
CGI Junior Production Artist

Produce the highest quality pre-rendered 3D assets for various on-line product configurators (predominantly automotive). This will include producing all new assets in studio and location environments, plus maintaining correctness of the assets for the life of the product.

Role Responsibilities

- Responsible for smaller projects and parts of larger scale projects while keeping your manager, Studio Manager and the Project Management team informed of progress and any issues that arise
- Light and render hi-res configurator imagery using 3DS Max and V-ray
- Create photo-realistic scenes for the automotive industry and other high-end product manufactures
- Photograph and collect textures/refs for specific tasks, for example: CGI set builds
- Consistently share knowledge with the team at team meetings and share work you have created to gain valuable feedback
- Run projects/part projects from brief to delivery ensuring that projects are delivered on time, on budget and on brand
- Keep line management, Studio Manager and Producers aware of project status and highlighting in advance any potential issues arising
- Identify training and development needs you may have through regular reviews and the BYou process
- Demonstrate a professional approach and ensure that you aspire to reach the high levels and targets set

All Staff Responsibilities

- Carry out any reasonable duties as identified by your Line Manager or Team Leader
- Positively represent Burrows to our customers and suppliers
- Ensure compliance with all contractual employment obligations
- Ensure compliance with our ISO standards
- Fully participate in the company's performance management and development programmes
- Maximise own ability to produce quality work, on time, and to brief, utilising best skills and available technology
- Work in accordance with the company's Human Resources policies and procedures
- Ensure compliance with health and safety requirements

Your Qualities as a Candidate

You're an enthusiastic Junior Artist looking to start your career in the industry.

You have a desire to improve your abilities and you have a good basic grounding in CGI software and lighting techniques. You are a driven individual who has a keen eye for detail and quality.

Essential Skills & Knowledge

Personal Attributes:

- Proactive approach to continually develop personal skills and knowledge
- Able to manage own workloads and deliver on time to the required standard
- A troubleshooter and problem solver
- Team orientated, able to work as part of a team as well as autonomously
- Driven individual with a passion for CGI and continual improvement in the field
- Keen eye for detail and able to work within structured pipelines
- Excellent verbal and written communication skills
- Methodical and highly organised approach
- Desire to work in the technical production field of CGI
- Energy and enthusiasm to progress within the CGI Studio
- Able to work overtime as and when required, sometimes at short notice

Your experience and knowledge:

- Portfolio demonstrating examples of high quality CGI rendered asset still imagery, for products such as automotive, transportation, architectural or consumer based items
- Experience managing various deadlines and timings on projects/tasks
- Able to demonstrate strong communication skills and working successfully within a team environment
- Good experience solving problems and resolving issues
- Solid understanding of CGI pipelines and the process to produce final rendered assets

Qualifications:

- Undergraduate/Postgraduate degree or diploma in a related CGI, Design or Artistic discipline
- Experience of using any relevant software packages – 3DS Max, Maya, V-Ray, Photoshop, After Effects

Advantageous Non-Essential Criteria

- Experience in digital photography
- Experience of HDRI shop
- Experience of HDRI Studio
- Experience in other render engines such as Mental Ray, Arnold etc.
- Experience using Nuke
- Interest in the automotive/motorsport industry