



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 (Texturing)

Reporting to: Art Director / Senior Art Lead

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

Job Description:

- Provide leadership to the texturing team on projects.
- Work with the Project Manager and other Leads to establish clear understanding of the client's requirements on a project.
- Assist Project Manager in the creation of Effort Estimates and Task Allocation for a project.
- Help the texturing team to understand the project requirements / client brief.
- Create diffuse color maps, specular maps, gloss maps, normal maps, & height maps.
- Map textures onto 3D models and surfaces.
- Create advanced or simple material shaders as needed.
- Mentor / guide the texturing team to meet project goals successfully.
- Handle basic modeling.
- Deliver files as per client specifications / best practices with regard to file naming, folder structure etc.
- Drive the development of the texturing team within the organization.

Requirements and Skills:

- Exceptional texture artist and good leader.
- Working experience of at least 5 years in texturing for games.
- Superior eye for light, shade, color, and detail in creating painted and realistic texture maps for characters and environments.
- Good knowledge of UV unwrapping
- Excellent Photoshop, Maya, Max and ZBrush skills.
- Able to effectively review and critique work of team.
- Good understanding of corresponding process in production pipeline i.e. modeling.
- Strong foundation in the traditional arts.



Education Qualification:

- BFA/MFA

Pluses:

- 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

Contacts :

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