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Structure by Individual  
<**Detailed major : Modeling & Texture**>

Minor : Concept Design, Lighting & Rendering

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- Major : Animation & VFX
  - Chen, Yu Ying / 20208326 : Modeling & Texture Artist
- Academic Advisor : Name down



1. About Attitude & Mind, Knowledge, Skills.
  2. Ability about Tech & Art.
  3. About Advantages, Disadvantages, Possible & Impossible.
  4. About fundamentals Production Pipeline for Modeling & Texture Artist.
  5. Major : 3D Modeling & Texture Artist / Minor : Concept Design, Character Setup, Lighting & Rendering.
- ※ Reference for the job requirement.

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< Major : 3D Modeling & Texture Artist >  
< Minor : Concept Design, Character Setup, Lighting & Rendering >

### Attitude & Mind

- 1) As a good teamwork on production pipeline.
- 2) Communication skills.
- 3) Participates as in determining various aesthetic solutions.

### Knowledge

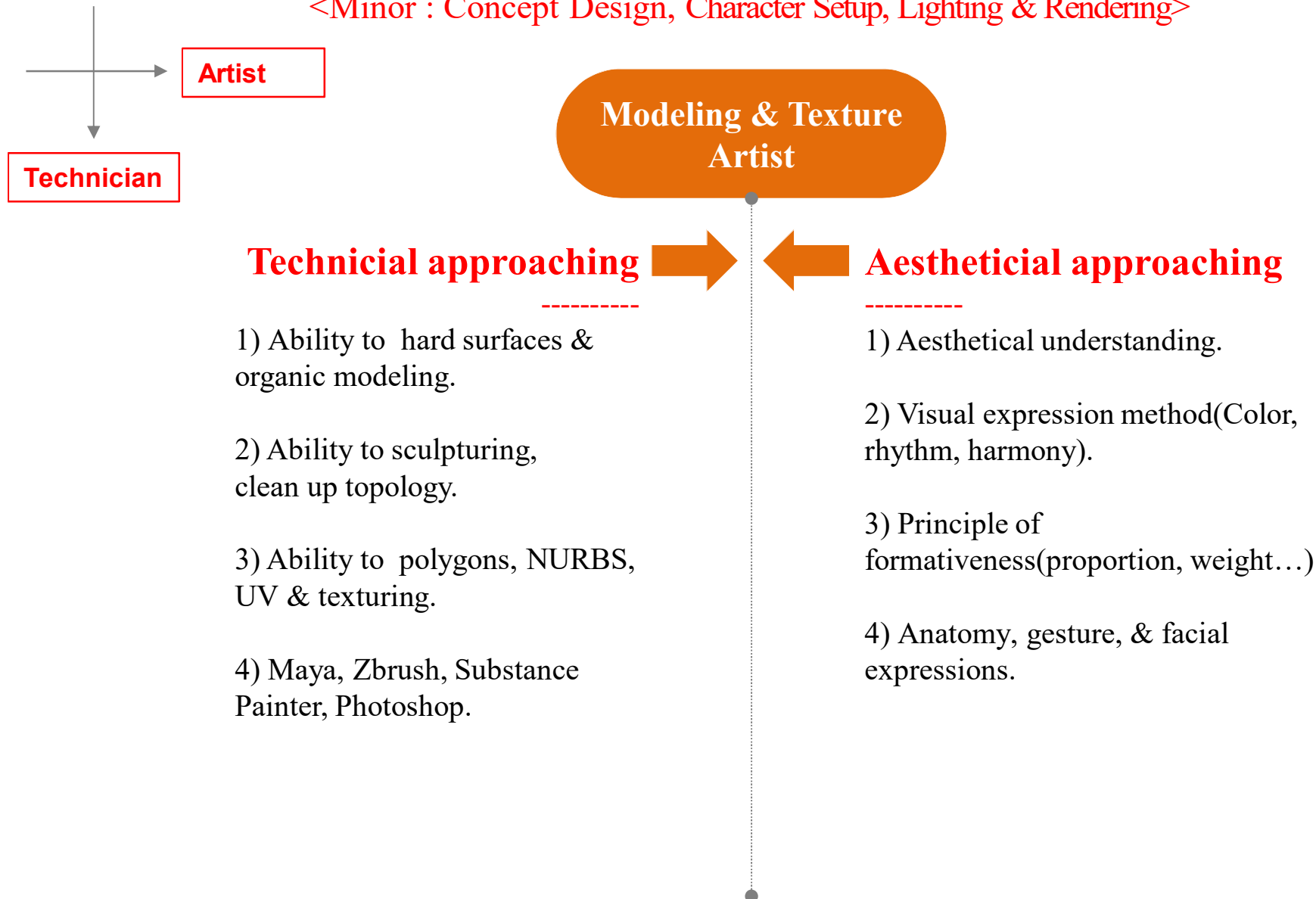
- 1) Aesthetical understanding.
- 2) Visual expression method(Color, rhythm, harmony...).
- 3) **Principle of formativeness**(proportion, weight...)
- 4) Anatomy, gesture, & facial expressions.

