



RACHELLE LEWIS TALENT
Animation - VFX - Virtual Production
rachelelewis.com

POSITION: LookDev Artist

LOCATION: US / Canada Remote

CONTRACT: FT Contract

CONTACT: [dana@\[rachelelewis.com\]](mailto:dana@[rachelelewis.com])

RLT is seeking a **LookDev Artist** for a client working on the next evolution of digital humans built for film, music, NFTs and gaming in the metaverse. If you're ready to work on truly bleeding edge technology, with a group of industry veterans from the highest levels, give us a shout. This is a unique opportunity to make a career change and have your talents and voice be highly valued.

JOB SUMMARY

Our client is looking to hire a LookDev Artist with experience in photo real lighting and rendering. The ideal candidate needs to be a dependable team player with a positive attitude, technical skills, and ability to make fast turnarounds.

RESPONSIBILITIES

- Work with leads or supervisors to define all the technical and creative aspects
- Work with the supervisors to create the final looks, templates and materials for digital humans
- Aid in defining shader requirements, applying texture maps, and refining looks to integrate into the production pipeline
- Work within the show structure and production deadlines to complete all lighting & rendering tasks
- Set up lighting workflows for the team
- Responsible for pre-comps, quality checking for any issues on render passes, and setting up render settings
- Debug any issues when building out scenes and making sure renders are efficient
- Communicate clearly and efficiently with compositors and provide any elements needed
- Take exact direction from supervisors and display team leadership qualities
- Meet all milestones while adhering to the show's schedules
- Tackle challenging situations in a fast-paced environment
- Ensure that all work carried out fits within the company's pipeline where possible

REQUIREMENTS

- Extensive working knowledge of Maya in a gaming or animation pipeline
- Experience in photo-real material/surfacing look development in VFX production
- Experience in shot lighting and finaling
- Superior eye for light, shade, color, and detail in creating photo-real shaders and materials
- Solid understanding of a VFX production pipeline
- Experience working with Shotgun software preferred
- Experience with Vray, Arnold, or Red Shift
- Extensive knowledge in 3d, regardless of 3d software
- Proactive self-starter and trouble shooter
- Strong verbal and written communication skills
- Proven ability to multitask, prioritize, take criticism, troubleshoot, problem-solve independently, and work under high pressure with short deadlines

If you are interested in talking about this opportunity, please email us and include your resume and portfolio.

If you fit the criteria, the next step would be setting up a phone call where we can give you the full download after signing an NDA.

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

Contact: dana[@]rachellelewis.com with resume and portfolio if interested.

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