



JOB TITLE: Lead Texture Artist
REPORTING TO: Production Manager
SUPERVISED BY: 3D supervisor/Art Director

SUMMARY OF THE ROLE:

Brown Bag Films are calling out for applications from experienced Lead Texture Artists for an upcoming production.

The position of Lead Texture Artist requires someone with a thorough knowledge of 3D software, with several years of experience in a similar supervisory role working on broadcast or film projects.

Successful applicants will have excellent communication skills, attention to detail, and the ability to work collaboratively with multiple tasks in a fast paced production. They will have a well-developed 'eye' and excellent working knowledge of colour, art and design.

Key Areas of responsibilities:

- Create texture maps for locations and characters working closely with Art Director to set the required look.
- Ability to Work on a broad variety of show styles Creating Photo Real and stylised texture maps as required.
- Work with the 3D Supervisor to ensure the project's texturing pipeline is reliable and economical and is adhered to throughout production.
- Create Efficient/optimal UV layout for texture painting.
- Approve or complete retake notes on CG Asset's Texturing submissions via Shotgun when required.
- Create colour/texture keys for Asset development.
- Provide regular progress updates to production manager and 3D supervisor on any technical/workflow bottlenecks within the texturing schedule.
- Working with the Art Director - Supervise the quality control (both technically and visually) of the external asset assignments and ensure the outsource partner has clear direction from a Look/Texturing perspective.
- Define, document and communicate standards and techniques for Texturing that maximizes efficiency and ensures a consistent quality under the technical specifications of the project.

- Provide leadership and support for the in-house and external Texturing teams, both creatively and technically, to facilitate the completion of Texturing assignments on schedule.
- Collaborate with the 3D Supervisor to make requests for studio pipeline tool enhancements as they relate to Look development.
- Train Junior Texture Artists on the project

Person Specification/Requirements

- Must have at least 4 years' experience working as a Look development Artist (or similar position) in either broadcast or feature film work.
- Must be comfortable with outsource management with an emphasis on clear communication and follow through.
- Must have an excellent working knowledge of Texturing in Maya.
- Must have a working knowledge of an industry 3D paint program.
- Solid understanding of shading and surfacing of materials using Mental ray shaders (preferably BBF's shading suite) is required.
- Must have a good "eye" and a thorough understanding of light, color, contrast, shading, and Texturing design.
- Task Driven, self-motivated, and proactive
- Must be open to direction.
- Must demonstrate attention to detail in texture work.
- Experience with shotgun (or asset tracking systems) is considered a big plus.
- Experience in Texturing/Look pipeline development a big plus.
- Ability to train Junior Artists on the project

Contract type: Fixed Contract

All applications to: jobs@brownbagfilms.com

Please include your reel with your application

Please insert Lead Texture Artist in the subject

Whilst we may not have a suitable vacancy at the time you apply we will ensure that we keep in touch for future opportunities. If we do have a position we think would suit your skills then we will be in contact when such a position arises.