Visual Effects Artist

Job Purpose

Independently deliver a wide range of high quality visual effects for the project in respect of technical constraints and artistic direction.

Reports To

Lead Artist

Responsibilities

- Produce high quality effects through any stage of the production process in respect of the project's technical and artistic constraints;

- Display a level of autonomy when dealing with day to day tasks;

- Build relationships with Artists, Designers, Technical Artists and Programmers to facilitate effective collaboration during the asset production process;

- Plan, estimate and prioritise time frames for the completion of day to day tasks and track progress using the designated tracking tools;

- Communicate and collaborate with key stakeholders to confirm task direction and consistency of work;

- Optimise work and maintain balance between quality and performance;

- Implement and incorporate feedback from Art Director and Leads into work;

- Understand best practices, production pipelines and workflows;

- Reference game design documents to develop an understanding of the environments, objectives, atmospheres, story and style of the project;

- Support the Lead Artist in any ad hoc tasks and duties.

Skills and Knowledge

- Strong interpersonal and communication skills;

- Exposure to industry game engines and production pipelines;

- Good knowledge of Adobe Photoshop and/or After Effects for texture creation;

- Good working knowledge of real time particle driven effects and shader systems;
- Good understanding of node based shaders and their creation;
- Knowledge of Physically Based Rendering and Linear workflows;
- Good understanding of modelling, texture mapping, materials and post processing (e.g. colour grading etc.);
- Familiarity with data management software (such as perforce);
- Understanding of workload management software/principles (Jira) is an advantage.
- Knowledge of video games industry and awareness of typical video game development processes;
- Good working knowledge of relevant 3D software with particular emphasis on fluid simulation and rigid body dynamics tools (e.g. FumeFx, Rayfire, Realflow etc.) is an advantage.

Relevant Experience
- Experience in game or film visual effects or other relevant experience;
- Bachelor's degree in visual effects or other relevant training;
- Experience working within a photo realistic environment.