



JOB TITLE: Texture Artist
REPORTING TO: Assistant Production Manager
SUPERVISED BY: Lead Texture Artist

SUMMARY OF THE ROLE:

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

The position of Texture Artist requires someone with several years of experience in a similar role working on broadcast or film projects. Successful applicants will have excellent communication skills, attention to detail, the ability to work collaboratively with multiple tasks in a fast paced production and have an excellent technical understanding of Maya's modelling tools.

Key Areas of responsibilities:

- Work with Project's Lead Texture Artist/TD on production assets.
- Create Photo real and stylised texture maps
- Create Efficient/optimal UV layout for texture painting.
- Liaise with lead Artist for the departments technical requirements.

Person Specification/Requirements:

- Must have at least 3 years' experience working as a Texture Artist in either broadcast or feature film work.
- Must have an excellent working knowledge of Maya, 3DS Max and or rendering software
- A full working knowledge of Photoshop, or similar paint package, is vital. Knowledge of Body Paint, Deep Paint or other 3D paint packages is preferable.
- Strong experience in both photoreal and painterly styles.
- Strong visual skills - a good eye for detail, scale, composition, colour and form.
- Task Driven, self-motivated, and proactive
- Must be open to direction.
- Experience with shotgun (or asset tracking systems) is considered a big plus but not essential.

Contract type: Fixed Contract

All applications to: jobs@brownbagfilms.com

Please include your reel with your application

Please insert 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.