**Current jobs available for 3D modelling or related**

**3D Artist in Dundee City Centre:**

The requirements will be:

* Creating 3D models with strong knowledge
* Creating 2D textures with strong knowledge
* Excellent Knowledge of Adobe Photoshop
* Producing 3D environmental assets
* Working to a budget
* Attention to detail

**Junior Environmental Artist for Ubisoft Games:**

The requirements will be:

* Create 3D game legal assets with given constraints
* Track and progress day to day tasks
* Communicate and collaborate with stakeholders, junior and senior game artists
* Adapt to new processes/ pipelines
* Being able to tell a Visual story
* Understanding render systems
* Basic understanding of Level Design
* Knowledge of the video games industry

**Junior Tech Artist for Mediatonic Games:**

The requirements will be:

* Knowledge of Unity developer
* Knowledge of 3D and 2D tools like 3DS Max
* Ability to follow technical and art guides
* Ensure assets quality is matched with brief
* Demonstrate an aptitude of art fundamentals
* Effective and written communication skills

**Freelance 3D Modeller for the Recruitment Business:**

The requirements will be:

* Modelling for interior visuals
* Creation of low poly models
* Textures for VR games
* Knowledge of 3D Unity

**Senior Environmental Artists for Axis Animation:**

The requirements will be:

* Examples of modelling, texturing and shading both hard and sculpted assets
* Knowledge of 3DS Max
* Zbrush/ Mudbox
* Basic understaning of lighting
* Python, C++, VEX
* Good communication skills
* Ability to feedback to other departments

**Junior Environmental Artist for Ubisoft Games:**

The requirements will be:

* Good communication skills
* Ability to create interesting, details and visually appealing envionments
* Adapt to new processes
* Knowledge of leading 3D modelling packages
* Knowledge of level editors
* Understand rendering
* Familiar with data management software
* Knowledge of the games market

**3D Generalist for Technicolor & the Mill:**

The requirements will be:

* Experience of 3DS Max and texturing
* Expert level modelling
* Advanced rendering skills
* Familiar with pipeline issues
* Strong use of colour
* Confident with visual exploration
* Self-motivated problem solver

**Weapon Artist for Slash Damage:**

The requirements will be:

* Ability to create high quality, game legal weapons
* Strong understanding of Adobe Photoshop or ZBrush
* Strong understanding of Maya or 3DS Max
* Understand the impact of multiplayer games
* Good communication skills and work in a team
* Ability to take criticism
* Willingness to keep learning and not giving up
* Strong interest in playing video games
* Experience with unreal engine (level design)

**Junior 3D Modeller for AO:**

The requirements will be:

* Experience in hard surface modelling
* Strong in low and high poly modelling experience
* Strong photoshop skills
* Experience in the use of Maya, 3DS Max or Cinema4D
* Experience in rendering
* Good lighting skills

**Environmental Artist for Creative Personal Top AAA Studio:**

The requirements will be:

* Excellent understanding of 3DS Max/ Maya and Photoshop
* Confident in working with others/teams
* High and low poly models
* Unreal 4 experience
* Experience in working in an professional gaming environment
* Desirable experience of the console and/or mobile app market.

**Environmental Artist for CV Bay Ltd:**

The requirements will be:

* Several years’ experience as an environmental artist
* Cutting edge techniques in 3DS Max and Photoshop
* Proactively self-organised
* Great experience is aspects of environment creation
* Great scene and render builder.

**Environment Artist for Rockstar North:**

The requirements will be:

* 2+ years of post-secondary or college experience
* 3+ years of experience as a 3D artist in the gaming industry
* Worked on at least one released title
* Superior 3D art skills
* Eagerness to learn new skills, software and technologies
* Ability to work in an team
* Expert in the use of 3DS Max and Photoshop
* Strong time management and communication skills
* Able to prioritize and multi-task

After researching into these 12 job offers relating to 3D modelling/ Artist, the most frequent requirement for these jobs where the following:

* Expert Experience in 3DS Max or Maya
* Expert Experience in Photoshop
* Being able to model low and high poly assets
* Experience in building scenes/ rendering
* Experience in the use of Level design using unreal engine
* Being able to work in team and communicate with them

I will therefore base my aims for the brief around these goals.