

Job Description

General 3D Artist

Overview

Short Fuze are seeking a technically knowledgeable and creative 3D General Artist, with 3D Modeller/Texturing and Animation experience, to work on an industry-pioneering machinima tool that enables users to create their own movies.

This is a great opportunity for a proficient artist to undertake a versatile and rewarding role within a young growing company.

The applicant should be capable of creating 3D assets and animations at a quality level suitable for commercial distribution worldwide as part of a leading machinima application.

Job Description/Responsibilities

General

- Input into the design of the Moviestorm product through the creation of suitable Art Briefs that define all assets required for the creation of 'Content Packs' (characters, props, environments and animations to be utilised within the Moviestorm product)
- Sourcing suitable reference materials for required assets in line with the Marketing and Design Briefs
- Working to clear and defined milestones within a project and strict time constraints
- Assist the Producer or Project Manager to develop suitable production schedules
- Reporting to the Art Manager

Creative

- Creating world-class assets for use in Moviestorm marketing movies to promote saleable Content Packs
- Economically create pilot assets for internal and external reference, that set the required standard
- Input into art-related technology features and strategy
- Ensuring assigned assets achieve the agreed company standard before integration with the product
- Monitor, communicate and apply quality standards created or maintained by the market, and where appropriate integrate within internal quality management systems

Attributes

- Able to follow instruction, and be relatively self sufficient
- Can handle shifting schedules, set priorities, and handle multiple projects with team support
- Passion for creative media (games and film), user experience, and good design
- Someone who always strives to improve
- Exceptional attention to detail
- Ability to think and learn quickly as project needs change
- Proactive and objectives driven
- A team player with good communication skills
- A disciplined and professional work ethic

Job Description

Experience

The right candidate will have some of the following:

- At least three years experience of creating in-game art assets preferred
- A broad range of 3D artist skills, including character creation and animation
- Familiarity with technical concepts of real time rendering

Modelling / Texturing

- A keen eye for lighting, shading, colour, detail and form
- Next Gen and low poly game industry modelling and texturing (through original art and photo reference) skills
- Proven character creations skills

Animation

Extensive game industry animation experience, including:

- Character and object rigging
- An ability to create natural motion, quickly and with ease
- Proven animation skills for organic/inorganic and biped/quadrapped models
- Lip-synching and facial animation experience

Software

- Expert in 3D Studio Max and Character Studio
- Strong knowledge of ZBrush (or Mudbox)
- Strong knowledge of Photoshop

Package

Package: Negotiable, commensurate with experience and ability
Location: Cambridge
Start: Q1, 2009