Downloaded from <https://www.velvetjobs.com/job-descriptions/texture-artist>

# Example of Texture Artist Job Description

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

* Create textures for various art styles ranging from stylized to realistic (Illustrative preferred)
* Work within constraints set by the technology (texture sizes, transparency limitations)
* Works with production team (VFX Supervisor, Senior Texture Artist) to execute the desired look of CG models, including complex creatures and/or hard surface models, including ships, real world vehicles and environments
* Create high resolution digital assets from various references, including photographic, that meet all production requirements
* Work closely with other departments to ensure assets created work through the VFX pipeline
* Implement best practices, and anticipate potential issues
* Work with team members to address notes
* Work to ensure internal and external deadlines and deliveries are met with budgeted hours
* Share knowledge and techniques with team members to improve overall team skills and asset quality
* Apply secondary skillsets in other areas when waiting for alternate assignment

## Qualifications for texture artist

* Enjoy being part of a team and be prepared to assist others
* Be willing to share techniques and experience
* Experience with Maya and Arnold & Vray Renderer
* Experience with Nuke
* 2+ years experience creating high quality textures for AAA PC and/or current-gen console titles
* Expert knowledge of Maya, or other 3D modeling package