

# 3D Generalist

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## About the Role:

We are seeking a talented and versatile 3D Generalist to join our dynamic team. As a 3D Generalist, you will play a crucial role in creating high-quality 3D assets and environments for our games. You will be responsible for a wide range of tasks, including 3D modeling, texturing, basic animation, and integrating assets in relevant game engines .

## Responsibilities:

- Create high-quality 3D models for characters, props, and environments.
- Ensure models are optimized for real-time performance.
- Collaborate with the art director to achieve the desired visual style.
- Create realistic and visually appealing textures.
- Understand the principles of PBR (Physically-Based Rendering) and apply them to create realistic materials.
- Create simple animations for objects, such as props movement, basic dynamics animation and simple interactions.
- Cloth simulation for garment modeling.
- Import 3D assets into Unity or Unreal Engine.
- Optimize assets for performance and ensure they integrate seamlessly with the game engine.
- Set up materials, lighting, and post-processing effects.
- Work closely with other team members, including artists, designers, and programmers.
- Provide and receive feedback to ensure high-quality results.



## **Required Skills and Experience:**

- Strong proficiency in 3D modeling and texturing using Blender and Substance Painter.
- Experience with game engines like Unity or Unreal Engine.
- Understanding of PBR materials and real-time rendering techniques.
- Basic animation skills.
- Strong attention to detail and a keen eye for visual quality.
- Ability to work under tight deadlines and adapt to changing priorities.

If you are a talented 3D Generalist with a passion for creating stunning visuals, we encourage you to apply. To apply click on the [link](#) and fill up the form.