

Open Call:

3D ARTIST SPECIALISING IN CHARACTER MODELLING & 3D CHARACTER ANIMATOR

As part of the S+T+ARTS Ec(h)o Residency by **Theda Nilsson-Eicke** at TUD Dresden University of Technology, we are looking for an experienced **3D Artist specialising in Character Modelling** as well as a **3D Character Animator**. Ideally based in Berlin, Dresden, or elsewhere in Germany.

3D ARTIST SPECIALISING IN CHARACTER MODELLING:

For a theatrical VR project, we seek a 3D Character Modeller capable of modelling, texturing and rigging a bird, complete with feathers. The bird will be the principal character, and so a reasonable poly count (up to ~400k) is possible. Target render engine is Unity URP. The bird will be animated using combination of Mocap and hand animation.

TASKS:

- Consult with Artistic Director and finalise look
- Select an existing model from the marketplace to use as a starting point
- Model, rig and export to Unity
- Create Unity URP materials and PBR textures

REQUIREMENTS:

- Experience modelling for real-time
- Experience modelling for Unity and creating Unity materials

3D CHARACTER ANIMATOR / MOCAP:

For a theatrical VR project, we seek a 3D Character Animator capable of realistically animating a bird, complete with feathers. The bird will be the principal character, and so a reasonable poly count (up to ~400k) is possible. Target render engine is Unity URP. Mocap will be used to capture principal performance and then modified and augmented by hand. Estimated animation duration: approx. 15 minutes.

TASKS:

- Consult with Artistic Director to design mocap sessions
- Retarget captured motion onto a Bird
- Modify and augment for realism
- Export to Unity

CONTACT FOR FURTHER INFORMATION AND INQUIRIES:

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