

**Junior Material Artist**

# Job Purpose

Deliver, with support, basic artistic content for the project and ensure that the integration of the work is in line with the project’s technical constraints and artistic direction.

**Reports To**

Lead Environment Artist

# Responsibilities

* With guidance, assist in planning out the space, with consideration of narrative and visual storytelling, while documenting intentions;
* Create functional assets which can be shared across the project in respect of the technical and artistic constraints;
* Track and update the progress of day to day tasks using the designated tracking tools;
* Communicate and collaborate with key stakeholders to confirm task direction and consistency of own work;
* Ensure the technical and artistic quality of the project by collaborating with technical artists and senior artists and make changes when necessary;
* Implement and incorporate feedback from Art Director and Leads into work;
* Assist with optimisation and debugging to fix the issues raised by testers;
* Fully realise a space with the assets available to tell an interesting and varied story;
* Reference game design documents to develop an understanding of the environments, objectives, atmospheres, story and style of the project;
* Develop an understanding of project tools and their functions, the project file classification system and the process of updating engine data;
* Develop an understanding of best practices, production pipelines and workflows;
* Support the Lead Environment Artist in any ad hoc tasks and duties.

# Skills and Knowledge

* Good interpersonal and communication skills;
* Ability to create interesting, detailed and visually appealing materials;
* Ability to adapt to new processes and pipelines;
* Working knowledge of industry leading 3D modelling packages and techniques;
* Understanding of composition visual story telling;
* Knowledge of level editors;
* Understanding of Physically Based Rendering systems;
* Familiarity with data management software (such as Perforce) is desirable;
* Basic gameplay and level design knowledge is desirable;
* Knowledge of optimisation techniques (e.g. 3D Studio Max);
* Knowledge of the video game industry and awareness of typical video game development processes is desirable;
* Exposure to industry game engines and production pipelines is desirable.

# Relevant Experience

* Experience working with materials in a 3d or game environment or other relevant experience;