

Applicants will need to demonstrate a strong artistic ability, bringing with them a strong understanding of form, function, detail, the skill to interpret concept art, plus have the technical skills to bring their work to life in Unreal Engine 4. Artists are required to be versatile and build ideally both organic and hard surface assets. Push your artistic talent to the limit on a team of world-class environment, character and concept artists who strive to innovate and inspire.

### **KEY RESPONSIBILITIES**

- Exhibit good color theory and technical expertise in architectural layout, lighting, scene composition, and environmental FX polish (bloom, color adjust, fog, etc.).
- Model and texture a wide variety of props/assets.
- Creatively model from rudimentary or unfinished concepts, showing understanding of the goals of the design, to final, production-ready models.
- Create solid, high fidelity textures of any given surface.
- Be equally proficient with both hard surface and organic modeling techniques.
- Create shaders for environment assets, volumetrics, decals, ambient effects, etc.
- Know when and where to cut and how to most effectively optimize meshes and materials, without compromising visual quality.
- Work in the style as dictated by the project Art Director and Art Lead.

### **QUALIFICATIONS**

#### **Required**

- Highly skilled in relevant software, 3DS Max, Maya, Photoshop, Zbrush, Substance, etc.
- Solid communicator with an ability to work between disciplines.
- Great texturing skills and experience with PBR & materials.
- departments and disciplines
- Ability to take 2D concept art to completion.
- Ability to create functional, articulated mechanical models and rig them.
- Ability to provide feedback to outsourcers.
- Complex, technical shader knowledge and background is a plus.