

Freelance Character Designer / 3D Animation

— Please send portfolio to
contact@wanadevstudio.com

About WanadevStudio

WanadevStudio's team is made up of enthusiasts committed to developing immersive and fun VR games in Lyon, France. We developed multiple games for LBVR locations. We are now also focused on developing games for players at home, like Ragnarock and Propagation VR, which are now available on main VR platforms.

Project

The mission relates to our upcoming game, Propagation: Paradise Hotel, an adventure with thrilling and terrifying storytelling, set in the universe of our horror game franchise [Propagation](#).

Mission

- We are looking for a freelance artist specialized in the creation of monster / boss-type 3D characters for video games, as well as in 3D animation.
- The mission is to model in 3D a monster based on our concept, optimized for virtual reality video games, and to apply a skeleton, skin, rig and animate it. The character will then be integrated into the UE4 game engine.
- The mission can be separated between 2 people if necessary (modeling then animation).

Qualifications

- Sculpt, Retopology, Baking/Texturing
- Skinning and Rigging
- Animation with extensive knowledge for integration into video games (with / without root motion, precise cutting of sequences according to needs, loop, additive animations / poses, cutscenes, etc.)
- Knowledge of Unreal Engine and French language is a plus for tests and communication