ANIMATION EDITOR

AI-ASSISTED ANIMATION / EPISODIC POST-PRODUCTION

THE ROLE

Own the editorial journey of animated episodes, from production handover and first assembly to picture lock, final master and archive. This is a storytelling-led editing role combining creative judgment with disciplined technical finishing and AI-assisted production workflows.

KEY RESPONSIBILITIES

- Production handover & assets. Review scripts, shot breakdowns, approved character references, creative notes, scene renders, previews, music and source files. Identify gaps, select approved versions and maintain a shot/asset register.
- Project setup. Organise timelines, bins, audio tracks and sequences; confirm format settings, manage proxies and relinking, and preserve traceability to source scenes and shot IDs.
- Story & episode editing. Build assembly, rough cut and fine cut through picture lock. Shape pacing, humour, emotion, action, suspense, reactions and transitions to match the approved story and running time.
- Animation continuity. Check screen direction, eyelines, action matching, character identity, costumes, props, lighting and geography. Identify flicker, morphing, repeated actions, frozen frames and other generated-shot defects.
- Dialogue & performance. Protect approved Hindi dialogue, pronunciation, speaker identity, timing and lip-sync where relevant. Use clean dialogue edits, J/L cuts and crossfades; flag missing or unusable lines.
- Editorial fixes & feedback. Use alternate takes, trims, cutaways, reaction shots and selective reframing where appropriate. Escalate issues needing regeneration with shot IDs, timecodes, defect descriptions and correction references.
- Compositing & visual finish. Handle basic masking, keying, tracking, cleanup, layers and credits. Coordinate advanced compositing and VFX while maintaining the approved visual style.
- Sound & music. Edit dialogue, background score, ambience, Foley and effects; maintain intelligibility and consistent levels, and prepare organised stems or cue sheets for specialist mixing.
- Colour consistency. Match exposure, contrast, white balance and colour across shots. Identify colour-space, scaling, frame-rate and compression problems and coordinate specialist grading.
- Review, QC & delivery. Version review cuts, maintain timestamped feedback and approvals, QC episodes and rendered masters, and export compliant masters, subtitles, stems, project files and archives.
- Production workflow. Work with a centralised browser-based production platform, keep asset status and correction references accurate, and contribute to handover checklists and SOPs.

REQUIRED SKILLS & EXPERIENCE

- Proven editing experience in narrative animation, animated series, children’s/fantasy content or comparable character-led work, supported by a portfolio.
- Advanced proficiency in Adobe Premiere Pro, DaVinci Resolve or Avid Media Composer; working knowledge of After Effects, Fusion or equivalent.
- Practical knowledge of offline/online editing, conforming, dialogue editing, animation continuity, sound workflows, colour matching, QC and mastering.
- Comfort with AI-generated footage, varying source quality, multiple render versions and iterative correction cycles.
- Strong Hindi comprehension, storytelling judgment, attention to detail and communication with creative, production, sound and VFX teams.
- Ability to manage multiple episodes with reliable naming, version control and asset organisation.

PREFERRED EXPERIENCE

Episodic animation or broadcast/OTT delivery; fantasy and action storytelling; development of repeatable post-production SOPs; and collaboration with specialist sound, colour and compositing teams.

EXPECTED DELIVERABLES

An asset and missing-material checklist; organised editable episode project; assembly, rough and fine cuts; timestamped correction log; picture-locked sequence; sound/colour-conformed master; completed QC checklist; and consolidated final handover package.

SELECTION ASSESSMENT

Candidates may be asked to edit a polished 60–90 second sequence from an approved script extract, reference edit, scene renders and audio. Evaluation will consider storytelling, continuity, dialogue, sound, visual consistency, defect reporting and project organisation.

ROLE BOUNDARY

The editor owns editorial quality and delivery readiness. Advanced character animation, complex VFX, specialist mixing and grading are coordinated with the relevant teams unless separately assigned.