



UNIVERSITY OF
LINCOLN

Assignment Cover Sheet

Name	
Enrolment ID	
Unit/Module Code	
Unit/Module Title	
Unit/Module Co-ordinator	

DART – The University’s Disability Service

Are you in receipt of a DART report/academic memo? Yes No

Submission Regulations

The Department of Computing and Informatics requires that all submissions adhere to the guidelines as articulated in the *Presentation of assessed written work* document which can be found on the Assessments of every module/unit site on Blackboard.

By checking the confirmation box below you are acknowledging that you have read these guidelines and adhere to the conditions within it.

Plagiarism

Part B of the University Regulations is concerned with Academic Offences, including collusion, use of misleading material, plagiarism and cheating. Please ensure you read these regulations.

You are required to keep an electronic copy of any text or code-based coursework and may be asked to resubmit this at any time.

Your work may be copied and stored for the purposes of assessment, which may include double and second marking, review and/or moderation by external examiners approved by the University, and plagiarism detection.

Extensions


Extensions may be granted for extenuating circumstances. Only the Extensions Officer can grant extensions. Applications will only be accepted if they are printed on the *Blank proforma for Extension Requests* form which can be found on the Useful documents area of your Technology Level Site on Blackboard.

EXTENSIONS WILL NOT BE GRANTED AFTER THE DATE OF THE HAND IN

Are you in receipt of an Extension Authorisation for this assessment? Yes No

By checking this box you are confirming that you have read the University’s regulations and that you understand them and that the work that you have submitted is your own.

Date of submission _____



Name: Jason Gunn

Number: 06039966

Course: Computer Games Production

Unit: Frontier Technologies

Unit Code: CMP3001

Assignment Number: 1

Unit Lecturer: Dr. Shigang Yue

Contents

Contents..... 2
1. Introduction 3
2. Job Description 3
3. Job Justification..... 5
Bibliography..... 6

1. Introduction

This document contains a description of the job chosen for this assignment, as well as a justification for its use. The covering letter and C.V are submitted as a separate PDF in order to preserve formatting.

2. Job Description

(Fireproof Studios, 2009)“

Job Title: 3D Environment Artists

Job Category: Artists

Skills Required: 3D modeller

Location: Guildford, South East, England, UK & Europe

Job Description: **JOBS, WE GOT ‘EM!**

The **Fireproof** team are looking for talented, ambitious newcomers and seasoned professionals to be part of a small and creative team based in Guildford. We are working on a variety of games for some of the worlds leading developers and publishers. Our candidates will need to be ambitious and willing to adapt and learn at a quick pace. And it will really help your chances if you are a passionate games player ☺

We currently need a couple of dedicated 3D environment artists to add to our team.

Candidates will need to demonstrate the following skills:

Hard skills:

- ❖ Highly proficient in MAX or MAYA
- ❖ Efficient 3D modelling to a high standard
- ❖ Efficient texturing to a high standard
- ❖ Working knowledge 360 and PS3 hardware
- ❖ Knowledge of Zbrush and other modelling packages a bonus
- ❖ 2D drawing/concept skills a bonus
- ❖ Design skills also a plus

Soft Skills:

- ❖ Must want to learn and improve as an artist
- ❖ Must love playing and making games
- ❖ Must be good at translating many art styles (from concept art to photorealism) into 3D models and textures
- ❖ Must be able to translate objects of widely different scales; props, buildings, streets and cities etc – into 3D models
- ❖ Must enjoy working on different types of games and art styles
- ❖ Good communicator / enjoys working in a team / has a critical mind

Packages:

- ❖ 3DS MAX
- ❖ MAYA
- ❖ PHOTOSHOP
- ❖ ZBRUSH/MUDBOX

So email us your CV, contact details and a link to some of your work:
info@fireproofstudios.com

Or get in touch using the info below:

Fireproof Studios LTD
Crossweys House
28-30 High Street
Guildford
SURREY
GU1 3EL”

3. Job Justification

While a broad range of job descriptions were presented it was not felt that the required skills were available to honestly apply for any of the provided positions. Ergo it was necessary to find a more suitable application relevant to the skills obtained over the previous academic years. The chosen job requires skills and interests within the 3D modelling field, both in the use of specific programs and understanding of certain techniques. These skills were developed during the undertaking of the final year project which studied low polygonal character modelling, and the latest 3D games techniques. Thus with a vested interest in and understanding of the specified position it was deemed relevant for application.

Bibliography

Fireproof Studios (2009) *3D Environment Artists* [online] Fireproof Studios. Available from: <http://www.gamesindustry.biz/jobs/fireproof-studios/guildford/south-east/england/uk-and-europe/3d-environment-artists-id33055> [Date Accessed: 5th May 2009]