

## **Modeling artist**

### **Desired Candidate Profile:**

Work with Art Director, Rigging and animation to determine style, look and level of quality for the characters.

Model characters in high polygon & low polygons.

Handle technical aspects of asset creation with optimum efficiency, and creation of advanced shaders and asset integration

Work closely with other art disciplines to determine character technical specifications

A strong understanding of Rigging and animation principles.

Experience in several aspects of production to include concept work, modeling, texturing, and shading and be highly comfortable with Maya.

Strong understanding of Photoshop and programs such as Zbrush or Mudbox

Strong Traditional art skill.

Attention to high quality anatomical detail.

Understanding of computer graphic fundamentals and production pipelines.

Solid understanding of Art fundamentals to include color theory, light, shade and form

Can adapt to various art styles.

Able to meet deliverables and drive your work to completion within specified timelines

Good communication skills both written and verbal.

Can work cross functionally in many areas without being constrained by your job function

### **Minimum requirements:**

1-3 years of professional production experience

Skilled at quick analysis, problem solving and decision making in order to meet ongoing daily/weekly challenges with solutions

Calm, organized and methodical in their approach to the work