



CG Designer

Reporting to: ECD & CG Supervisor

Frame48 (frame48.com) is a 3D motion design studio founded in 2016 and based in Los Angeles. We specialize in premium product visualization and animation for brands and agencies - creating comprehensive digital asset libraries and human-crafted motion design for clients including Sonos, Lenovo, and Shimano.

You are a CG Designer passionate about pushing the status quo of motion design and commercial 3D aesthetics. Thriving at the intersection of design and technical execution - you bring strong Houdini experience, a sharp visual eye, and a passion for crafting beautiful imagery to both client projects and your personal explorations. You're efficiently minded and enjoy templating and automating redundancies to spend more time on the creative process. This is an in person, full-time, salaried position with benefits.

You'll work closely with our team of designers and artists to develop high-end CG visuals across a wide range of projects, from abstract motion systems and FX-driven sequences to photoreal product work and immersive environments.

Responsibilities:

- Design and create high-end CG visuals for motion design, commercial, and branded storytelling projects.
- Develop Houdini-driven FX systems including particles, simulations, procedural animations, transitions, and unique uses of the Houdini tool set.
- Build visually compelling lighting and rendering setups in Karma with a strong understanding of mood, composition, color, and cinematic presentation.
- Collaborate closely with designers, animators, and composers to bring ideas from concept through final execution.
- Translate creative briefs, references, and team discussions into polished visual solutions and original design ideas.
- Contribute to look development, visual exploration, and R&D during both pitch and production phases.
- Help develop efficient procedural workflows and scalable production systems within Houdini and the broader CG pipeline.
- Participate in creative reviews and brainstorming sessions, offering visual insights and thoughtful feedback throughout production.
- Stay current with emerging tools, rendering techniques, and motion design trends to help push the studio creatively and technically.



Frame48
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Qualifications:

- Strong Houdini experience is essential, particularly in FX, procedural workflows, Solaris, lighting, and Karma rendering.
- Strong understanding of modern motion design aesthetics, pacing, composition, and design fundamentals.
- Experience creating polished CG visuals for commercial, broadcast, or digital content.
- Familiarity with compositing workflows in Nuke or After Effects.
- Experience with Cinema 4D, Blender, Maya, or other 3D tools is a plus.
- Ability to thrive in a fast-paced, collaborative environment while managing multiple deadlines.
- Excellent communication, organization, and problem-solving skills.
- Strong passion for design, experimentation, and pushing visual quality.

This is an in-person position at our Culver City studio (4 days in-office, 1 day WFH).

Submit resumes, cover letters, and portfolios to hello@frame48.com with subject line: "Frame48 CG Designer".

Frame48 is an equal opportunity employer, committed to diversity and inclusion in the workplace. We prohibit discrimination and harassment of any kind based on race, color, sex, religion, sexual orientation, national origin, disability, genetic information, pregnancy, or any other characteristic protected by federal, state, and local laws.