



SpeedTree Vegetation Artist (m/f/d) - Freelancer

Mysteria Studio UG:

Mysteria Studio has completed a large variety of Unreal Engine projects, starting in the UDK days, and is developing with UE4 since it was in Beta. This includes both our own games and work for hire.

Your tasks:

- Creating realistic vegetation assets with SpeedTree modeler for UE4

Our requirements:

- Very good knowledge of SpeedTree and Substance Painter
- Very good knowledge of modeling and texturing 3D vegetation assets
- Ability to match our art style and follow our environment art creation guidelines
- Ability to improve your modeling results with the help of our feedback
- Ability to write and read English
- Bonus - very good knowledge of Substance Designer procedural materials
- Bonus - Knowledge of Houdini procedural modelling
- Bonus - Knowledge of Unreal Engine

(If you have any of the bonus knowledge, please mention it in your application, or portfolio!)

We offer:

- Work on a new action-RPG title
- Join an established studio and team
- Relaxed, open atmosphere based on trust and teamwork

Application Process:

The first step is that you send the following information to jobs@falkfabri.com :

- A link to your online portfolio and / or examples of your past work in PDF form.
- Your hourly pay rate. (For regular and lead positions.)
- Optionally, a few words about projects you've worked on, medieval fantasy things you like etc. Please feel free to ask any questions you may have about the job.

The second step for select candidates is an application task, which is paid at your regular payrate.

The task is specific to your specialization.

An in-depth description of the task will be sent to select candidates in a reply.

You'll also have to sign a contract that gives Mysteria Studio UG the usage rights to the content you create for the project.

The project is completely funded already. So, when you complete a task, you get paid directly.

We're looking forward to your applications!