



Lead VFX Artist

Job Description

Summary of the Role

This is an amazing opportunity to for a Lead VFX Artist to join us here at nDreams to help carve the future of VR development. Focusing exclusively on the VR platforms, we are at the frontier of new hardware and exciting projects, relying on us as a creative team to trail blaze new and innovative methods of implementation.

VR presents a whole new dynamic in the presentation of VFX. As a solely VR focused studio we are all too aware of the new possibilities offered to each discipline, within VFX we are looking for someone to see that potential and apply themselves to that goal and help us perceive VFX in a truly fresh, immersive and innovative way. With the variety of projects and VR platforms currently being developed here at nDreams this role is guaranteed to offer new and exciting challenges to any VFX artist, challenges beyond what traditional developments can offer.

As a VFX Artist you'll be responsible for both the artistry of your VFX as much their perception in an all-encompassing VR space. We value the artistic interpretive nature of VFX as much as the technical prowess required to deliver them in real-time, as such the artist as an individual will have ownership of the process and development of their own ground breaking visual effects - in VR.

If you are as passionate about quality VFX pushing creativity and immersion to new levels in VR, then we'd love to hear from you.

Key Objectives

This opportunity affords a large amount of autonomy and as such requires a self-driven motivational quality. Working alongside development teams, publishing partners and Studio Directors, the role will demand strong mentoring and communicative skills, both visually and verbally.

The Lead VFX Artist will be heavily involved in several areas: -

- Concepting or Visualising VFX when proving new art styles and rendering executions.
- Having a stake in the early development of VFX concepts and styles to ensure both visual quality as much as technical compliance.
- Drive, develop and evangelise early visual benchmark assets.
- Work extremely closely with the Character and Animation team to assist, advise and create various character based VFX solutions or materials.
- Help carve the VFX team from the ground up in terms of defining quality processes and attitude.
- Play a key role in early development of entire product art styles and rendering executions.

RELATIONSHIPS:

Art Director:

Works closely with the Art Director in the conception and proving of new concepts or specific render styles for various projects. The applicant should be able to demonstrate an understanding of artistic vision to which will be demanded when suggesting and evolving various styles of VFX or rendering.

Working together, you'll help to path find and present various real-time styles across multiple platforms, both internally and externally, whilst constantly pushing the quality of nDreams' visuals and VFX aspirations forward.

Game Director(s)

Works with and reports to the Game Director in all matters concerning the entire VFX design and creation process.

Lead Character Artist

Works alongside the Lead Character Artist to strike up a healthy working relationship to deliver effective and efficient Character based VFX or material solutions that could aid animation or visual implementation.

Technical Artist

Works alongside the Technical Artist to help identify and define required tools or tech to deliver on specific goals or pipelines.

The Team

Works within a team-orientated environment to maintain the highest quality artwork, evangelise their specialism, illustrate the effectiveness of VFX where ever possible, whilst applying their practical knowledge to the development process of an entire product.

Key Skills

- To create a variety of styles of real-time VFX throughout multiple aspects of game development, including Characters or weapon-based to environmental or destructive elements.
- Demonstrate a strong technical aptitude and knowledge base for appropriate software and real-time engine use, UE4 / Unity for example.
- A basic to strong understanding of rigging and skinning solutions and potential for physics driven or simulated appendages.
- Have a fundamental understanding of animation, timing and weighting with reference to animated VFX or pre-canned sequences.
- Evidence or a working knowledge of cinematic camera work, framing, lighting and composition for real-time cut-scenes or pre-canned sequences.
- Show the conception and development process of various visual styles and methods of VFX execution.
- Show prowess and an intimate working knowledge of hi-end shader development within VFX and their real-time application on a variety of platforms.

- Be capable of and show an understanding of accurate development time estimations of key feature assets.
- Ability to compose, light and execute on well rendered scenes to produce key art renders.
- Excellent time management skills with the ability to prioritise their own work schedule.
- Experience with developing and mentoring up and coming junior VFX artists.
- Able to articulate and receive constructive feedback on their own and peers work.
- Excellent verbal and written communication skills.
- Consistently strive to maintain or exceed the highest quality standards of the Art Department.

Experience

- A graduate of a Degree or equivalent qualification within a relevant discipline. Or at least 4 years' experience in industry.
- Real-time engine experience in both Unreal and Unity.
- Excellent working knowledge of Maya and the Adobe Creative Suite
- Demonstrable 3D skills showing a strong understanding of technical console limitations and capabilities.
- An aptitude to apply themselves to new technologies
- Minimum of two published products within the Console, PC, VR or Mobile space
- Experience in working within a team environment – essential
- Ability to effectively critique their own and others work, respectfully.
- A strong self-awareness and interpersonal skills to facilitate the productive mentoring of Junior VFX artists.

Salary & Contract

- £TBC per annum dependent on experience.
- Full time, permanent contract
- Location - Farnborough, Hampshire, UK.

Benefits

- 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).
- Regular staff outings and social events