

Job description – Texturing Lead

Responsibilities

- Team Leader will be in charge of leading the texturing/shading aspects of the show.
- He/She will work in collaboration with the art director to set the quality level of the show and to respect the artistic vision of the TV Series.
- The person will also be in charge of training junior artists and be the mentor for the team.
- Work with the following departments like shading, animation, Lighting & R&D to determine style, look and level of quality for the show.
- Handle technical aspects of show creation such as pipeline concerns, assets build with optimum efficiency.

Requirements

- Strong understanding of Photoshop and programs such as Body Paint.
- Solid understanding of Art fundamentals to include colour theory, light, shade and form
- Can work in a variety of styles.
- Able to meet deliverables and drive your work to completion within specified timelines.
- Great communication skills both written and verbal
- Can work cross functionally in many areas without being constrained by your job function
- A Collaborative work ethic.
- Must be open to direction and able to embrace change.
- Desire to learn from other and to take on increasingly challenging assignments

Desired Skills and Experience

- Minimum 6 years of industry experience.
- Strong knowledge of PHOTOSHOP;
- Knowledge of modeling and rigging is a plus.
- Have an eye for detail, composition, colors, scales and forms.
- Strong knowledge of MAYA;
- A good knowledge of MUDBOX and ZBRUSH is a plus;