

#41, MEG OFFICER'S COLONY, BANASWADI ROAD, BENGALURU-560033

HAIR & CLOTH ARTIST

EXPERIENCE: 3-10 YEARS
LOCATION: BANGALORE

FASHION TEAM
HIRING FULL TIME
www.adamevefamily.com

virtual fashion lab
adameveTM



TEXTURING & SHADING ARTIST – CHARACTER

Experience: 0-3 years

Location: Bangalore

ACTIVITIES:

UV, SURFACING, TEXTURING, SHADING, LOOK DEVELOPMENT

JOB DESCRIPTION:

The Texturing & Shading Artist-Character works under the supervision of the Texturing Supervisor and is responsible for the design of textures / shading of 3D character models.

RESPONSIBILITIES:

- Unwrap UV and create textures for human characters.
- Collaborate with the Texturing Supervisor & other departments to determine the look of the CG objects of the project.
- Obtain a degree of highest realism suitable for the artistic direction of the project.
- Having an own creative visualising ability to enhance the quality of work.
- Having an ability to perform on own without any supervision according to project needs.
- Maintain timing and production quotas given by the coordination team.
- Execute the corrections requested by the Supervisor and the Director by showing an analytic mind.
- Organize its work and prepare presentation elements for approval.
- Communicate and seek information if necessary.
- Maintain a good team dynamic.

REQUIREMENTS

- Strong knowledge of MAYA & PHOTOSHOP.
- A good knowledge of ARNOLD, MARI and ZBRUSH is a plus.
- A good knowledge of shading networks is a plus.
- A good Knowledge of rendering engines & Rendering farm is a plus.
- Have an eye for detail, composition, colours, scales and forms.
- Traditional or Digital painting/drawing skills are plus.
- Be familiar with UV unwrapping techniques.
- Basic knowledge of modelling, Lighting & composition is a plus.
- Basic knowledge of any other 3D software is plus.