



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.



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 life cycle and are constantly searching for the next software and technologies to be implemented within the sector.

Typical roles recruited for

- | | |
|------------------|--------------------|
| Environment Art | Animator |
| Character Art | Character Animator |
| VFX Art | Technical Animator |
| Technical Art | Animation Director |
| Art Director | |
| Game Design | Producer |
| Audio Design | QA Tester |
| Technical Design | Executive Producer |
| Design Director | |
| | Programmer |
| | Technical Director |





Visual Effects is an awe-inspiring field that merges creativity and technical expertise to bring fantastical visions to life. From mind-bending illusions to awe-inspiring explosions, VFX artists play a pivotal role in creating the mesmerising visual experiences that captivate audiences worldwide.

Demand for this field has rapidly multiplied with the ever-growing mass consumption of film and TV. The industry is booming, having a recruitment partner on board is essential to alleviate the strains of additional workloads.

Our mustard FX specialists cover all areas of VFX, such as CGI, compositing, 3D modelling, animation, and digital sculpting. We support VFX specialists to land their dream roles, and help VFX studios take their team to the next level.

Typical roles recruited for

3D/CG Generalist	CG Supervisor
Compositor	VFX Editor
Producer (VFX, CG, Post)	Previs Artist
Art Director	Matchmover
Technical Director	Roto and Paint
Pipeline TD	
Production Coordinator	
Production Manager	
VFX Artist	
Environment Artist	
VFX Supervisor	

Clients



animation



Used vastly across the Entertainment and Marketing Industries, Animation is a highly sought-after skill. Animation provides a unique visual experience to its audience and is always there to tell a story – be it a brand’s identity or a character’s journey.

With the hand drawn and painted skills of traditional animation skill being a niche but internationally admired concept. TV and Film giants often delve into this field for a stylistic approach.

To keep up with demand, the use of computer animation has grown significantly. Providing a quicker turn-around and a slightly different stylistic approach with the addition of 3D rendering.

Typical roles recruited for

Motion Designer	Character Artist
Motion Graphics Artists	Art Director
2D Animators	Producer
3D Animators	Rigger
Concept Artist	Technical Artist
Storyboard Artist	

Clients

COVERT⁺



production

Production is the driving force where creativity meets technology to bring captivating stories and visuals to life. As TV and Film becomes more 'binge-worthy' Production Teams are leading the charge.

Production specialists from Assistant to Director level work on the development of a Television Show or Film from its early writing stage, all the way through to broadcast and distribution. As the foundations of the show, they acquire crew, secure a sets and locations, shooting, to organise the final edit.

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

Typical roles recruited for

Producers
Art Directors
Live Production Crew
Post Producers
Editors
Camera Operators
Production Managers

Production Coordinators
Casting Director
Development Executives
Colourists
Gaffers
Location Managers

Clients



The logo consists of the letters 'xr' in a white, lowercase, sans-serif font, set against a solid orange square background.

XR (extended reality) represents the cutting edge of immersive technology, blending the digital and physical worlds to create engaging experiences that redefine how we interact with information and entertainment. From futuristic simulations to interactive educational platforms, XR offer boundless possibilities that captivate and inspire.

The mustard FX team are dedicated to matching exceptional talent with exciting opportunities in the dynamic and evolving field of XR. Our specialist team cover everything from 3D modelling, spatial computing, interface design, and interactive storytelling.

We're always excited to connect our candidates with opportunities that let their creativity soar in the dynamic XR landscape and watch our clients grow as their performance becomes a key player in their success.

Typical roles recruited for

3D/CG Generalist	VFX Artist
Compositor	Environment Artist
Producer (VFX, CG, Post)	VFX Supervisor
Art Director	CG Supervisor
Technical Director	VFX Editor
Pipeline TD	Previs Artist
Production Coordinator	Matchmover
Production Manager	Roto and Paint
	Programmer

Clients



Atmospheric



Mesmerise

SQUINT/OPERA



animmerion

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 Designer
Retoucher
CG Artist
Head of Visualisation
Visualiser

Clients



UNREASONABLE
STUDIOS

VELVET V BADGER



REPLY
THREEPIPE

engineer



Engineers provide a vital role across the FX creative industries. The roles are a niche technical sector and require a vast set of skills. As the TV and Broadcast fields have grown significantly with the rise of online streaming stars like Netflix and Amazon Prime, the demand for quality engineering talent has skyrocketed.

We work specialise with a range of engineers, from Broadcast Engineers, to Post-Production Engineers and finally, Systems and IT Engineers.

Adapting to the needs of the business, System and IT Engineers design, create and implement new systems to help a business flourish. Additionally, systems engineers are project managers responsible for overseeing a team of IT professionals.

Having an equipped team of Broadcast Engineers, with the ability to own the behind-the-scenes technical processes that keep scheduled broadcasts running, setting up live broadcasts, maintaining and updating broadcasting hardware and software, and addressing broadcasting problems is an essential to any studio.

Typical roles recruited for

- Software Engineer
- OTT Engineer
- Broadcast Engineer
- Systems Architect
- Broadcast Maintenance Engineer
- Outside Broadcast Engineer

Jam VFX case study

Client

Libby Behrens

VFX Operations Director at Jam VFX

"Tegan was instrumental in bringing our CG supervisor on board.

She was clear throughout the process and was consistent with checking in. I have been impressed with her over all recruitment skills and bubbly personality. Thanks for this successful hire."

Candidate

Dara Cazamea

CG Supervisor

"Tegan has been great and extremely professional. She's put me forward for a CG Supervisor role and has been very positive and helpful throughout the process.

Stellar communication, perceptive and friendly, I would definitely work with Tegan if and when I look for a career move in the future!"

Supermassive Games case study

Client

Tim Browning

Recruitment Lead at Supermassive Games

"We have grown a lot in the last year and Tom, Jake and the team have really helped bring in some integral hires to the business.

They take a quality approach to recruitment, partnering with us to ensure we get the best possible people at Supermassive Games.

Looking forward to continuing our great working relationship."

Candidate

Steve Hamer

Design Director at Supermassive Games

"Tom's a fantastic recruiter, friendly and always willing to listen and help out. Goes to the limit to make sure you'll get the best possible position, would recruit here again"

the mustardFX team



Tom Winter

Lead 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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Tegan Parsons

Recruitment Executive

Gaming & VFX

Tegan has expanded her scope of work, not only specialising in VFX, Film and TV, but also Gaming. She's always excited to learn and hear more about the digital entertainment industries in all its forms from Animation, XR, Production, VFX and Gaming. Prior to recruitment, Tegan worked in Television Production so she knows the industry inside-out!

Outside of work: Tegan can be found cooking up a storm for her food blog, playing guitar and going on very long walks - you'll often find her strolling the path between Bristol and Bath.

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the mustardFX team



Ben McKenna-Smith

Recruitment Executive

Gaming

Ben McKenna-Smith's recruitment journey began in the Health and Safety industry, placing freelance professionals across The Netherlands and Belgium before joining the FX team here at mustard.

Outside of work: Usually found on the rugby pitch but when he's not chasing the egg, Ben enjoys playing video games and spending time with my friends & family, usually down the local pub!

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IS THIS YOU?

mustard are always on the lookout for new talent to join our team.

If you are interested in working in any of our divisions, then get in touch and we'll set up a call!

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