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# Example of 3D Artist Job Description

Our company is looking for a 3D artist. We appreciate you taking the time to review the list of qualifications and to apply for the position. If you don’t fill all of the qualifications, you may still be considered depending on your level of experience.

## Responsibilities for 3D artist

* You will create 3D models for broad range of assets from manmade environments and props to natural elements – even character work is a possibility
* Ability to take direction well and communicate and collaborate with peers
* You possess advanced skills and experience that allow you to work in autonomy, and make solid decisions when creating assets and documents
* Successfully propose solutions to given problems and advise/guide other Art Team members through excellent communication skills and assertiveness
* Anticipate all kind of Art Team needs in the project and proactively streamline productivity
* Create 3D assets in low and mid poly with high standards of visual quality and the proper technical requirements to be animated and integrated in our games
* Optimize the use of the 3D software and define constraints based on projects’ needs
* Support the Virtualization team in the development phase
* Develop and elaborate 3D models and trimmings
* Prepare the digital files (fabrics and trimmings) for the virtual process

## Qualifications for 3D artist

* Ability to adapt and be effective in a highly dynamic environment
* Texturing skills must be top-notch
* Extensive knowledge of low-poly and high-poly modeling techniques in 3D Studio Max
* Strong high mesh sculpting abilities in software such as Zbrush
* Ability to create and texture a 3D model from an image or description
* Good understanding of anatomy, architecture, color, shape, scale, silhouette, proportion