

You will help the Vehicle Team to define visual benchmarks, set the bar for damage and weathering and be a creative influence on livery design, vehicle customisation and game features. We are not just looking for a traditional vehicle modeler but for someone to guide the whole process.

KEY RESPONSIBILITIES

- You will gather research, design and model vehicle artwork in 3D, and follow our proven workflows to create functional parts both interior and exterior for them.
- You will work to create textures and shaders to faithfully describe accurate real-world material types, representing paint finishes, metals, wood, fabric and hides.
- Work with our engine tools to export and test your assets to the game, where you will test and maintain both the individual quality control and expected function of the asset.

QUALIFICATIONS

Required

- Understand the technical aspects of the vehicle production
- Proven vehicle art experience on current-gen consoles and PC
- You will be need to quickly comprehend custom in-house tools
- Experience modeling with Maya or any other major 3D package
- Excellent knowledge of Photoshop for texture creation
- Good level of expertise in Substance Painter
- Understanding of PBR workflows
- Experience integrating vehicle art into a game editor