



Senior Environment 3D Artist – 12 Months Fixed Term Contract

Description

This is an fantastic opportunity for a Senior Environment 3D Artist with at least 3 years experience as an Environment Artist, or in a similar role including development experience to join us on a 12 month in-house fixed term contract. You will deliver incredible models and build awesome looking environments for exciting projects in VR.

We are looking for someone with the ability to build outstanding environment assets to a high standard, within the constraints of the VR platform. You will also be required to construct scenes using those assets with a strong eye for composition and efficiency, whilst working within structural guidelines laid down by project requirements. Any lighting experience would be a big advantage.

If you can absorb and act upon art direction, work quickly and show passion in creating quality 3d art then we'd love to hear from you.

You will work alongside the existing environment art team so communication skills, both visual and verbal are key.

Direction will come from the studio Art Director and Principal Artist as your work must integrate seamlessly into the project. The ability to take and act upon direction, and an understanding of different art styles is therefore required.

Requirements

- The ability to take and act upon direction from the Art Director and/or Principal Artist
- Ownership of environment levels
- Creation of fully textured 3D prop and modular assets
- Creation of entire levels with an eye for storytelling and composition
- Optimisation work in reducing polygons and materials and combining assets when necessary
- To create scenes and assets in a variety of different art styles
- Working closely with other disciplines such as game design, concept, technical art and code
- Participate in R&D of new techniques to implement into production pipeline
- Proactively seek feedback from Art Director, Principal Artist, and Creative Director
- Ensure that artistic style is consistent with defined visual style for the game
- Contribute to the technical understanding of more junior members of the team
- Be a reference for the art team in relation to various artistic elements and find solutions to complex issues that arise
- Assess artistic content with the Principal Artist and establish time and planning estimates by priority and level
- Oversee optimisation and debugging to fix issues raised by testers
- Build and integrate assets into the play space and find solutions that adhere to the art direction
- Assess development times accurately, work to schedule and raise the quality of art within projects
- Communicate and collaborate with key stakeholders to confirm task direction and ensure consistency of work within the team

- Be a reference for the art team and find solutions to complex issues that arise
- Share knowledge within the team, advise and mentor more junior members
- Maintain consistent style under the direction of the Art Director and Principal Artist
- Assess and plan out the environment spaces, with consideration of narrative, visual storytelling
- Deliver work to production schedules whilst exploring new methods and workflows
- Understand game design documents regarding environments, objectives, atmospheres, story and style and use them to create scenes and assets
- Work within a team of artists giving and receiving constructive feedback
- Oversee optimisation and debugging to fix issues raised by QA

Essential Criteria

- Experience in a similar role or, 3 years minimum experience as an Environment Artist
- Unreal Engine 4 – from asset importing, material creation, LOD setup and scene building/ editing
- Experience with the optimisation of assets and scenes to create an as efficient as possible final product within the tight constraints of VR
- Extensive experience creating stylized environments and props for in game use
- Extensive experience with Maya, Zbrush and Photoshop
- Experience mentoring artists and acting as a leader in a team environment
- Lighting and post process experience in Unreal
- A demonstrable understanding of the creation of textured 3D assets, from start to finish
- In-depth understanding of Maya (modelling, UVing and texturing), ZBrush and Photoshop
- Knowledge of technical constraints, optimization and implementation
- Excellent communication skills
- Strong time management skills with the ability to work within time budgets
- Good English skills both verbal and written
- Solid skills in hard surface modelling
- A keen eye for spinning narrative and life into the environment
- Strong visualisation skills when directed to use a particular art style or concept
- Proficient in both high-poly and low-poly modelling, sculpting and retopology
- Good organization skills
- Language of photography and cinematography
- Originality and resourcefulness in problem solving
- Ability to work within an established team and receive constructive feedback on their own work
- To show understanding towards others
- Highly creative with a true passion for games, having previously worked in the gaming or related industry

Desirable Criteria

- Unity experience
- **Why nDreams?**
- nDreams was founded with the desire to develop amazing, creative experiences that capture people's imaginations. All this from a team that focuses on honesty, collaboration and a sensible work-life balance.

Benefits

Terms of Contract

- Rate, dependent on experience
- 12 month fixed term contract
- Location – Farnborough, Hampshire, UK
- Pension scheme
- Share Option scheme
- Childcare Vouchers
- 20 days holiday per year, increasing by 1 day for each year of service up to 25 days (+ bank holidays & your birthday)
- Duvet Days
- Regular staff outings and social events