

VFX artists create photoreal, digitally-generated imagery. The role requires the seamless integration of these effects into live action in feature films, television and, increasingly, online and console gaming. VFX artists use the latest technology to produce computer-generated creatures, crowds and stunt doubles.

KEY RESPONSIBILITIES

- Comprehensive portfolio showing wonderful examples of their craft
- Proactive - takes on responsibility & ownership in pushing the quality of their craft and in self-development, fluent in the principles of animation & creation of stylized VFX
- Demonstrates awareness and aptitude of art fundamentals (line, color, form, shape, texture, rhythm, perspective, value, lighting & composition)
- Ability to adapt styles to successfully follow Art Direction
- Presents a series of well-thought-through options through proper research, reference gathering, visual investigations, and development; Does not just reference other games.
- Proficient with generating ideas/concepts/block-outs in 2D and 3D
- Follows up on their art and provides support to ensure it is correctly deployed in-game
- Clearly follows best working practices - seeks agreement on direction by presenting a variety of well-drafted/grounded ideas before starting final art
- Able to mentor more junior VFX Artists
- Supports Principals and Leads with the creation of style guides and visual targets

QUALIFICATIONS

Required

- Extensive experience with Unreal Engine and VFX Systems.
- Humble and kind Team-Player, passionate about VFX
- Specific experience using the following software would be advantageous: Maya, Photoshop, After Effects, Houdini
- Comfortable creating stylized VFX artwork
- Experience creating scalable VFX systems