

Hinge Digital LLC

JOB DESCRIPTION: Technical Director - Look Development

Job Summary

The Look Development Technical Director is responsible for creating the look of characters, props and environments that both adhere to set artistic styles as well as meet performance requirements as determined by the needs of the production. This will be accomplished through the utilization of advanced 3D texturing, lighting, and surfacing techniques.

The TD is responsible for creation, maintenance and support of the digital assets, responding to guidance and review notes from the director as well as creative and technical supervisors. Digital assets must meet standards and specifications with respect to appearance and aesthetics, pipeline compliance and performance.

Responsibilities:

- Work under the direction of the Visual Effects Supervisor to develop shaders, textures, fur/hair, feathers and lighting models that realize the determined production aesthetic.
- Maintain quality standards ensuring proper texture resolution, efficient shader networks, and pipeline integration.
- Develop sophisticated shading networks that emulate realistic or fantastic visual properties.
- Create fur grooms, hair grooms and feather treatments, both realistic and stylized.
- Paint textures for models in the form of diffuse, specular, transparency, normal, bump and displacement maps.
- 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.

Requirements:

- Demonstrated proficiency using Maya, Mentalray, Vray, Iray, Mari, Zbrush, UV Layout, Photoshop. Proficiency in Katana, Arnold, Nuke and After Effects is desirable.
- Bachelor's degree in fine and/or digital art is highly desirable.
- Excellent understanding of form, surface texture, material qualities and their reaction to light.
- A solid foundation in composition, visual perception, and color theory.
- Ability to digitally sculpt, paint, unwrap, and texture.
- Demonstrated knowledge of photo-realistic 3D shader development and lighting techniques.
- Ability to match physical properties of reference materials in shading networks.
- Ability to optimize material settings to generate high quality renders with low render times.
- Strong artistic eye and ability to adapt to a variety of aesthetic styles.
- Ability to proactively address and solve technical and artistic issues.
- 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.