



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

POSITION: 3D Environment Designer
LOCATION: Los Angeles / Palo Alto, CA
CONTRACT: Full-time
CONTACT: [lauren@\[rachelelewis.com](mailto:lauren@[rachelelewis.com)

RLT is a recognized global leader in VFX and animation talent acquisition. We have over 25 years of experience originating from our work at top-tier Hollywood studios. Our clients hire our firm to assist in their senior talent acquisition needs (we are not your ordinary recruiters, nor are we “headhunters”).

RLT is seeking an **3D Environment Artist** for a newly established feature animation studio that is already making a name for itself in a big way. Comprised of the industry’s top talent, this Academy-Award-winning team is eager for passionate candidates ready to grow creatively, professionally, and personally. Are you bored with the antiquated assembly-line approach of legacy studios? Our client is waiting for you. This opportunity is one of those “moments” that will be remembered in animation history. If this sounds like something you’re up for - we’d love to hear from you.

JOB SUMMARY

Our client is looking to add a production savvy modeler with design skills and a similar aesthetic to their Environment Design/Build team. The 3d Environment Artist will create the worlds in which stories are shared and characters live, one that not only fits the tone but furthers the story line. As an artist, they are versatile in their ability to create different artistic styles with an imagination and solid skill to create both conceptual and production friendly environment assets. Our client is looking for someone who is an expert Maya generalist with strong knowledge of the fundamentals of visual language: surfacing, color, lighting, set decoration, textures and matte painting. Who can take an environment from idea to concept to production friendly assets and move forward to direct a support team, and have strong project management and leadership skills, to work successfully with both creative and technical teammates.

RESPONSIBILITIES

- Set the tone for the look and feel of the entire world, working in close concert with a team made up of modelers, sculptors, and surfacing and lighting artists.

- Build complex set and prop models with organized, efficient, polygonal topology including: vehicles, buildings, plant life, terrain and complete set environments. Models will need to be constructed to account for mechanical articulation when necessary.
- Complete organization and packaging of assets for efficient downstream consumption.
- Enjoy ideation and iteration in a creative exploration process.
- Partner with art and engineering teams to facilitate communication and collaboration, and ensure that the goals and best practices for both are represented.
- Take direction from supervisors as well as demonstrate autonomy.
- Be an enthusiastic team player, who genuinely enjoys working and collaborating with others
- Participate in planning and critiquing of the project and collaborate on solutions to feedback.

REQUIREMENTS

- 5 plus years of experience in either the video game industry or animated feature film production.
- Excellent mastery of Maya and world building tool sets.
- Experience creating stylized and realistic environments and props.
- Excellent written and verbal communication skills.

BONUS

- Layout experience is a plus.
- Unreal Engine knowledge encouraged.
- Compensation
- Competitive salary.
- "Go home" (finish work) at a decent time to hang out with your family and friends.

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 requested by our client.

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

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

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