

Job title: 3D modeller / environment artist

Location: Stevenage/Hitchin Area

Salary: To be agreed

Are you a 3D generalist with great low-poly modelling skills, looking to put those skills to use in support of some exciting research, construction and simulation projects?

Agility3 are looking for a talented and enthusiastic 3D modeller to help create realistic environment and vehicle models for forthcoming projects. Candidates must be able to work efficiently using available photographs and 3D data to create models accurately depicting real-world features.



What you will be doing:

You will be using 3D modelling tools such as 3D Studio Max to create efficient low-poly models of real-world environments or vehicles based on source 3D and photographic data. You will use Adobe Photoshop along with the Substance suite of tools to create eye catching, realistic PBR materials and use your UV mapping skills to apply the textures to the 3D model for use in the Unity development platform or in a 3rd party simulation.

You will be working under the supervision of our Visualisation Director and your models will be created in accordance with our modelling standards and conventions. You will be expected to quickly understand the high level project requirements and work to a predefined schedule. Specific training for the role will be provided at the start and further training opportunities will be available during the course of the contract.

About you:

Essential:

- You can demonstrate expertise in the use of 3D modelling tools, preferably 3D Studio Max, to create efficient low-poly 3D models.
- You have expertise with photo-editing tools, in particular Adobe Photoshop and can create efficient textures.
- You can demonstrate an understanding of real-time 3D rendering and the features of 3D models designed to work efficiently in a real-time simulation environment.
- You are enthusiastic with a strong work ethic and able to work to tight deadlines.
- You are able to conduct research and gather information and data to support your modelling activities.
- You proactively seek constructive feedback and are happy working to predefined processes and standards.

Desirable:

- You have an interest in computer games and games development, simulation and Virtual Reality.
- Development of content for Unity or Unreal.
- Experience using Substance.
- You have a technical background with the ability to grasp new software packages and techniques.

To apply for this role please email your CV along with a link to your portfolio to david.turner@agility3.co.uk.

About Agility3:

We are a small team with a passion for modelling and simulation. We provide interactive 3D training applications, VR experiences, 3D visualisations and content for simulations. For more information please visit www.agility3.co.uk.