UnrealAnimatics

management@unrealanimatics.com

Hello, and thanks for your interest in working at the UnrealAnimatics team!

Animator Requirements & Responsibilities:

> Previous 3D animation experience.

> Copy of Cinema 4D (R16+)

> Complete animation sequences assigned by UnrealAnimatics by the negotiated deadline.

> Incorporate any feedback given by UnrealAnimatics.

> Inform UnrealAnimatics if unable to complete a sequence by it's deadline.

> Any rigs or assets given to you, must only be used for our projects, and never given out to anyone else - even if they're on the team.

Modelling/Asset Designer Requirements & Responsibilities:

> Previous 3D modelling experience.

> Copy of any 3D software which can export as a .obj file.

> Complete any assets assigned by UnrealAnimatics by the negotiated deadline.

> Incorporate any feedback given by UnrealAnimatics.

> Inform UnrealAnimatics if unable to complete an asset by it's deadline.

> You must not distribute any of the models I have paid you to specifically make for a team project.

Lighting Artist Requirements & Responsibilities:

> Previous 3D lighting experience.

> Copy of Cinema 4D (R16+)

> Official License of Redshift v.2.6.43 and up.

> Complete any tasks assigned by UnrealAnimatics by the negotiated deadline.

> Incorporate any feedback given by UnrealAnimatics.

> Inform UnrealAnimatics if unable to complete your task by it's deadline.

> Tweaking materials and shaders if necessary.

> Any rigs or assets given to you, must only be used for our projects, and never given out to anyone else - even if they're on the team.

Rigging Requirements & Responsibilities:

> Previous 3D rigging experience.

> Copy of Cinema 4D (R16+)

> Complete any rigging assigned by UnrealAnimatics by the negotiated deadline.

> Incorporate any feedback given by UnrealAnimatics.

> Inform UnrealAnimatics if unable to complete any rigging by it's deadline.

> Any rigs or assets given to you, must only be used for our projects, and never given out to anyone else - even if they're on the team.

*Payments & Pricing:

> To be paid for the work you've done, you must legally be at least 13 years old.

> Once the animation project has been completed, I will add up all the payments I owe you, and will send the final payment as one single payment.

> To receive your payment, you must also have a suitable way to accept it. (e.g. Google Pay – as with PayPal you need to be at least 18 years old to legally make an account)

> There are a few factors which will vary the amount of money you are paid, listed below:
    - How satisfied I am with the job you've completed.
    - If you're able to complete the task within a reasonable time.
    - How complex the task actually is.

If you're happy with what you've read, then feel free to apply.
If I'm interested in hiring you, then I will reach out to you personally.

We look forward to hearing from you!

    - The UnrealAnimatics Team