### Skills

- 1) Ability to hard surfaces & organic modeling.
- 2) Ability to sculpturing, clean up topology.
- 3) Ability to polygons, NURBS, UV & texturing.
- 4) Maya, Zbrush, Substance Painter, Photoshop.

< Major : 3D Modeling & Texture Artist >

< Minor : Concept Design, Character Setup, Lighting & Rendering >



### 3. About Advantages, Disadvantages, Possible & Impossible

The learning material has created by International College, Dongseo University.

#### ◆ What is different between **Advantages & Disadvantages?**

##### Advantages

- 1) As a good teamwork on production pipeline.
- 3) Participates as in determining various aesthetic solutions.

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- 3) Principle of formativeness(proportion, weight...)
- 4) Anatomy, gesture, & facial expressions.

-----

- 1) Hard surfaces & organic modeling.
- 4) Maya, Z-brush, Substance Painter, Photoshop.

##### Disadvantages

- 2) Communication skills.

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- 1) Aesthetical understanding.
- 2) Visual expression method(Color, rhythm, harmony).

-----

- 2) Sculpturing, clean up topology.
- 3) Polygons, NURBS, UV & texturing.

#### ◆ What is different between **Possible & Impossible?**

##### Possible

- 1) As a good teamwork on production pipeline.
- 2) Communication skills.
- 3) Participates as in determining various aesthetic solutions.

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- 2) Visual expression method(Color, rhythm, harmony).
- 3) Principle of formativeness(proportion, weight...)
- 4) Anatomy, gesture, & facial expressions.

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- 1) Hard surfaces & organic modeling.
- 4) Maya, Z-brush, Substance Painter, Photoshop.

