



### **About us:**

Totality Corp was started in July 2017 with the goal of combining scalability through technology, innovation through design and retention through content. For our first product we wanted to develop a platform for gamers to compete with tangible rewards, culminating into MGPL (Mobile Gaming Premier League). MGPL was the first mobile platform in India to offer real money gaming across a variety of casual games. We grew that business to 2.2mn users, with tangible rewards on offer of Rs 2.5 Crores each month. The product was self funded by the Founder and saw the emergence of many VC backed startups over the next 9 months.

In July 2019, Totality Corp ventured into the interactive video space and subsequently raised funding from 2 renowned Institutional Investors, Leo Capital and Mayfield. We launched Yovo, a vertical feed, interactive video mobile app which grew to 3.5mn users with 1.3mn monthly active users, who were creating 40,000 videos each day on the platform. Interactive video (think Netflix Bandersnatch) is an exciting space but we realised that the interactivity behavior was still early for the Indian market where TV consumption and other non-interactive linear video formats like Tiktok were booming and yet to hit saturation points.

Totality Corp has now gone back to its gaming roots and are creating what Walt Disney would have founded in 2020. We are developing a live persistent virtual world, where people all over the World can congregate, socialize, play games and create together. Our vision is to empower everyone on this planet with an opportunity to create anything, do anything by being themselves. We are bringing the new phase of 3D Internet to the World.

So far, the Internet has largely been in the 2D spatial space, and focused on reducing friction in transactions. The on-demand business models, social networks, OTT providers, all have largely worked on designing products for reducing “negative friction” from transactions and behaviours. In our view, Gaming works differently and it adds “positive friction” to enable behaviors which users desire to fulfill their needs. We are at the forefront of bringing this change.

### **About the work-from-home job/internship**

The Animation Intern is responsible for providing support to the company by creating animations which are creative and deliver valuable insights about our product. Apart from gaining significant insightful learning experience in animation, the candidate will also learn the dynamics of working in a team and contribute to group discussions effectively.

The selected intern's day-to-day responsibilities include:

1. Create quality animations for films using Blender
2. Telling the story effectively in a meaningful way through vivid and compelling character acting and movement
3. Plan shots with an understanding of storyline/character context
4. Serves as an active participant in team art discussions, critiques, and reviews

### **Skill(s) required:**

1. Bachelor's Degree in relevant field (passing year or currently pursuing)
2. Exceptional skill in animating the bipeds, quadruped characters
3. A solid grasp of the 12 principles of animation
4. Good knowledge of Human Anatomy
5. Proficiency in Maya/Blender (preferred)
6. Knowledge of Rigging (preferred)
7. Knowledge of Game Engines (Desirable)

### **Duration:**

6 Months + PPO

### **Stipend:**

15000 /month

### **Location:**

Gurugram



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Join us to create the future of gaming worlds and bring the next phase of 3D Internet to the World. Totality Corp is led by a team with an educational background from IIT Delhi, IIM Bangalore, London School of Economics and Campus Law Center, Delhi University. The company is always on the lookout for people who are excited to solve problems and have a large-scale impact by creating innovative and scalable solutions.

### **Job Description**

We're seeking a Video Editor that will follow established methods to process and improve video materials. This is a hands-on position that entails video editing, color correction, and motion graphics, as well as overseeing the end-to-end process by the following SOP and ensuring quality compliance, establishing procedures and post-production workflows under the supervision of the supervisor, and ensuring visual consistency across multiple projects. The position necessitates technical knowledge to discover workflow optimization opportunities and take action to reduce waste and increase the quality of product videos.

### **Responsibilities:**

- Produce videos for use on social media sites.
- Must be familiar with and comprehend the components of mobile-sized, social media videos. Recognize the project's requirements and develop unique concepts.
- Within and outside the team, communicate and collaborate effectively.
- Keep track of existing production pipelines and look for new methods to improve them.
- Make suggestions and references to help team members communicate ideas more simply. Get constant feedback and work on improving your video.
- If you love and do acting, it's an add on.

### **Required skill set:**

- A good portfolio of completed projects and previous work with Blender, After Effects, and Photoshop are all required.
- Interpersonal and communication skills should be excellent, as is the capacity to work efficiently.
- Ability to develop material for an online audience and successfully communicate with the marketing team to comprehend requirements.
- Self-motivated and capable of working alone while maintaining a high level of attention to detail.
- Complete tasks to a high standard while staying on schedule.
- An awareness of how to use relevant and informative information to engage your audience on social media.
- Please share some of the work that you have done.

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