

DreamWorks Dedicated Unit Job Description

Title: Matte Painter

Dept: Matte Painting

Reports to: Matte Painting Supervisor / VFX Supervisor / Creative Director / Head of Lighting

Essential Job Responsibilities:

- Create realistic images using latest version of Adobe Photoshop and other software packages.
- Provide photographic reference material by taking digital/35MM photographs.
- Interpret the creative direction of the Art and/or Production Design department.
- Integrate matte paintings to match the overall look and feel of the film.
- Work with Department Technical Director to create and develop 2 ½D & 3D environments and elements.
- Ensure matte painting consistency with color and/or Lighting Keys.
- Assist with the look development for a shot or sequence with the supervising team.
- Contribute to the visual and technical attributes of the productions.

Requirements:

- Strong Traditional Art background and/or Architecture (B.A. or equivalent degree preferred).
- 3+ years of professional experience doing matte paintings for Films.
- Professional mastering of the latest version of Adobe Photoshop.
- Ability to interpret artistic direction and adapt different painting styles.
- Knowledge of Photography and/or Cinematography.
- 1-2 years of professional experience using a 3D/CG software package.
- 1-2 years of professional experience using a compositing software package.
- Solid foundation in CG principles and Production Pipelines.
- Willing to accept and provide direction, excellent communication skills and ability to work in a team environment.