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# Example of FX Artist Job Description

Our innovative and growing company is hiring for a FX 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 FX artist

* Be willing to assist/mentor junior team members with any technical/artistic challenges they may have
* Create FX for characters, mounts and other assets
* Collaborate with art, design, and animation departments to deliver heroes, skins, maps, mounts, and other supporting assets that meet the highest visual quality and gameplay standards
* Create and design Fright Fest characters through make-up application
* Utilize prosthetics, traditional, Special FX, and air brush techniques to apply make-up to performers
* Create an average of 30 faces over a 2 hour timeframe nightly
* Create and apply unique character designs to performers/actors
* Apply touch-up make-up and effects, both in the field and dressing room throughout the night, for actors/performers
* Maintain highest standards of safety
* Be a reliable member of a team

## Qualifications for FX artist

* A minimum of 5 years’ experience producing feature film quality effects in Houdini, Maya, 3dsMax or other related packages (RayFire, RealFlow, Thinking Particles, FumeFX)
* Proven track record creating effects such as smoke, fire, clouds, water, steam, explosions, magic
* Online demo reel and reel breakdown
* An art background is a bonus, as is a background in filmmaking and story telling
* Experience with creating consistently charming, eye-catching, FX using Photoshop, Maya, and in-game FX systems
* A minimum of 5 years’ experience in producing feature film quality effects in Houdini, Maya, 3dsMax or other related packages (RayFire, RealFlow, Thinking Particles, FumeFX)