

Environment Artist

Want to work with one of the biggest Danish video game companies making old-school action games alongside passionate, empathetic, and amazing colleagues?

Who are we? Slipgate Ironworks is a game development studio located in Aalborg, Denmark. We are fans of old school action and strategy games with multiple titles in development, and we are currently working on a new AAA title based on a cult classic. Maybe you have already played some of our games such as **Rise of the Triad**, **Rad Rodgers**, and most recently **Ion Fury**, **GRAVEN** and **WRATH: Aeon of Ruin**. Slipgate is characterized by Danish working culture, a flat organization with a high team spirit, where we get excited about new ideas no matter who brings them up.

Job Description

As our environment artist you will be responsible for building terrain meshes in high quality.

Job Responsibilities:

- Building terrain meshes based on the level geometry that surrounds it by collaborating with the Creative Director and/or Level designers to create the terrain in accordance to their expectations.
- Mapping shaders and organizing UV islands to maximize straight texels, minimize stretching, seams and create seamless blends between textures.
- Scripting shaders to give yourself the flora of blending shaders required to finish the scene.
- Match the texel scale of your meshes to the same scale of the rest of the level. (example: 1 texel per square meter in blender)
- Match the mesh scale to the same scale as the game units (example: in Blender, 1M = 1GU)
- Making sure the geometry works well with player interaction and game play. (either through collaborating with the level designer or testing the meshes yourself in Radiant)

Who are you?

We see you as a person with some years of experience working as an Environment Artist in indie, AA, AAA companies.

You are a person who has good knowledge of Quake and has a good eye for out-of-the-box problem-solving!

Requirements:

- Expertise working in a 3D modeling suite, such as 3D Studio Max, Blender or similar programs
- Experience with creating terrain meshes for outdoor environments in games

Additional (not requirements, but would be helpful to the position):

- Experience working with pixelated graphics and uniform texel scales.
- Experience working with Vertex Colors for monochrome texture blending.
- Experienced with either ASE or LWO file formats.
- Experience working with Quake 3 Shader scripts.
- Working within a grid setting.
- Experience working in NetRadiant.
- Experience working with Id tech engines for games such as Quake 1-3.
- Experience working with SVN.
- Experience working with Jira.
- Experience with imaging software such as Photoshop and working within the confines of 8-bit colormaps.

Practicalities

Location:	Remote
Expected starting date:	As soon as possible
Job type:	Remote Contributor hired on milestone basis
Level of experience:	Mid level
How to apply?	Email us at jobs@slipgate-ironworks.com with: <ol style="list-style-type: none">i. CVii. Link to your portfolioiii. Anything else related to your background and experience