



## Hinge Digital LLC

### JOB DESCRIPTION: Technical Director Generalist

#### Job Summary

The Technical Director Generalist is responsible for a range of tasks and responsibilities on shots and sequences where smaller, flexible teams are the preferred option. Generalists are responsible for modeling, rigging, look development, lighting, texture painting, animation, effects work or anything else the studio needs done at any given time.

The TD is responsible for creation, maintenance and support of digital assets and shots, responding to guidance and review notes from the director as well as creative and technical supervisors. Digital assets must meet standards and specifications with respect to appearance and aesthetics, pipeline compliance and performance.

#### Responsibilities:

- Work under the direction of the Visual Effects Supervisor to create production ready assets from concept art, reference imagery or product specifications.
- Maintain quality standards ensuring appropriate density, proper edge flow, smoothing and pipeline integration.
- Utilizing standard and proprietary tools create highly sophisticated rigs including control sets and UI elements.
- Balance model/rig quality and performance without sacrificing the essence of the artistic concept.
- Collaborate with animators to ensure that all rigging performance expectations are met.
- Develop the textures, materials and shader networks that define the surface appearance of the assets.
- Ensure that all digital assets exemplify the project's artistic style.
- Perform UV unwrapping as needed.
- Support the production staff with shading, texturing, visual effects (fluids, fur, and cloth), lighting and compositing as required.
- Work proactively to solve technical and artistic issues.
- Ensure that all work is of the highest quality possible.
- Facilitate open communication with production staff and management.
- Adhere to schedules determined by production management.

#### Requirements:

- Demonstrated proficiency using Maya, Zbrush, Mari, Photoshop and UV Layout.
- Production knowledge of VRay, Mental Ray, Iray and Arnold renderers.
- Demonstrated proficiency using Nuke and After Effects is desired.
- Bachelor's degree in design, digital art or animation is highly desired.
- Ability to execute a broad range of tasks including modeling, texturing, look development, animation and lighting.
- Ability to program in a scripting language such as Mel or Python.

- Strong artistic eye and ability to adapt to a variety of aesthetic styles.
- Understanding of form, volume, composition and surface texture.
- Ability to quickly address and solve technical and artistic issues.
- Ability to learn and use new software as needed.
- Strong interpersonal and communication skills, enabling effective work in a team setting.
- Ability to implement changes based on input from multiple sources.
- Excellent organizational and time management skills.
- Ability to multi-task, work under pressure, and hit deadlines in an effective and efficient manner.