

3D Artist

VR, AR, Unreal (UE4), Unity, Game Development, 3D Art, Motion

Reports to: Creative Director **Date posted:** 22/06/2018

Term: Permanent, Full time **Applications close:** 31/08/2018

Job Overview

We are looking for a talented 3D artist to work alongside our existing 3D artists and VR developers at our Birmingham VR Studio to realise world-class VR applications from client briefs.

The role involves advising on, devising, ideating and creating assets for use in VR experiences and applications to a world-class standard. As a VR practitioner, the 3D Artist is also expected to be mindful of the multi-sensory experience and produce and/or handle other audiovisual assets as appropriate; including music, sound design, video and stills photography.

The ideal candidate will have extensive experience connecting, creating and sculpting 3D assets, as well as preparing them for the Unreal Engine. They should also have a strong portfolio to demonstrate their work and either be looking to make the move from traditional 3D into VR, or continue to build upon their skills in this area in a fast-paced production environment.

We tailor VR solutions for audiences, using both room-scale VR and 360° video for devices like Gear VR. We work predominantly in game engines, such as Unreal (UE4) and Unity, as well as traditional film and video software.

This role is based at our studio in Digbeth, Birmingham.

Duties and Responsibilities

- To produce creative concepts and artwork for VR applications
- Creating and sculpting 3D models, Texturing, Lighting design and Optimisation of assets for VR
- Processing Audio and Sound design for multi-sensory experiences
- Process Images (Stills, 360, 3D) and video (Standard, 360, 3D) to support VR applications
- Assist pitches for new client work in-person or remotely
- Share knowledge with and mentor other team members on best practice approaches
- Proper organisation, categorisation and storage of created art, assets, levels, code and documentation.

Qualifications

- Computing / Creative related degree or ability to demonstrate equivalent work experience
- A-Level graduate

About Holosphere VR

We're a Birmingham-based VR Agency. A team of creative artists and pioneering technologists who feel passionately about the potential Virtual Reality has to promote positive change in the world. Our founders started Holosphere VR with the goal of building a studio with a skilled team, to create unparalleled VR content.

We craft world-class, immersive experiences that make a positive impact, and partner with clients of any size to achieve stunning results.

Find out more about us at www.holosphere.co.uk

Small print

Please note that we don't accept CVs or phone calls from recruitment agencies. Holosphere Limited is an Equal Opportunities employer and welcomes applications from all candidates regardless of colour, race, religion, nationality, ethnic or national origin, gender (including gender reassignment), sexual orientation, age, marital status or disability.