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Pixar Animation Studios

Emeryville, - United States

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Technical Director, Sets Shading

Description

Technical Director, Sets Shading

RESPONSIBILITIES:

- Design and iterate on the texture, color, and material properties of objects
- Create materials using any or all appropriate techniques and resources, including 2D / 3D texture painting, procedural signals, reuse and modification of existing shading functions, and the creation of original algorithmic work
- May be asked to paint textures in programs like Adobe Photoshop or The Foundry's Mari
- Work may be expressed as drawings, paintings, photographs and motion picture references and/or actual reference objects or location
- Works closely with production designers and directors to iterates on the desired look
- Maintains asset stability for downstream departments
- Projects may also include technical development such as implementing procedurals in the Renderman shading language, writing Renderman DSOs and other graphics functionality, and optimizing existing pipelines and assets

REEL QUALIFICATIONS:

- Work should exhibit a strong emphasis on surface history, demonstrating knowledge of how materials interact, change, and respond to illumination -- color, composition, and render quality will also be evaluated
- Reel should include both turntables and animated shots; material and layer breakdowns a plus
- Personal artwork may be included, if relevant

ADDITIONAL QUALIFICATIONS

- Experience using 3D animation software required
- Graphics programming, including: Renderman, Maya, SideFX Houdini and The Foundry's Nuke, a plus
- Experience writing shaders with any major shading language (osl, rsl, glsl, C++) a plus
- Bachelor's Degree in Computer Science, Animation or Fine Arts recommended, though not required

Pixar is an Equal Opportunity Employer.

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Primary Job Duty: Design texture, color, and material properties of

Secondary Software: Renderman, MAYA

Other Software: Photoshop, SideFX Houdini, The Foundry Nuke, The Foundry mari

Salary: DOE

