

## 3D Artist. Freelance Contract.

**Working Status:** Full eligibility to work in the UK is a must.

We cannot accept applications from overseas without a full, UK working visa status already in place.

**Software:** 3DS Max, Z Brush, V-Ray.

Considered will be given to applicants with experience of other software, so long as you are proficient in 3DS Max.

### About Us

Finger Industries are an established animation and illustration studio based in the heart of Sheffield. We're a service provider, a creative partner and an independent studio rolled into one. We've a history of producing great characters and original ideas, collaborating on a global level within advertising, healthcare and children's media. Creative production is at the heart of what we do.

### About the Job

Based in house (essential), you'll be working with our 3D team on a range of projects for illustration and animation deliverables. From scenes, assets and characters to layout. You'll be part of the production pipeline and communication with the wider team will be essential, to ensure consistency and quality of work. Collaboration is key to our creative process.

Reporting into the Production Manager and Studio Manager day to day, with direction and overall support from the Creative Director and Managing Director- both of whom you will ultimately report into.

We're a small team operating in an inclusive, open and flat structure where communication and teamwork is vital.

We're looking to connect with talented freelancers who can work with us on up coming and future projects.

### Responsibilities

- Producing a diverse range of 3D assets including characters, sets, props and environments.
- Responding to internal and external feedback and direction, with a constructive and proactive approach to Creative Direction.
- Working from Production Art to create initial grayscale through to final textured assets, within an iterative production process.
- Working in a creative and collaborative manner with wider team.
- Adhering to strict production process and schedule.

### Requirements

- Proven experience of character modelling, texturing and rigging.
- Diverse portfolio, able to demonstrate adaptability for building a range of assets.
- Experience working within a commercial, team based environment.
- Technical aptitude and practical experience in 3DS Max is a must.
- Fully Windows PC literate.
- Someone who is motivated and can self-manage, whilst being flexible and adaptable as a member of the team.

### About the Studio

Our open plan studio is just a short walk from Sheffield's train station, meaning we're just on the edge of the city centre. Pubs, shops and restaurants are all within walking distance.

### To Apply

Send us your showreel, availability and your rate to: [jobs@fingerindustries.com](mailto:jobs@fingerindustries.com).

A cover letter with some context as to what you're up to and why your applying would be useful.

Please state if you are local, or if not, what contract lengths you would be interested in as we do not accept applications from remote workers, all freelancers must work in-house.

Strictly no agencies.