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# Example of 3D Generalist Job Description

Our growing company is looking to fill the role of 3D generalist. If you are looking for an exciting place to work, please take a look at the list of qualifications below.

## Responsibilities for 3D generalist

* Texturing – assist in the creation of photo realistic tileable textures & hand painted custom maps
* Shaders – assist in the creation of templates and/or from scratch
* Work with 2D Look dev Artist to standardize mattes required for each set
* Take point on sets under the direction of Leads and Supervisors as needed
* Create photo realistic lighting of CG characters, organic, & structural environments, props to production’s requirements
* Texturing –create photo realistic tileable textures & hand painted custom maps
* Shaders – create from existing templates and/or from scratch
* Collaborate on the development of all visual aspects of our products
* Responsible for creating effective and efficient 3D models of natural and architectural environments
* 3 Years minimum working in a related 3D Animator Role

## Qualifications for 3D generalist

* Highly proficient with professional 2D and 3D software (adobe suit, Maya, Max, Z-Brush etc)
* Knowledge of a professional editing suite (Final Cut Pro, Premiere, After Effects)
* Ability to work in a fast-paced team environment where deadlines are essential
* Knowledge of Mudbox, Blender, Houdini, or Adobe Flash
* Relevant experience in creative development using 2D and 3D programs, with multiple shipped products
* Excellent eye for light, shade, color and details