



## Hinge Digital LLC

### JOB DESCRIPTION: Production Designer / CG Artist

#### Job Summary

The Production Designer produces conceptual character, environment, and prop artwork in a varying range of styles and helps establish the visual style of a production. As CG artist, s/he generates superior quality texture maps and matte paintings, also in a range of styles, to be utilized in the production process.

#### Responsibilities

##### *As Production Designer*

- Create 2D concept sketches, renderings, and production paintings of characters, environment, and props, under the direction of production leads.
- Generate 3D concept artwork as required.
- Gather feedback from multiple sources, and integrate the feedback into designs.
- Assist in establishing the artistic style for each project. Styles may vary widely given client requirements.
- Support production staff in realizing the established art style throughout production.
- Work proactively to solve technical and artistic issues.
- Ensure that all work is of the highest quality possible.
- Facilitate open communication with production staff and management.
- Adhere to schedules determined by production management.

##### *As CG Artist*

- Paint textures for models in the form of diffuse, specular, transparency, and bump maps.
- Create story boards based upon scripts and other creative input.
- Create matte paintings for use in production.
- Create simple 2D animations as needed.
- Generate branding imagery for marketing when necessary.
- Ensure that all work is of the highest quality possible.
- Facilitate open communication with production staff and management.
- Adhere to schedules determined by production management.

#### Requirements:

##### *Education, Experience, and Skills:*

- Bachelor's degree in fine and/or digital art is highly desirable.
- Strong artistic skill and design sense demonstrated through a diversified portfolio.
- A solid foundation in illustration, composition, visual perception, and color theory.

- Understanding of form, surface texture, volume, and anatomy.
- Ability to digitally concept, model, sculpt, paint, unwrap, and texture.
- Proven skills in graphic design, layout, and typography.
- Ability to adapt to a variety of aesthetic styles.
- Ability to quickly address and solve technical and artistic issues.
- Knowledge of terminology and techniques used in film, animation, and visual effects.
- Demonstrated proficiency using Maya, Photoshop, Mari, and Zbrush. Proficiency in other applications such as UV Layout and Marmoset is desirable.
- Ability to learn and use new software as needed.
- Strong interpersonal and communication skills, enabling effective work in a team setting.
- Ability to implement changes based on input from multiple sources.
- Excellent organizational and time management skills.
- Ability to multi-task, work under pressure, and hit deadlines in an effective and efficient manner.