

EMPLOYMENT SPECIFICATION ARTIST



Play On DVD
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Description and Key Skills

Excellent creative and strong artistic skills supported by excellent technical ability. Candidate will have at least one shipped title, preferably on Gamecube or Wii. Ability and willingness to follow visual direction and production standards; proven aptitude in four or more of the following areas:-

Character modeling, object modeling, environment modeling, texturing mapping, texture creation, character animation, character rigging, motion capture, character concept art, environment concept art, user interface art, video editing and composition, level scripting, game engine / middleware experience.

Responsibilities may include but are not limited to:-

- Producing high quality art assets using 3DS Max and Photoshop
- In game animated objects, characters and environments
- Adherence to polygon budgets & texture size limits
- Cut scenes and rendering
- Sequence allocation and the Final sequence export
- Model rigging, skeleton creation, model geometry, texture creation and mapping
- Animation of skinned characters
- Use of Wii / Renderware software development kits
- Use of physics within a 3D modeling package
- Creation of movement paths and camera animations
- Presenting concepts and ideas to both the development team & studio management.
- Adhere to development schedules and see them through to their successful conclusion.
- Ensuring highest quality standards are observed
- Strive to educate oneself and have an interest in maintaining good working knowledge of key industry art tools and future pertinent technologies.
- Ability to build good relationships with and maintain effective communications with colleagues, senior management and the client (where applicable).

Personal & Interpersonal Skills

- Flexible and adaptable in approach to work with strong organisational skills
- Confident to contribute ideas and influence others positively
- Enthusiastic and self motivated with an active interest in video games
- Excellent interpersonal skills and hands on "can-do" approach
- Appreciative of commercial reality and negative economic impact of production slippage
- Ability to follow schedules and meet deadlines applying time management skills.
- Excellent verbal & interpersonal skills
- Previous experience of working to deadlines within a team and achieving results
- Expected to have strong verbal and written communication skills

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Sample work

Please provide examples in digital form on a website or a PC compatible CD / DVD. 3D samples are preferably completed in 3D Studio Max and 2D samples in Adobe Photoshop. Equivalent software samples are also considered.

Examples may include but are not limited to:-

- Images of modeling and unwrapping for games and/or high resolution rendering
 - o **Characters**
 - o **Environments**
 - o **Props**
- Images of texture creation for games and/or high resolution rendering.
- Playable game demos
- Screenshots of game / level mods
- Video of animation sequences, including examples of video editing and compositing.
- Video of character animation sequences.
- Video of Character rigging / skinning
- Images of sketch work
- Images of Concept art
- Images of Photoshop rendering
- Images of GUI design / artwork

Sample work is non-returnable. Do not send originals.

