



**Role:** Motion graphic specialist / company  
**Reports to:** Festival Creative Director / Project Manager  
**Contract type:** Freelance/Contract  
**Project duration:** 20 days over 8-12 weeks  
**Location:** Dumfries and Galloway + Remote  
**Fee:** £5000 (20 days x £250)

We are looking to appoint a Motion Graphics Specialist with experience of working with outdoor projection for a major public event which will run from 15<sup>th</sup> – 19<sup>th</sup> January 2026.

This role requires a creative and technically skilled motion graphics specialist to design and produce a large-scale, outdoor projection for a community festival in South Scotland.

The six-minute projection will transform Burns Mausoleum into a dynamic canvas, telling a visual story that celebrates his life and the community who loved him. The ideal candidate has experience in projection mapping and can work collaboratively to deliver an engaging, immersive visual spectacle. Some experience of working with heritage would be desirable.

This project will be delivered in partnership with Dumfries & Galloway Museum's Service, Burns Tourism Partnership group with support from Historic Environment Scotland and EventScotland.

### **About us**

We are Electric Theatre Workshop, one of Scotland's largest community arts organisations established in 2011, we are a social co-operative of more than 600 members made up of creatives, producers and members of the community who come together to create powerful celebration through our annual programme of events which includes Big Burns Supper, Northern Lights Dumfries, Le Haggis and Dumfries Community Choir.

### **Key responsibilities**

- **Concept development:** Work with the festival's creative team to brainstorm and conceptualize the visual narrative and artistic style of the outdoor projection which will be driven from community-based research from more than 300 contributors.
- **Asset creation and animation:** Design and produce all 2D and 3D motion graphics, animated visuals, and effects required for the projection, including the filming of characters who are played by members of the community.
- **Sound composition:** Work collaboratively with the festival's community music director to score the piece ensuring the work uses theatricality to interpret the heritage of Robert Burns and his resting place.
- **Content mapping:** Use specialized projection mapping software to adapt and warp content to fit the specific contours and architecture of the designated building.
- **Storyboarding:** Create detailed storyboards and animatics to visualize the projection sequence, flow, and timing.
- **Visual integration:** Work closely with technicians and other team members to ensure the visual elements integrate seamlessly with the event's audio and lighting.
- **Research and planning:** Conduct site visits and research to understand the architectural features, optimal audience viewpoint, and ambient light conditions of the projection surface.
- **File optimization and delivery:** Export and prepare final motion graphics assets in the correct formats and resolutions for the high-powered projectors and media servers.
- **Technical troubleshooting:** Be available during the setup and live event to troubleshoot any technical or workflow issues related to the motion graphics and mapping.

### Required skills and qualifications

- **Experience:** Proven experience in motion graphics design and video production, with a strong portfolio showcasing previous work, including any large-scale installations or projection mapping projects.
- **Software proficiency:** High proficiency in industry-standard software, including:

- **Creative ability:** A strong artistic eye, solid understanding of design principles (composition, colour, typography), and a proven ability to translate complex ideas into visually compelling animations.
- **Technical knowledge:** Familiarity with video codecs, formats, and optimization techniques for large-format projection.
- **Problem-solving:** A resourceful and creative approach to problem-solving, with the ability to work effectively under pressure and meet tight deadlines.
- **Collaboration and communication:** Excellent communication and collaboration skills to work effectively with creative teams, technical staff, and festival organizers.
- **Adaptability:** Ability to adapt to the unique challenges of working in a public, outdoor setting, such as working with non-flat surfaces and managing various environmental factors.
- **Interest in community:** A passion for creating public-facing art that engages and resonates with a diverse community audience, as well as being sensitive to the tenants of the physical and intangible heritage.

## Timeline

- Closing date 7<sup>th</sup> October
- Interviews 13<sup>th</sup> October
- Work begins 20<sup>th</sup> October
- Site visit in Dumfries on 21<sup>st</sup> October
- Concept completed 4<sup>th</sup> November
- Community Filming 6<sup>th</sup> November
- First Draft to Composer 10<sup>th</sup> December
- Second draft to Composer 20<sup>th</sup> December
- Mapping in Dumfries on Tuesday 14<sup>th</sup> January
- Participation in evaluation session on 31<sup>st</sup> January

**Attendance at weekly creative meetings**

- You will be required to attend weekly artistic meetings online from 11am until 12pm every Tuesday until the project closes.

**Alternative approaches to working timeline**

- We are happy for candidates to propose different approaches to the timeline as long as this is flagged up at application state.

**Accommodation**

- Accommodation will be provided for the live period, as well as travel expenses to attend the initial site visit and to work as part of the festival.

**To apply**

Please send a CV with some examples of your work with a short introduction about yourself to [graham@bigburnssupper.com](mailto:graham@bigburnssupper.com)

We welcome applications from companies and ensembles, as long as you can demonstrate the principles of Fair Work. If you are applying as a company, please [complete the following](#) and send the outcome of this to us as part of your application.

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**Questions**

If you have any questions about this role, or would like to discuss this with us, please email [graham@bigburnssupper.com](mailto:graham@bigburnssupper.com)