



## GRADUATE - 3D ART

**LOCATION:** Level 2, 44 Pirie Street, Adelaide, 5000

**SALARY:** \$50,000

**JOB SUMMARY:**

- To complete the general requirements of the Mighty Kingdom Graduate Program. As a graduate 3D Artist, you will be using a balance technical abilities and creative problem solving to create a wide range of 3D art assets like characters, props and environments.

**RESPONSIBILITIES:**

- Attending core presentations as scheduled by team members and mentors.
- Completing all tasks set out by program mentors.
- Attending all assessment/1on1 meetings as scheduled by your mentors or production team.
- Taking a mix of 2D drawings, 3D design meshes and other reference and translate them into high quality, playable art including characters, props, hero set pieces and more, with the art team and Product Manager.
- Working with Product Managers and other artists to develop and maintain artistic style and vision for a given project.
- Working with the technical art team to maintain the pipeline and work with the team of artists on and off site to achieve quality goals.
- Working with the concept team, Product Manager and other 3D artists to set the requirements of concept art for the project.
- Helping to refine the 3D art pipeline.
- Working with the Product Manager, Tech Artists and Engineering teams to set performance standards for the game and how they relate to the look.
- Integrating other source assets like animation, into Unity.
- Helping to diagnose art optimisation issues.

**PROGRAMS TO KNOW:**

- Maya
- Photoshop
- Substance
- Unity Game Engine



**Mighty Kingdom**

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Adelaide SA 5000 Australia



**LEARNING  
OUTCOMES:**

- Demonstrated experience building 3D assets (models and textures).
- Demonstrated experience interpreting 2D concepts into 3D playable art.
- Advanced level knowledge of Maya.
- Demonstrated knowledge of working in Unity.
- Technical artist abilities.
- Experience building or using world builder game tools to develop art for games.
- Familiarity with the Agile process.



## **ADDITIONAL SKILLS:** *Working on your own*

- Thinking Creatively - Developing, designing, or creating new applications, ideas, relationships, systems, or products, including artistic contributions.
- Updating and Using Relevant Knowledge - Keeping up-to-date technically and applying new knowledge to your job. Be prepared to research, your market, other games, ways to do things, economies, etc.
- Making Informed Decisions and Solving Problems - Analysing information and evaluating results to choose the best solution and solve problems.
- Getting Information - Clearly interpreting direction from multiple sources and observing how information is disseminated within the team. Receiving and deciphering feedback in a constructive manner and being willing to ask questions when policy or procedure is not understood.
- Organising, Planning, and Prioritising Work - Developing specific goals and plans to prioritise, organise, and accomplish your highest standard of work.
- Demonstrate enthusiasm and drive when performing job functions, while remaining flexible in undertaking other activities and responsibilities that may arise. Be a self-starter who takes the initiative and seeks out tasks.

### *Working in a team*

- Developing and Building Teams - Encouraging and building mutual trust, respect, and cooperation among team members. Developing and maintaining constructive and cooperative working relationships with others.
- Understand your core skills and your secondary skills - lean on others to fill in the gaps in your skill set try to grow your core skills and add more secondary skills.
- Coaching and Developing Others - Identifying the developmental needs of others and coaching, mentoring, or otherwise helping others to improve their knowledge or skills.
- Collaboration - seeking out opportunities to contribute to the team by exploring ideas with the team to get buy-in and get better outcomes.
- Be ready to work on anything and be prepared to be versatile.

### *Working with third party providers, clients & understanding your players*

- Be ready to listen to your players and use that information to guide your decisions
- Be keen to talk to partners about product - clear, succinct, open-minded, friendly, and always accountable and honest.
- Commercial mindset - Focus on the customer and try to make informed choices on their behalf.

