

Jobs / Concept Artist/Matte Painter

Job description

Desired Candidate Profile

- Arts/Design related degree & a flair for storytelling.
- Must have excellent 2D skills and traditional technical knowledge
- Thorough understanding of character anatomy and must be up- to- date in industry trends,
- Ability to be flexible and to adapt to various art styles;
- Strong Traditional art skill.
- The artist should not only have high artistic ability but must be extremely creative in visualization.
- Incredible sense of perspective, lighting, form and color composition.
- Good understanding of Art & animation fundamentals to include color theory, light, shade, and form.
- Able to meet deliverables and drive your work to completion within specified timelines.

Tasks and responsibilities

- Responsible for producing **concept** art for the pitches and story creation.
- Working closely with the Art Director / Asst. Art Director and the artists.
- Work with Art Director to determine style, look and level of quality for the characters.
- Work closely with other art disciplines to determine character technical specifications.
- You will work closely with the team working on character and environmental design development (Matte Painting).
- Create the concept art that illustrates the various stories and scripts
- Handling creative decisions.
- Creation of character designs, sketches, animation concepts, storyboard, animatics, etc.

Minimum requirements:

- 3-4 years of professional production experience.
- Knowledge of Toon Boom, Flash or other 2d animation software.
- BFA or any equivalent degree/diploma preferred.
- Must have strong visual and technical skills.
- Knowledge of 3d software (Maya) would be a plus !!

