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# Example of Texture Artist Job Description

Our company is searching for experienced candidates for the position of texture artist. If you are looking for an exciting place to work, please take a look at the list of qualifications below.

## Responsibilities for texture artist

* Prepare photography in Photoshop and similar tools to be used in MDL materials, create tileable textures
* Build physically based rendering (PBR) MDL materials from scratch, existing templates in a text editor and/ or in Substance Designer
* Assemble new functions, generators and templates using Substance Designer
* Proactively recommend ongoing pipeline improvements
* Create high quality UVs, textures and shaders for characters, environments and props
* Capable of creating stylized, procedural, and photorealistic textures in several specified styles
* Work within the defined pipeline
* Troubleshoots creative and technical issues as they arise
* Work closely with the modeling, lookdev and lighting departments
* Ensures that Surfacing files are complete and ready for lighting

## Qualifications for texture artist

* Strong anatomy knowledge for both humans and creatures and good experience sculpting organic forms
* Has a solid understanding of posing and anatomy in motion and an excellent artistic eye
* Good technical knowledge and ability to troubleshoot problems
* Ability to Follow Director's or Coordinator's guidance, ensuring models created reflect the creative vision, are accurate and effective for the production needs
* Ability to work well under tight deadlines while maintaining a professional attitude
* Ability to work as part of a team be resourceful and self-driven