mo-sys

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COMPONENTS		GUIDANCE
1:	Job Title:	Virtual Production Technician
2:	Employer:	Mo-Sys Engineering Ltd – an award-winning, world-renowned manufacturer of virtual production solutions and camera robotics for film, TV and broadcast (https://www.mo-sys.com/).
3:	Working pattern:	The number of hours/days per week (Min 45 days/320 hours total) Block projects – full-time for 10 weeks.
4:	Placement duties	You will join an innovative and agile team dedicated to the development of smart and inspired technology that is rapidly changing the future of camera tracking, robotic control and film/TV/broadcast production. You will assist with the installation and operation of the latest graphics rendering, tracking and keying systems across an array of broadcast, TV, film and special projects. This is both a creative and a technical role, where you will combine your software and hardware skills, and use your artistic and creative skills.
5:	Activities:	This section should outline the key activities and tasks the student will carry out during the placement that will help them achieve the overall placement objective. Where possible, the activities and tasks' frequency may also be reflected e.g. per week / for the duration of the placement • Be involved with the technical planning and installation of solutions for our projects, ranging from technical diagrams, logistics, and liaising with our technical partners and clients. • Provide technical and operational support across a range of broadcast Graphics, Augmented Reality (AR) and Virtual Studio Systems (training provided) • Develop and maintain practices and skills of real-time graphic engines, camera tracking and keying systems to deploy them effectively
6:	Skill development:	On the placement the student will need to further develop: **1: Technical skills** A: Willingness to learn or knowledge of Unreal Engine and other real-time systems such as Disguise or Pixotope

		B: Knowledge of workflows and network systems
		C: Passion for on-set technical production and colour pipelines associated with LED, processors and camera
		D: Troubleshooting and diagnosis
		E: Problem solving of complex integrated systems
		2: Soft Skills
		A: Composure, ability to stay calm under pressure
		B: Ability to deliver to short deadlines
		C: Organisation and methodical thinking
		D: A positive, can-do attitude
7:	**Minimum starting requirements:**	This section should detail any agreed starting requirements to ensure the student undertakes/is equipped with before the start of the placement. - Knowledge of or willingness to learn Unreal Engine - Aspiration to work in highly technical and creative environments - Troubleshooting and solving technical problems - Passion for creativity and visual storytelling solutions
8	**Suggested prior skills:**	This section should detail any important prior skills, knowledge, or behaviours that the student should have covered during their course in advance of the placement - Positive can-do attitude - Hands-on work and good work ethic - Methodical thinking
9:	**Interview Date:**	Tuesday 6th February
10:	**Start Date:**	Monday 12th February
11:	**End Dates**	tbc
12:	**Vacancy Deadline:**	Monday 29th January