RLT

RACHELLE LEWIS TALENT

Animation - VFX - Virtual Production

rachellelewis.com

POSITION: CG Artist - Clothing & Wardrobe
LOCATION: US West Coast / NZ
CONTRACT: FT Staff / Permanent
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RLT is seeking a ***CG Artist specializing in Clothing and Wardrobe*** for a boutique Technology company based in New Zealand with offices across Western North America. This client is a high-end technical facility specializing in autonomous animation and leading the technology of AGI digital doubles. If you're ready to work on very cool bleeding edge technology, with a group of cool artists and brain builders, we'd love to hear from you!

JOB SUMMARY

The position is for a Skilled Computer Graphics Artist within the Art Department that will see you build and simulate high quality clothing assets for real-time engines. Our client is looking for either experienced generalists or specialists with exceptional skills in creating and simulating photo-real clothing outfits to be used on digital characters in production. Qualified candidates' primary responsibility will be to build high quality clothing assets that are optimized for performance while maintaining AAA quality realism.

Candidates must have proven experience in production environments, demonstrating an ability to create complex and accurate assets from reference and or scanned data. Be able to handle all aspects of the clothing/wardrobe pipeline which includes but is not limited to cloth simulations, rigging, sculpting, texturing, UV's, look development. Candidates will be working closely with fellow Senior artists and must demonstrate they can cooperate well within a team environment and bring a passionate and constructive attitude to the team.

RESPONSIBILITIES

- Modeling Outfit assets using hard-surface and organic modeling techniques and to high quality, matching reference source files and technical guidelines documentation closely, maintaining accurate color and texturing information
- Responsible for all Rigging aspects of clothing/wardrobe, including proper skinning practices as well as correctives and blendshape work required to maintain accuracy
- Be able to create different levels of details, representing different geometry resolutions

- Prepare outfit geometries and textures for real-time compatibility, ensuring clean and lightweight LOD's are available

REQUIREMENTS
- Generalist Maya skill sets with handling clothing modeling, UV's, skinning, and corrective shape creation process
- Comfortable with Maya's rigging tools and able to execute rigging tasks
- An extensive reel demonstrating a wide range of some combination of: organic and hard surface modeling with clean and efficient topology that deforms well during animation
- Ability to create assets that are optimized to work within a real-time engine without compromising on quality
- Able to build, manage, edit, and compile all relevant art data needed to achieve a fully rendered clothing asset in a realtime engine environment
- Relevant Software Knowledge of Maya, Zbrush, Substance Suite, Marvelous Designer, Photoshop
- Ability to take direction and addressing written and verbal notes with quick turnarounds
- Flexibility to perform in a dynamic work environment, able to compromise and take critique well
- Experience with marvelous designer with an emphasis on real world clothing
- Experience with texture baking software, PBR materials, texture mapping, character rigging fundamentals, and cloth simulation.
- Previous experience working within a real-time engine (including look-dev)

BONUS:
- Rendering and Shader experience
- Realtime engine

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

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: lauren[@]rachellelewis.com with resume and reel if interested.

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