



## Marcom - Motion Graphics

Experience Apple. There's the typical job. Punch in, make widgets, punch out, repeat. Then there's a career at Apple. Where you're encouraged to defy routine. To explore the far reaches of the possible. To travel uncharted paths. And to be a part of something far bigger than yourself. Because around here, changing the world just comes with the job description.

Apple is looking for an enthusiastic and sincere design student who is able to follow direction and be self-motivated, to join our Motion Graphics and Film & Video group. You will be closely involved with the day-to-day operations within the group. Projects may vary from video shoots, post-production, asset preparation to motion graphic animation. You will get an understanding of how the Motion Graphics, Film & Video team play a vital role within Apple, especially in partnership with Retail, Web, and Channel.

### Some responsibility includes:

- Organization, production and animation across a range of deliverables including, but not limited to: screen savers, brag reels, attract loops, window displays, channel plinths, web quick tours, guided tours and keynote animations.
- May be expected to help out with non-creative tasks such as asset management and project archiving.

### Qualifications

- Strong conceptual thinking; able to convey strong ideas in your design and animation, without just relying on visual effects
- A solid ground in basic design principles of type, color, layout and presentation. Not just an animator.
- Proven abilities in After Effects. Modeling, texturing, lighting and animating in Cinema 4D is a bonus
- Ability to storyboard and convey ideas/motion through style frames
- A team player
- A good attitude

Please send resumes and sample of work to Amber at [marketing\\_internships@apple.com](mailto:marketing_internships@apple.com)