



**Client :** The Client is in interactive entertainment and is one of the leading Digital Gaming studio headquartered in Gurgaon. The other Game Development Studio is based in Pune.

**Position: Art Lead (Modeling)**

**Reporting to:** Art Director / Senior Art Lead

**Functional Interaction:** Artists / Project Managers / Art Director / Leads / Clients

### **Job Description**

- Experience in **Organic / Inorganic modeling , sculpting, Low poly modeling , retopology and/or sculpting is desired.**
- Any published work / AAA titles are highly recognized for the role.
- As a Lead Modeler, you will have to supervise the work of Junior Modelers, and ensure that their work is completed according to specifications and on time.
- High degree of collaboration with Artists(**Riggers, Animators, and Texture Painters**) / Project Art Lead / Programmers / Project Managers is involved as part of role.

### **KRA's for the role are:**

Interpret client brief to arrive at a clear understanding of work requirement

- Accountable for creation of both high resolution and in-game art assets for games of different genres and platforms.
- Accountable for Delivery of files as per client specifications & best practices .

### **Desired Competencies :**

Strong visual skills and artistic flair

- Good sculpting skills, including use of light and shadow and a good understanding of anatomy
- Strong sense of scale, form, weight and volume
- Capacity to communicate to peers and co-workers effectively and constructively
- Proficiency in **3DS MAX, Zbrush and Mudbox.**
- Ability to work in a collaborative environment and good understanding of corresponding process in production pipeline i.e. texturing and rigging.
- Strong passion for Animation and Games and foundation in traditional arts
- Ability to follow the production schedule, as well as internal deadlines for projects
- Ability to give direction and control of team
- Good leadership skills
- Ability to supervise the work standards of junior modelers

### **Qualifications required:**

- BFA/MFA/Diploma in Visual Arts
- Artists who prefer to model and paint texture for their models as well will be preferred.



- Passionate gamer with experience playing a wide range of video games

**Contact**

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