LookDev Artist - Hybride VFX

Montreal - Full-time - 744000161884795

Apply Now:
https://jobs.smartrecruiters.com/Ubisoft2/744000161884795-lookdev-artist-hybride-vfx?oga=true

You will work closely with the Team Lead, Supervisor and the Texture artists to create and refine materials for characters, environments and props. You will be responsible for developing the look of assets to achieve a high level of realism, guided by references and the overall art direction.

What you'll do:

- Collaborate with modeling, texture, and lighting teams to deliver physically accurate and realistic materials for hard-surface and organic assets, ensuring photorealism in shot context.
- Analyze and calibrate photographic references to establish material and color targets.
- Prepare models for optimal shading assignation and texture creation.
- Create texture-independent look development assets that define material behavior, provide shading targets for Texture Artists, and enable Lighting Artists to begin asset integration prior to final texture delivery.
- Work closely with Texture Artists to establish optimal texel densities and texture resolutions, and ensure the final asset meets established visual and technical quality standards.
- Create procedural textures when required.
- Use efficient methods to meet deadlines while ensuring the highest quality.
- Ingest textures from other vendors and integrate them into the pipeline.
- Optimize complex shading networks to maximize efficiency and reduce render times.

- Ensure required AOVs are consistent across assets.
- Apply established techniques and workflows to maintain pipeline standards.
- Work in a team-oriented environment, contributing to a collaborative production process.
- 5+ years of experience in the VFX industry with ray-tracing render engines (Arnold, V-Ray, etc.).
- Solid understanding of shaders and AOVs.
- Knowledge of physically based materials.
- Experience with Maya, Houdini, Arnold and Nuke is a strong asset.

Our passion for innovation and our team’s creativity are recognized throughout the industry and remain the cornerstone of our work philosophy. Our team is comprised of over 200 highly qualified creators working in two creative spaces located in Piedmont, in the Laurentians, and in the Mile-End district of Montreal.

Our repertoire holds prestigious titles such as 300, Avatar, Hunger Games and Jurassic World, as well as in the last 6 instalments of the Star Wars franchise and the new Disney+ high-end TV series, The Mandalorian, The Book of Boba Fett, Obi Wan Kenobi and Andor.

At Hybride, first and foremost, we are good human beings, who value well-being and solidarity. We’re committed to fostering a work environment that is inclusive and respectful of all differences.

At Hybride, you can come as you are. We embrace diversity in all its forms. We’re committed to fostering a work environment that is inclusive and respectful of all differences.