##### Impossible

NA

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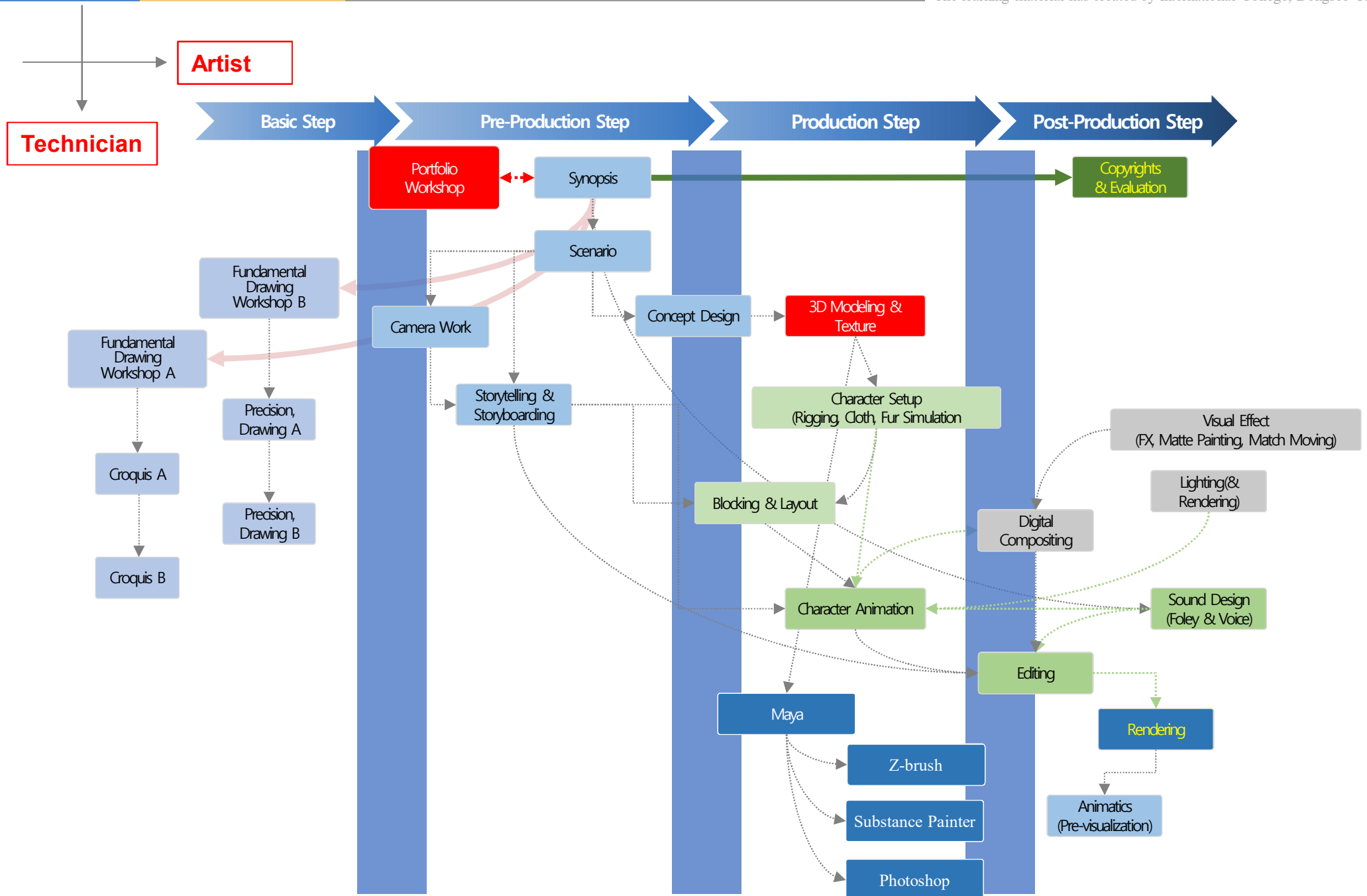
- 1) Aesthetical understanding.

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- 2) Sculpturing, clean up topology.
- 3) Polygons, NURBS, UV & texturing.

#### 4. About fundamentals Production Pipeline for Modeling & Texture Artist

The learning material has created by International College, Dongseo University.





## 5. Major : 3D Modeling & Texture Artist / Minor : Concept Design, Character Setup, Lighting & Rendering

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- 1) About me
- 2) Desired Position Summary
- 3) Primary Responsibilities
- 4) Education
- 5) Work Experience
- 6) Knowledge & Competencies
- 7) Skills & Competencies
- 8) Functional(Technical) Competencies
- 9) Etc.
- 10) Reference for job requirement(more than 10 companies)
  - List the name of the company.

## ※ Reference for the job requirement.

### -Attachments 1. Character Artist at Blizzard.

Job Title:

Character Artist - Diablo IV

Requisition ID:

R002026

Job Description:

The minions of hell grow stronger! Our family of diabolically talented developers is expanding. Our backgrounds are varied but we all share a passion for the dark, gothic, and macabre. If you value a tight-knit team that celebrates self-expression and a multi-disciplinary approach, then join us on the Diablo team!

Blizzard Entertainment is seeking an exceptionally skilled and passionate Character Artist for Diablo.

As part of the character team you will work with concept artists, animators, designers and engineers to create characters, creatures and weapons in the Diablo universe. The ideal candidate understands that character work does not end in ZBrush, and can texture, model and optimize just as well as they can sculpt. We hire people that collaborate well with equally passionate developers and share our love for games.

#### Responsibilities

- Collaborate with artists, designers and engineers to bring visually compelling characters to life
- Sculpt detailed high-poly models and create efficient low-poly meshes for characters, creatures, weapons and armor
- Create high quality textures and author materials
- Ensure that character art supports gameplay and performance
- Help develop character art best practices and mentor others as needed

your@email.com

Submit

Get tailored job recommendations  
based on your interests.

Get Started

#### Similar Jobs

##### Senior Character Artist - Diablo IV

Irvine, California, United States of America • Art / Animation  
• 08/06/2020

##### Character Artist - Overwatch 2

Irvine, California, United States of America • Art / Animation  
• 06/26/2020

##### Mid/Sr Technical Artist – Unannounced Project

Irvine, California, United States of America • Art / Animation  
• 07/01/2020