between scenes really stand out.

Here are the following requirements for the audition:

- Portfolio of your previous works.
- Rough animation of any of the following characters:
https://drive.google.com/drive/folders/1Zpm1cvFBeBiwqBs3Uf57U7KvPoi-4xC_?usp=sharin
- All animation apps are welcomed.



Graphic Designers

What we are wanting from you:

- A related portfolio or/and any proof of experience (6+ images)
- Editorial design, be able to work text for digital media.
- Color theory. Be at least comprehensive on how it works.
- Flexibility to share the illustration editable file

Would be great if you have any of these:

- Printed media knowledge
- Adobe Suite knowledge

What would you be doing:

- Work closely with the Art Director and Project Director to deliver illustrations, promotional material, or images that help promote the message and delivery of the project into the public.

After all is considered, please submit your portfolio alongside a sample artwork using one or more of the following characters

https://drive.google.com/drive/folders/1Zpm1cvFBeBiwqBs3Uf57U7KvPoi-4xC_?usp=drive_link

Background Artist

Help us build the world of "Gamma Girl and Friends". From skyscrapers to shops to props to landscapes, you name it. We're searching for talented artists who can help illustrate this fantastic world! Here are the following requirements to qualify for the position:

- Must be comfortable with drawing backgrounds and landscapes, including buildings, structures, roads, objects, and vehicles, in addition to nature scenes.
 - The artist must have at least a basic understanding of drawing concepts (Examples include but aren't limited to shape, composition, values, perspective, color theory, etc.)
 - An artist must be willing to learn a new style. Lineless is preferred.
 - There are two primary preferred programs: Paintool Sai and Photoshop. Other programs are welcome; however, they must meet certain criteria:
 - a. The program must have a stroke stability feature, allowing the artist to stroke their lines slowly.
 - b. The program must allow the user to upload.abr brush files to utilize custom brushes.
 - c. The program must allow users to save their files in the.psd and.png formats.
 - d. The program must have a layer system.
 - e. The program must have a gradient feature for drawing the sky.
- Again, Paintool Sai and Photoshop are heavily preferred, but other programs are fine as long as they meet those criteria.
- After all of the following is considered, **please submit a portfolio of your best works**. By submitting you're agreeing with the above requirements.

Born to dilly dally



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Artist

What we are wanting from you:

- A related portfolio or/and any proof of experience (10+ images)
- Color theory. Be at least comprehensive on how it works.
- Consistency on "drawing style"
- Flexibility to share the illustration/artwork editable file

Would be great if you have any of these:

- Knowledge on any of the following:
 - Perspective
 - Anatomy
 - Comics
- Adobe Suite knowledge

What would you be doing:

- Work closely with the Art Director and Project Director to deliver illustrations, artwork, or images that help promote the message and delivery of the project into the public.

NOTE FOR ARTISTS We've previously worked on the following software for digital artwork: MediBang, Photoshop, ClipStudioPaint, IbisPaint, and FireAlpaca. If you use any of these great, if not, we can work it out with whatever you use.

After all is considered, please submit your portfolio alongside a sample artwork using one or more of the following characters

https://drive.google.com/drive/folders/1Zpm1cvFBeBiwqBs3Uf57U7KvPoi-4xC_?usp=drive_link

Music Composer

Music and audio is a key component in bringing this world to life. We are currently looking for composers to help create the score of "Gamma Girl and Friends". Here are the following requirements for audition:

- Portfolio of previous works.
- All software's welcome in composing.
- An understanding of music theory or basic understanding

Editors

We are currently looking for editors to help regarding any dubs, announcement videos, etc for "Gamma Girl and Friends". Here are the following requirements for audition:

- Portfolio of previous works.