

# MODELING & TEXTURING

EXPERIENCE: 3-10 YEARS  
LOCATION: BANGALORE

**3D TEAM**

**HIRING FULL TIME**

[www.adamevefamily.com](http://www.adamevefamily.com)



virtual fashion lab  
**adameve<sup>TM</sup>**

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Who are we?

Adamevefamily is one of the world's first digital fashion and communication lab focused on creativity, innovation, and sustainability. We are on a mission to disrupt the global fashion industry by digitizing the way fashion is designed, produced, and consumed. We create digital humans ( models/ influencer/ ambassadors ) who can be the faces, voices and future of the brands. We design 3D fashion and lifestyle products for physical and the digital world. We are striving to build a collaborative hub to explore the possibilities in world of fashion and beyond as the digital era unfolds.

What you will do with us, at AdamEve:

- Create realistic 3D models and textures including characters in accordance with the artistic direction and technical specifications.
- Demonstrate exceptional artistic skills, be self-motivated and responsive to direction.
- Strong communication and interpersonal skills.
- Must be proactive about improving / developing artistic skills / adapting new workflows.
- Create neat and clean topology (Lowpoly) and UVs.
- Create realistic & stylised 3D assets from start to finish including texturing, baking, PBR setup while meeting the technical specifications and artistic requirements of each project.
- Modifying existing high-res assets to perform well on interactive platforms for Augmented Reality, Virtual Reality and Web Based experiences.
- Work on diverse types of 3D assets ranging from realistic products to stylised or fantasy props or environments.
- Work closely with the art directors to maintain the artistic requirements of 3D projects.
- Solve problems that arise during production in collaboration with the team.
- Develop a deep understanding and deliver all 3D assets in formats supported by AR/VR platforms

What are we looking for:

- Strong knowledge of human anatomy, sculpting (Stylized/ semi-realistic) and highpoly in Zbrush.
- experience in 3D modeling and texturing..
- Efficient in Maya & Substance Painter. Experience with Blender will be preferred.
- Ability to create low-resolution and high resolution models.
- Ability to convert high-rez models to low-rez models while maintaining most of the details of the model.
- Ability to adapt new softwares and pipelines depending on the type of project being worked on.
- Have a portfolio showcasing 3D modelling & texturing skills. We'd also like to learn more about the kind of projects you've worked on in your previous job roles.
- One who understands fashion in the evolving space of digital and virtual.
- Should be aware of the integrated technology with it.
- Should understand human demographic.
- Should be a problem solver, nurture and highly sensitive to the team spirit.