

3D ASSETS SUPERVISOR

Activities : Supervising 3D Asset Department / Reviews

Contract : Full Time

Date : Asap

Location : Schottenfeldgasse 23/Top 6, 1070 Vienna

Salary : Salary and package to be agreed based on qualifications and experience

Contact : job@attraktionstudios.com

ABOUT US

Attraktion! is a specialized group of companies which blends a unique combination of advanced skills in order to create exceptional experience products for the Entertainment and Leisure Market.

ROLE DESCRIPTION

Participate and supervise the modeling/texture/look dev team. Ensure the technical and creative success of model and texture production, making sure they match with the vision defined by the Client and Art Director.

RESPONSIBILITIES

- Planning the assets to make sure they will stay reproducible & manageable across departments
- Collaborating with the other departments finding the most efficient way to produce each asset.
- Responsible for the quality and the homogeneity of the asset database (Structure / naming conventions).
- Managing the team, and sharing knowledge as a mentor.
- Reviewing artistically and technically the work of the team.
- Preventing difficulties and solving bugs, as well as informing Production of any potential issues.
- Executing corrections / retakes requested by the client while demonstrating an analytic mind.
- Maintaining the schedule and quotas given by Production.
- Assisting and participating actively at meetings.
- Completing other related tasks as necessary and as asked for by management.
- Having an understanding of the layout process and early phases of the pipeline would be an asset.
- Working to meet defined milestones within a timeline.

SKILLS

- 3 to 5 years of work experience in animated Features Film, rides or/and in visual effects.
- 2 to 3 years of work experience as a Lead Modeler & 1 to 2 years as Assets Supervisor.
- Solid Knowledge of anatomy, form, scale, proportions as well a good sense of design.
- Good understanding of all the stages of VFX and CG production.
- Strong Knowledges in Maya / Zbrush / Mudbox / Substance suite are mandatory.
- Knowledges of Speedtree / World Machine & Marvelous Designer is a big plus.
- Knowledges of Ftrack (or similar software) is essential.
- Ability to multi-task and adapt easily to change, while respecting the schedule given by the production.
- Acting as a Team Leader, as well as communicating concise & clear ideas
- English speaker.