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**Texture Artist**

Brown Bag Films are looking to recruit for the position of Texture Artist.

**Job Description:**

• Work with Project's art director/TD on key assets.

• Feed this direction to the texturing team.

• Report to Production for Asset texturing deadlines.

• Supervise texturing team.

• Liaise with Project TDs/Pipeline TD for the departments technical requirements.

• Implement department tools and work flows

**Applicants should have the following experience:**

* A full working knowledge of Photoshop, or similar paint package, is vital.
* Knowledge of Body Paint, Deep Paint or other 3D paint packages is essential.
* Strong experience in both photoreal and painterly styles.
* Strong visual skills - a good eye for detail, scale, composition, colour and form.
* A good knowledge of how the texture painting work fits into the bigger picture, particularly in relation to the Modelling and Shading & Look Development areas
* Work closely with a Modeller to determine an optimal UV layout.
* Knowledge of Maya and/or rendering software a plus
* Minimum three years experience in similar role.

Showreels or online links to past work are welcome .

**Start date : Immediate**

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About Brown Bag Films

Brown Bag Films® are an award winning animation studio producing high quality 3D animation for the international market. With headquarters in Dublin City and an office in Los Angeles, their short film *Give Up Yer Aul Sins* was nominated for an Academy Award® in 2002 and this was repeated in 2010 when *Granny O’Grimm* was also nominated for an Oscar. Brown Bag Films have worked on a number of high profile international projects with recent productions including *Olivia*, *Noddy, Doc McStuffins* and *The Octonauts.* For further information, please visit our website [www.brownbagfilms.com](http://www.brownbagfilms.com)

Please send cv and completed Application Form to jobs@brownbagfilms.com