

Lighters add the lighting to games that create atmosphere and adds realism, tone, and depth to a scene, using their craft, Lighters create visually balancing individual elements that enable game artists to produce a convincing image or environment. You will need to use your technical skill as well as your aesthetic judgment to create images that not only look good but are easy to render. Lighters make sure there is consistency in lighting, color balance, and mood between the various elements of a shot or scene in the game. When appropriate, they ensure the CG looks photorealistic. Lighters emphasize drama or narrative, and also establish and clarify location, weather, time of day, etc. Lighters will be expected to respect and follow an established design theme for a sequence or project. They must be able to refer to the relevant production designs and apply that visual style as faithfully as possible, taking care to maintain continuity throughout the scene and game.

### **KEY RESPONSIBILITIES**

- Use lighting to emphasize drama or narrative, and to establish/clarify location, weather, time of day.
- Respect and follow an established design theme for a sequence or project
- Refer to relevant production designs and apply visual style faithfully, taking care to maintain continuity throughout the scene and game
- Ensure that the lighting fits within game performance standards

### **QUALIFICATIONS**

#### **Required**

- Degree or Diploma in an art-related subject such as Visual Effects, Computer Animation, Film Production, Photography.
- 5+ years' experience
- Build lighting in game engine with different lighting passes such as direct and indirect lighting passes for exterior and interior in large-scale maps
- Identify lighting issues and apply fix on lightmapped and vertex lit geometries
- Work lighting knowledge of Maya, or other commercial 3D packages
- Edit images in mainstream software such as Photoshop
- Experience with portrait lighting, stage lighting, or architectural lighting
- Knowledge of color theory, composition, light, and form
- Work from reference materials and concept
- Create polygonal modelling, and texture UV is considered an asset