

Jr. 3D Artist

Job Description: 3D modeling artists are to create Hard Surface and Soft Body 3D models. Sculpting artists are to use Zbrush for organic modeling and adding details to 3D Assets. Texturing Artists are to use Substance Painter/Photoshop for surfacing and texturing the 3D models. 3D Generalists are to use all of the aforementioned software and create High Quality Modeled and Textured 3D Assets.

Roles and Responsibilities:

- ❖ Modelling skills in Zbrush/ Autodesk Maya. Ability to create excellent neat and clean low poly 3D models in real-world size and with a proper snapping of vertex, logical naming, grouping, and excellent topology in Autodesk Maya, Zbrush.
- ❖ Cleaning up the mesh and texture of raw 3D scans using Zbrush/Mudbox.
- ❖ Retopology of the clean 3D scans.
- ❖ Create High and Mid poly 3d models: Ability to create the LOD (Level of detail) of the same model as per the prescribed poly budget.
- ❖ Follow design references and work in a range of styles: Must have an eye to capture the details from the provided references, and create the 3d models accordingly. Create alternate visual styles in accordance with the client's vision and needs.
- ❖ Must have the knowledge to properly layout UVs with uniform texel density in order to capture maximum details from texture for stunning visual quality.
- ❖ Expertise in Photoshop for creating/editing textures: Must know how to use Photoshop in texturing processes.
- ❖ Deliver weekly and monthly reports about the work done.
- ❖ Coordinate with the designated Design Project Manager.
- ❖ Provide strategic inputs based on work done to improve workflow.

Competencies:

- **Technical knowledge:** Must have an excellent knowledge of the animation field.
- **Communication:** Speaks and writes clearly and articulately without being overly verbose, and carries a conversation charismatically without being informal.
- **Listening and Questioning Skills:** Must be a good listener and interrogator to understand client needs and act accordingly.
- **Research:** Must be able to use the available tools to research potential clients.
- **Persistence:** Demonstrates tenacity and willingness to go the distance to get something done.
- **Enthusiasm:** Exhibits passion and excitement over work. Has a can-do attitude.
- **Work ethic:** Possesses a strong willingness to work hard and sometimes long hours to get the job done.
- **Open to criticism and ideas:** Often solicits feedback and reacts calmly to criticism or negative feedback.

Software Needed:

Modelling/Sculpting - Autodesk Maya/Zbrush.

Texturing - Substance Painter, Photoshop.

Optional - CLO3D, Unity, Unreal.

Level: Beginner to Intermediate

Perks:

1. Joining Bonus of ₹10,000. (Included In CTC)
2. Nurturing and enabling a work environment.
3. House accommodation for 7 days for candidates.
4. Free pantry services and snacks.
5. All the necessary precautions for COVID-19 are being taken.