



mustard



FX

noun /ɛf'ɛks/

sound or visual effects used in film, TV, or music

The continuing development of software and technology sees visual effects being more prevalent than ever in today's society. Computer graphics hold virtually unlimited potential when it comes to design, with vast application throughout a wide array of sectors and platforms. The increasing demand for high quality VFX, sprawling adventure games and photo-realistic visualisations has seen a huge growth in employment opportunities and talent.

mustardFX is our divisional brand, set up to cater for the ever-evolving sector. We cover all aspects of the market including production, post, animation, CGI and VFX.

INTRODUCTION

motion picture



Motion Picture is a term that we use to collectively refer to projects within the film, TV and advertising sectors. The introduction of online streaming platforms has given the sector a further boost, providing new ways for audiences to view high-quality content from the comfort of their own smart devices.

From concept to completion, production can take years, involving thousands of people across multiple stages of the project – mustardFX specialises in end-to-end recruitment, providing talent to both boutique agencies and large-scale operations globally.

Typical roles recruited for

3D/CG Generalist	Production Manager
Composer	VFX Artist
Producer (VFX, CG, Post)	Animator
Art Director	Environment Artist
Technical Director	Motion Designer
Pipeline TD	Motion Graphics Artists
Production Coordinator	VFX Supervisor
	CG Supervisor

MOTION PICTURE

Clients

sky

TERRITORY STUDIO

ABSOLUTE

JAM
VFX

SQUINT/OPERA

VIRTEX

gaming



Since the introduction of the first video game 'Pong' in 1958, gaming has taken the world by storm. Whether it be a AAA game created by a giant global studio, or an indie game created by a boutique developer, the sector caters for everyone.

The continued development of technology has always been at the forefront of gaming. With users demanding better graphics and bigger levels, studios continue to push the boundaries of what is thought possible.

mustardFX specialise in providing talent across all aspects of the project lifecycle and are constantly searching for the next software and technologies to be implemented within the sector.

Typical roles recruited for

Character Artist	Storyboard Artist
Environment Artist	Conceptual Designer
Level Designer	Animator
Game Designer	3D Designer
Audio Engineer	Art Director
Programmer	UI Designer
Creative Director	UX Designer
	Producer

GAMING

Clients



SONY



STELLAR



architecture/ interiors

No longer just a 'nice to have', Visualisation/CGI is now an integral part of Architectural and Interior Design processes, becoming an essential tool. It gives both the Client, designer, and other stakeholders an understanding of how the project will look and sit in its surroundings, at various stages of the development of the scheme.

The image, concept, and walkthrough that a Visualiser produces can be the difference between winning a competition, pitch or gaining planning permission. The process is a blend of technical skill and artistic ability, which allows the designer to deliver the perfect visual message to the client.

mustardFX has recruited into the divisions of these businesses for many years alongside another division of our business mustard BE which supplies candidates across the built environment.

Typical roles recruited for

3D Visualiser
3D Visualisation Specialist
3D Artist
3D modeller
CGI Artist
Motion Graphic Artist
Real Time Artist
Head of Visualisation

ARCHITECTURE/
INTERIORS

Clients



ARUP



DESIGN
INTERNATIONAL



SGP
Architects + Masterplanners



WINCH DESIGN

BINYAN

FRANCIS SULTANA

product



Product visualisation is used across all areas of the creation, development, advertising and marketing of brands old and new. Whether it is a packaging design firm working on FMCG goods or across automotive design and marketing, visualisation can be used at multiple points across the design process.

It has become impossible to tell what you are looking at when you see a finished advert on television, is it a visualisation or the real thing?

Companies use visuals to win pitches, demonstrate previous work and services they can offer, display a variety of concepts as well as demonstrate that initial product idea. It covers a wide range of disciplines and specialisms, from new car concepts, the latest gin bottle or even your cereal box, where, as well as a pencil and sketch pad, product visualisation would have been the starting point.

Typical roles recruited for

3D Visualiser
3D Artist
Retoucher
CGI Artist
Motion
Graphics
Artist
Head of
Visualisation

PRODUCT

Clients

DesignBridge

BULLETPROOF

MACKEVISION

burrows

marks

Winch Design case study

Client

Michal Baginski
Head of CGI at Winch Design

We, at Winch Design, have been working with mustard for a few years and over the past couple of years we also used mustardFX for the rapid expansion of our inhouse CGI team.

Joe has been paramount in obtaining the best talent we could get, perfectly understanding our very specific requirements and assisting very swiftly when needed. Needless to say, all interviews converted to trial days and subsequently into hired talent.”

Candidate

Alessandro Marri
Visualiser at Winch Design

I had a wonderful experience with mustard jobs. The process of finding a new role with their support is smooth and easy.

Joe has been helpful and professional all the way through. I would highly recommend them to anyone looking for a change in their career.”

the mustardFX team



James Newman
Divisional Leader – Visualisation
(Gaming/Motion Picture)

After a successful recruitment career working in the Interior Design division, James set up mustardFX after identifying the potential of the marketplace across both freelance and permanent hires. His passion for Film/TV/Gaming has forged a successful division and has continued to build an effective team across multiple sectors and clients.

As the team has expanded, James has narrowed down his focus on recruiting within the Motion Picture sector, headhunting both permanent and freelance talent within VFX, animation, production, post and CGI.

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Joe Beddington
Consultant – Visualisation & CGI

Joe works within mustardFX, as our specialist consultant for all things CGI. His main focus revolves around architecture, interiors and product, working with clients across multiple divisions in the sector to support their strategy across growth plans and rehires.

Recruiting across the board from Junior roles up to Head of CGI, Creative Director and Business Development roles, Joe has an exceptional knowledge of his market and a network to match. If he doesn't know how to do it, he'll find you someone that does.

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Tom Winter
Consultant – Gaming

Tom works within mustardFX, leading the charge on the gaming desk. Tom covers all aspects of Gaming recruitment, which is no small task considering the size of the sector. As with all of mustardFX, Tom is super passionate about his sector which bleeds through in his detailed conversations with both candidates and clients alike.

Leading the desk himself, Tom assists both AAA world-wide studios to indie studios, sharing his knowledge of the gaming industry and all its intricacies as well as boasting a wide variety of talented candidates.

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IS THIS YOU?

mustardFX is always on the look out for new talent to join the team and immerse themselves in our digital world.

If you're interested in VFX, Gaming, Animation or Film then get in touch using the contact information below and we'll set up a call!

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contact us



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