

Job title: Senior/Mid-Weight 3D Artist

Location: Office in Birmingham. This role is remote

Rate: £225-£275 per day depending on experience

Job Type: Freelance

Who we are

We are a Birmingham-based creative start-up that develops interactive digital experiences with creative partners and clients worldwide.

We provide services and solutions to cover all phases of the digital product life cycle. Working within multiple industries that include marketing, entertainment & education, we exceed our boundaries each day. Co-founded in 2020 by Genea Lynch an industry recognised tech entrepreneur who has over 10 years' experience in the field.

What we do

Captivate Reality has been championing accessible AR & VR within a wide variety of sectors including medical, construction, farming & training. We push the boundaries of what's possible with immersive content. From AR to VR or immersive apps to WebGL, we've got it covered.

Why we're different

We have a strong belief in the power of innovative experiences and how they can improve our lives and are true champion for them. We've produced an extensive collection of immersive projects always with a no-fuss, down to earth approach. Our vision is to make innovative digital experiences that are accessible, understandable, and cost-effective for ALL.

Who we are looking for

We are looking for an experienced 3D Artist to join our small friendly team and help shape the future of the company. The main purpose of this role is to provide game ready assets to be used in our VR, AR, mobile and web applications. You will be making a wide range of hard surface and organic models while collaborating with outsource partners, Art direction, Tech-Art, and Concept Art to ensure assets are visually impressive and are within the performance constraints.

The ideal candidate will be passionate and self-motivated, and someone who enjoys working across all aspects of digital art, from modelling to texturing to animation. You'll touch almost every part of the application development from in-game assets to marketing materials. A commitment to collaborative problem solving, sophisticated design, and a quality product are essential.

Every contracted artist may become a Captivate Reality core team member and as such have an opportunity for fix-term contract or employment if having UK residency.

If you feel this is something you would enjoy doing, we would love to hear from you.

What you will be doing

- General 3D asset content creation including modelling, UV's, texturing, materials, lighting, animation and rigging at both mobile and high-end specs
- Creating 3D assets ranging from product, internal/external environments, architecture, vehicles, and characters
- Iterate and polish assets in engine (Unity)
- You will be required to create, and quality assure that assets adhere to technical briefs

How you will be doing this

- We need someone who can work quickly and efficiently and has excellent time management skills
- You'll be part of a small agile creative team working closely to ensure the best results
- You'll think creatively and be motivated by challenges and constantly striving for the best

Key skills we're looking for...

- Impressive portfolio demonstrating high-end renders of 3D assets including World Building, Modelling, Mapping and Texturing
- Expert knowledge of 3D software (Maya, Substance Painter, ZBrush)
- Expertise with Adobe Creative Suite (Photoshop, Illustrator, AE etc)
- Experience using game engines, ideally Unity
- Accomplished with rendering tools & pipeline fundamentals (V-Ray/Marmoset/Arnold)
- Experience creating assets for multiple platforms with the understanding of the limitations of each (WebGL/Mobile /VR/AR/Video)
- Rapid prototyping from rough sketches
- Ability to create realistic and detailed materials and textures
- Extensive understanding of lighting techniques and sense of scale
- Ability to model and texture complex low-resolution scenes to high resolution geometry
- Understanding of character creation processes and animation fundamentals
- Ability to create full scale believable environments
- Generate and modify models based on engineering and industrial design specs
- Strong sense of optimization working with varied technical constraints
- Demonstrate creativity and adaptability to different project requirements
- Experience communicating in a multi-disciplinary team, including engineers, artists, and designers.
- Attention to detail & self-motivated

What you'll bring...

- Good working knowledge of Unity. Spark AR and ARCore/ARKit also beneficial.
- Coding skills a benefit
- Experience with PBR creation tools (Substance, Quixel, Mari)
- A self-starter who can work well in a fast-paced environment and enjoys problem solving
- Strong organisation, communication, and time management skills

Our philosophy

We are passionate about what innovative experience can do to enrich our everyday lives. We aspire to pour our passion into every project we collaboratively develop resulting in informative, entertaining & inspiring experiences for our creative partners and clients worldwide. With the right people in the right environment anything and everything is possible.

Find out more

www.captivatereality.com

Some examples of our work

<https://captivatereality.com/projects-1>

<https://www.youtube.com/channel/UCcFF4jLMZK4boIpLqWNNVEQ/videos>

Application details

Applications will be assessed on a rolling basis as we are looking to engage the role ASAP.

Interviews will be conducted over Teams.

Interested applicants should send a CV and covering letter detailing their experience for the role and their availability to: studio@captivatereality.co.uk