

Lead 3D Modeller

Manchester, UK, Full-time

Flipbook studio are an award winning, multi-disciplinary production company with a focus on providing animation and CGI to enhance visual content for commercials, dramas, film, video games and digital branding. We are always striving to push the envelope and bring a unique creative angle to all our projects, with the valued input of our team of artists, producers and directors.

We are looking for a Lead 3D modeller to develop, lead and grow the modelling department in our Manchester studio. As a lead we are looking for a candidate who is comfortable mentoring and leading a team of more junior modellers, providing creative solutions and guidance throughout the production process. Liaising with the production managers and creative director you will be able to assess requirements for projects, create assets for use in production of live action and fully CG images/animations and have an over view of all the modelling across projects within the studio. This is an opportunity for a strong artist to work on varied and award-winning work and to become a leading part of the studio's future.

This is an exciting opportunity to become an integral member of one of the fastest growing and creative CGI/VFX studios in Manchester. This is a full-time position in our Manchester city centre studio, please do not apply if you're not prepared or able to work in Manchester UK.

Requirements:

- Highly skilled in 3D modelling both hard surface and organic (preferable), with a strong artistic flair.
- Minimum of 5 years studio experience.
- Highly proficient in 3ds Max, V-ray and Z-brush with experience of substance painter.
- Strong experience across all aspects of the 3d pipeline.
- Comfortable leading small teams productively, including guiding more junior artists
- Commitment to excellence in your work.
- Vital to have a good eye for lighting and texturing within v-ray.
- Ability to work within a creative team where all opinions are valued and respected.
- Understand and actively contribute to creating effective workflows, understanding the value of creating efficient clean models/scenes/shots that can be handed off to another 3D team member without frustration.
- Ability to work on tight deadlines
- Creative problem-solving ability and multitasking.
- Unreal or Unity knowledge a bonus

Responsibilities:

- Modelling of organic and hard surface assets within 3ds Max and z-brush.
- Texturing and shader creation with an understanding of lighting.
- To give and take direction positively, work well within a team. Good communication is essential.
- Mentor and lead junior modellers & provide help and advice on shaping the modelling team.
- Taking responsibility for all 3d elements created to ensure the quality and smooth movement through the workflow.
- Contribute creatively to jobs from conception to completion.

What we offer:

- Fantastic, vibrant and creative work atmosphere with a highly experienced production team.
- The opportunity to make your mark and help shape the studio.
- Excellent creative studio in Manchester city centre

- Collaborative and inclusive culture - real opportunity to work across multiple areas, expressive creativity not just in modelling and grow.
- Regular team socials
- Competitive salary
- Company pension scheme
 - To apply please send your CV and latest reel to jobs@flipbookstudio.co.uk