

Elliott Animation is hiring in Toronto!

3D SURFACING ARTIST

Fresh TV and Elliott Animation, a Toronto based artist-driven entertainment company is looking for a 3D Surfacing Artist to join the team of a world-class animated television series.

Immediate start

The Job involves:

- Creating Textures and Shaders for characters, props, and sets in Maya
- Laying out clean and effective UV maps
- Creating and modifying grooms in XGen
- Working closely with the modeling, rigging and lighting teams to ensure efficient and highly functional assets
- Following established workflows, while using in house tools to ensure pipeline compatibility
- Adhering to naming conventions and other standards established for the show

Requirements:

- Experience as a surfacing/texturing artist in a studio environment
- Expert knowledge of Maya shading, texturing and rendering
- Proficient in painting textures for hard surface and organic models
- Strong knowledge in optimizing shading networks in Maya
- Strong fundamental sense of colour and design
- Excellent communication, organizational and problem-solving skills
- Attention to detail
- Ability to deliver work on schedule

Assets

- Experience with Arnold
- Experience with XGen in particular and other hair systems in general
- Experience with Mari, Photoshop, Substance Designer and Painter
- Experience with multi UDIM texturing
- Knowledge of Blender shading
- Knowledge of Python or Mel scripting
- Professional experience in modeling, rigging, lighting, and compositing

Please email your resume to the email below with the position in the subject heading and include your availability. You must be an Ontario resident.

jobs@elliottanimation.com

