

DreamWorks Animation Job Description

Job Title: Surfacer

Essential Duties and Responsibilities

- Establish the look and qualities of characters, props and environment for an animation film, from 2D design reference into 3D, which aligns with the vision of the Production Designer, Art Director, VFX Supervisor and Surfacing Supervisor.
- Produce the textures, colors and organic surface qualities required in the completion of creatures and objects.
- Troubleshoot creative and technical issues as they arise.
- Demonstrate versatility in their ability to create a wide range of surfaced looks from man made, natural to stylized surfaces.
- Demonstrate understanding of basic Unix commands/navigation.
- Create surfaced look that aligns with the artistic design/style of film; interpret art reference/art direction.
- Ensure that Surfacing files are complete and ready for lighting.
- Stay aware of the broader show needs as they relate to the Surfacing department (i.e. schedule, complexity of setups, etc.)

Qualifications and/or Experience

- 2-3 years production experience preferred.
- Good artistic eye for detail with ability to create a fleshed-out look to match various Art department references.
- Prior Linux or Unix experience with shell scripting.
- Detail oriented with ability to handle the complexity of our pipeline and shaders in Light.
- Ability to construct complex shader trees (not programming/shader writing).
- Ability to solve problems independently.
- Takes initiative.
- Ability to work well in a team setting.
- Prior 3D Paint and Photoshop experience required.
- Willingness to learn and work within the available toolset.
- Other discipline skills a plus (i.e. modeling, compositing, animation, etc.)
- Willingness to surface characters, props and/or environments.
- Solid communication, listening and presentation skills.
- Willingness to take direction/feedback.
- Able to meet or beat assigned deadlines.
- Solution oriented; make recommendations to improve surfacing processes.