

# Environment Artist

**Want to work with one of the biggest Danish video game companies making old-school action games alongside passionate, emphatic, 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 soon beginning development 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 Enviroment 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:** Offices in Denmark (with relocation) or Remote

**Expected starting date:** As soon as possible

**Job type:** Remote Contributor hired on milestone basis

**Level of experience:** Medior

**How to apply?** Email us at [jobs@slipgate-ironworks.com](mailto:jobs@slipgate-ironworks.com) with:

- i. CV
- ii. Link to your portfolio
- iii. Anything else related to your background and experience