CHARACTER ARTIST:

Strangeloop Studios is a new media studio and record label, producing virtual characters with a focus on music and narrative content, across digital platforms and IRL. Our studio has worked with artists ranging from The Weeknd to Flying Lotus to Kendrick Lamar, creating immersive and engaging audio-visual experiences for live events and digital media. Our team is moving into the virtual artist space to envision new experiences for fans, and to create opportunities for musicians and visual artists.

As a *Character Artist* at Strangeloop Studios, you will help bring our virtual characters to life by: creating, maintaining, and improving upon our character designs; working closely with our character designer and animation team; developing and improving upon our character creation pipeline; and contributing to character animation.

Responsibilities
- Bring our characters to life with a solid grasp of the principles of body movement, anticipation, overshoot, follow-through, and other facets of 3D animation.
- Help reinforce the story of our characters by creating memorable performances, across a number of diverse animation/art styles (from stylized to photoreal).
- Rigging and weight painting of characters and creatures.
- Help establish a character pipeline to be as efficient as possible across a variety of concurrent projects.
- Refine existing and future character designs through constructive feedback, and provide technical and artistic solutions.

Required Qualifications
- Knowledge of retopology and UV workflow for character animation.
- Ability to take a concept 3D mesh and create an animation friendly version and ability to communicate issues that could arise from specific designs.
- Rigging, scripting, and understanding pipeline between realtime game engines to pre-rendered vfx.
- Familiarity with motion capture technology.
- Understanding of cloth and hair and how they contribute to a character's performance.
- Technical fluency with Marvelous Designer, Maya/C4D/Blender or 3D package of choice, and Substance Painter.
- Strong portfolio of work demonstrating character-based animation.

Preferred Skills
- Unreal Engine
- Zbrush

Personality Traits
- Able to effectively collaborate and communicate with other artists
- Take initiative to absorb, execute, and contribute to existing creative direction.
- Comfortable working with a small team with a startup mentality.
- Self-starter, entrepreneurial mindset in forecasting roadblocks and proactively anticipating creative solutions.
- Open-minded to new ideas.