



**Position: UNREAL LIGHTING ARTIST – VFX/Virtual Productions**

**Location: Los Angeles or Vancouver, Canada**

**Contract: Starts ASAP, Full-time/Permanent Position**

**Contact: [dana@rachelelewis.com](mailto:dana@rachelelewis.com)**

RLT is looking for a talented Unreal Lighting Artist for one of our clients (a major award-winning VFX facility) currently working on VFX/Virtual Productions for Feature Films and TV Episodics. Starts ASAP and is a full-time, permanent position with full Benefits. Remote to start and then in-studio when it's safe to do so (TBD).

- The Virtual Art Lighting Artist works within a team to develop and deliver highly detailed, realistic, and optimized 3D assets and Virtual Environments inside the Unreal Engine for use in Virtual Productions for Film and Episodic Television.
- The emphasis of work in this position revolves around creating well balanced, realistic environment lighting for Dynamic, Static and Ray Traced lighting scenarios
- Reports to VAD Lead and VAD Supervisor/HOD

#### **REQUIREMENTS:**

- 3+ years of professional game production or Virtual Art Department experience in a Senior Artist role
- A commitment to teamwork, excellent communication, and interpersonal skills
- Knowledge of how to create Dynamic and realistic lighting scenarios using Dynamic, Static and Ray-traced solutions
- Lighting and material creation skills utilizing in Unreal using HDRIs along with strong 3D skills (both artistically and technically)
- Excellent understanding of physically based cameras, lighting, shading & rendering through Movie Render Queue
- Intermediate to Advanced Knowledge of Maya/Houdini or equivalent
- Working knowledge of Substance Painter/Photoshop/Xnormal, Marmoset Toolbag
- Proficiency in the areas Lighting, Layout, Sequencer Animation, and Blueprint creation inside Unreal Engine

- Understanding how to verify assets for proper PBR ranges and values to maintain consistent visual fidelity with output on an LED Wall
- Experience optimizing assets and environments for VR
- Working understanding of lighting, composition, and set dressing in Unreal
- Working understanding of current game art pipelines and methodologies
- Intermediate to Advanced understanding of Post Processing Volumes, Light Propagation Volumes, Light and Material Functions, Global Illumination, Raytracing, Static Light Baking and GPU LightMass

#### **BONUS SKILLS SETS:**

- Python scripting skills
- Blueprint Creation Knowledge
- Familiarity with Cvar cmds for environment optimization, troubleshooting and activation of less exposed engine features related to rendering and lighting
- Working Knowledge of how to implement LUTS and OCIO in Unreal

If you're interested in talking about this opportunity, please email us and include your resume and portfolio/reel. If you fit the criteria, we will be in touch with the next steps which signing an NDA.

Thank you - <http://rachelelewis.com/>

**Contact: [dana@rachelelewis.com](mailto:dana@rachelelewis.com) with resume and portfolio/reel if interested.**

RLT is an employer-paid talent acquisition company; there is never a fee to candidates