Byte

Hard Surface Artist Vehicles

Description

We are seeking Hard Surface Artist (Vehicles) with a passion for crafting realistic, high-quality vehicles. Working in collaboration with art direction, game design, and animation, you will be responsible for bringing next-gen hard surface assets to life for in-game and cinematic AAA content. If you live and breathe cars, tanks, and drones, we want you to help push the industry to new heights of realism, gameplay and storytelling! Responsibilities: Contribute to the creation of detailed, high fidelity vehicle assets. Ensure smooth handoffs between upstream and downstream teams, including in-game set up and integration as well as troubleshooting, optimization, and bug fixing. Collaborate with design, rigging, and animation to ensure assets are thoughtfully built with realistic functionality that are conducive to gameplay, while keeping in mind technical and performance constraints. Assist and collaborate with external vendors, including assembling design briefs, organizing files, providing feedback, concept/block out modeling, prototyping, polish and refinement. Provide feedback on pipeline and process to improve our tools and push our quality bar further. Contribute to the creation of realistic and compelling textures and materials alongside our Material Art team. Requirements & Skills: Shown production experience in Hard Surface assets, with an emphasis on vehicles and hero props for AAA video games Appreciation and knowledge of vehicles, with a strong understanding of vehicle design principles and mechanical functionality, and best practices for vehicle authoring Ability to prototype mechanical functionality and animation â turrets, suspension, functional parts Production experience working in Unreal with Blueprints, Materials, etc. Strong realistic texturing and material authoring skills, including experience with layered materials and decal workflows Applied modeling experience with any of the following programs – Maya, 3ds Max, Blender, and ZBrush Proficient knowledge of Substance Painter Experience working with outsource pipelines and external partners (Bonus) Maya, Houdini, and Substance Designer (Bonus) Fine art background or education Qualities: Self-motivated, organized, and able to meet consistently meet production deadlines Great teammate invested in the success and development of the studio Able to communicate optimally, give constructive feedback and direction as well as adapt to creative and art direction (This is a temporary â Project Hireâ position. The anticipated duration of this assignment will vary. TNM Project Hire employees will be eligible to participate in a number of TNM benefit plans such as medical, dental, vision, 401(k) matching, and flexible PTO) TNM considers a number of factors when determining each role's base pay range, including industry benchmarks, location, experience, and other job specific skills. In addition to base pay, this role may be eligible for other incentive compensation including equity and profit share. The estimated base pay range for this role is U.S. only and not applicable for locations outside of the U.S. The estimated base pay range for this role is: $85,000 – $115,000 Please mention the word **UNABASHED** and tag RMzQuODUuMTMyLjI1Mw== when applying to show you read the job post completely (#RMzQuODUuMTMyLjI1Mw==). This is a beta feature to avoid spam applicants. Companies can search these words to find applicants that read this and see they're human.

Contacts

Job listing via RemoteOK.com

Hiring organization
That's No Moon Entertainment

Job Location
Los Angeles, California, United States

Base Salary
$ 95000 - $ 125000

Date posted
May 15, 2024

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