ADI Group
Leading by Performance

Job Description – Sr. Lighting Artist

Location: - Mohali (Punjab) Near Chandigarh

Salary:- Best in Industry

Joining:- Within 15-20 days from date of acceptance letter

Company Description

ADI Group has working companies across Business Intelligence, Information technology, Animation and Clinical Research Services, with its footprint across the globe. ADI since its inception, in 1999, has worked with SME and Fortune 500 companies across our wide service offerings. Currently having a presence in USA, UK, and France. We are proud of our organization culture along with our focused and hardworking team, which is solely responsible for making our journey full of appreciation and success. For more information about us please visit:

 URL:-www.adi-group.com

Educational Background:- Any Graduate with relevant course or Diploma/Degree in Multimedia & Animation.

Professional Experience: -

- Having total minimum 4+ years of experience in Lighting & Shading in Autodesk Maya.
- At least 2 years of professional work experience in CG commercial projects.
- Must have demonstrated the ability to execute minimum two (2) large projects.
- Technically sound career groomed as a Lighting Artist with strong analytical skills.
- In- depth knowledge and experience in lighting and rendering 3D animation characters and props are must.
- Support the development of character textures and shading specs for lighting and rendering optimization.
- Strong understanding of color theory and practical lighting concepts
- Ability to complete tasks within production schedules and deadlines in an organized manner.
- Desired Skill Sets:-
  - A strong 3D lighting and rendering portfolio that showcases your work.
  - Proficiency in Maya.
  - Experience shading models and manual lighting.
  - Precision and an eye for details.
  - Knowledge of compositing.
  - Work experience on animation projects is highly desired.
  - Rendering : Mental- ray, Arnold.
  - Compositing : Fusion or Nuke or Adobe After Effect.

Primary Roles & Responsibilities: -

- Ability to creatively manipulate qualities like light color, intensity, and angle in relation to the characters and objects in the scene.
- The lighting artist uses the shader settings implemented by the shading and texture artists to properly integrate the result of qualities like object reflectivity, light scatter, and the appearance of wet surfaces etc.
- Collaborate with Modelling, texturing and shading artists, concept artists, art directors.
- Setup materials and render layers.

- Solid knowledge of working within a HDR pipeline and tasteful balancing of post process screen effects.
- Ability to adjust lighting to establish the desired style and mood of a 3D scene; ability to utilize light to direct the user's eye within an image/scene; ability to define lighting purpose, placement, direction, shape, range, colour, quality, shadowing, drop-off quantity and brightness in a scene; ability to maximize efficiently of scene lighting for rendering purposes.
- Ability to create and implement world class Lighting. Must be accomplished and passionate artist with the ability to produce visually stunning, real-time Lighting.
- Work closely with project team members to provide lighting in images and in animations to the specifications of each project.
- Keep the Production In charge informed, share information on project activity, identify issues and concerns, provide problem solving expertise.
- Coordinate 3D project activities, ensure key project information is passed along to appropriate people, estimate effort for delivery, meet delivery deadlines, and proactively participate in problem identification and solving.
- Correct Estimation for the completion of the Projects.
- Keep Updated with New changes in the animation Industry and implement the same if needed.
- Understand client needs and expectations to ensure a successful project.
- Understand what needs from the client to ensure a successful project and inform project team leads of these requirements as and when required.
- Inspire and support team members, accept personal responsibility for the project deliverables.
- Accountable for the delivery of assigned sequences/complex shots on time with the required quality at the Committed time, any Delay should directly inform to the project Manager.
- Apply skills and knowledge to the design and development of the project/solution.
- Monitor deliverable progress, manage scope changes and changes requests, meet commitments, follow up, and be on time.
- Manage renders and associated disk space in an economical manner.
- Maintain backup of latest version of files in server & workstation.
- Ability to work tactfully and cordially within and outside the team.
- Should ensure established process is followed, consulting seniors when unsure.
- Ability to learn new techniques/software's/Plugins of relevant field and mentor the junior/intern/trainee artists working with them through the course of production.
- Ability to learn and adapt to new workflows, methods, and design styles.
- Able to communicate in a professional and friendly manner with co-workers.
- Must have good analytical, problem-solving and decision-making skills.

Secondary Responsibilities: -

- Experience using render managers like BackBurner.
- Knowledge of low polygon and high polygon modelling is a plus.
- Knowledge of 3Ds Max is a plus.
- Knowledge of Modeling & Texturing is a plus.
- Basic knowledge of animation.
- Knowledge of Vue & Lumion is a plus.
- Knowledge of Z-Brush is a plus.
- Knowledge of Shave & Hair cut is a plus.
- Traditional art skills are an added advantage.
- Knowledge of scripting and programming is a plus.
- Artistic skills / exposure to photography is an advantage.