

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

RIGGING

EXPERIENCE: 3-10 YEARS
LOCATION: BANGALORE

3D TEAM
HIRING FULL TIME
www.adamevefamily.com



adameveTM
virtual-fashion-lab

RIGGING

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 rigs for 3D characters models using MAYA with a focus on the quality of distortions.
- Work with the Supervisor and Animation Director to create rigs that are suitable for animation.
- Maintain timing and production quotas given by the coordination team and the Supervisor.
- Execute the corrections requested by the Supervisor and the Director by showing an analytic mind.
- Work with the Supervisor to ensure the integration and maintenance of configurations
- Organize work and prepare presentation elements for approval.
- Communicate and seek information if necessary.
- Maintain a good team dynamic.
- Have an in-depth understanding of rigging systems, understanding the repercussions of requested changes.
- Eye for detail and continuity.
- Read and write basic Python code.
- Work within an existing pipeline and use Maya or inhouse tools to create rigs for models.
- Responsible for fixes on models.
- Jump between projects, when requested by Leads or Supervisors, to help meet deadlines.
- Mentoring / Guiding Junior Artists.

What are we looking for:

- Proficient in Maya
- Knowledge in PySide, API and Git.
- Experience using Houdini is plus.
- College diploma or equivalent in 3D computer graphics / 3D animation specialization.
- Working experience in character models rigging with MAYA.
- Skills in facial animation preferably.
- Strong sense of anatomy.
- Strong knowledge of traditional animation techniques and characters movement principles.
- Experience with PYTHON.
- Strong mastering of MAYA rigging tools especially for the creation of joints and skeletons, skinning and weighting, IK configuration, blendshapes and deformers, nodes dependency.
- 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.