

[Paid] 3D Character Modeler to create humans & monstergirls in an anime aesthetic (Indie Game/Unity).

Hello,

I am seeking a 3d character artist who can create a 3D character model for use in Unity.

The game has an anime aesthetic and so the ideal applicant has previously created at least one fully rigged & textured character model in an anime style for Unity.

If this commission goes well, additional work will be commissioned to create more character models for the rest of the game. You will get to work on a variety of fun, quirky, and visually interesting characters. As our primary character artist, you'll have tremendous impact on the final look of the game!

The final model should include:

- Reasonable poly count appropriate for targeting mid-range PCs.
- High resolution textures.
- Rigged for Unity's Mecanim
 - Only body rigging is required, does not require facial rigging (see emotion sets note below)
 - (If you do not feel comfortable with the rigging process, please also go ahead and apply and just include a note that the quote is for an unrigged model.)
- Approximately 10 "emotion sets" (face textures)
 - In this game, characters can make a variety of expressions during dialogue, almost kind of like a 3D visual novel. I am currently accomplishing this by programmatically swapping the face texture. In the current system, that just means 10 face textures based on different emotions, ie "surprised", "happy", "crying", etc. However, this system assumes the eyes and mouth are essentially flat geometry. For an anime-aesthetic, this seems to work well so far, but I'm also open to other methods of creating these emotion sets based on your recommendations.
 - While the main characters will need a variety of emotions, most characters in general will not need more than one or two emotions, so feel free to break your cost estimate into a model price and a per-emotion price if you want to.

To apply, please send:

- Link to your portfolio. Ideally, but not necessarily, this includes:
 - At least one anime-style model running in Unity
 - A rigged model (preferably Unity Mecanim) showing some basic motions. (It's okay if it's standard asset / off the shelf animations, I'm only looking at the model/texture + rigging for this.)
 - Examples of both normal human as well as nekomimi/monstergirl type characters (the first character being commissioned is a half-human, half-dragon woman. Second character is regular human. The game will have lots of both.)

- Cost (USD) for one final-quality character model.
- Quick questionnaire (one word responses for these are fine)
 - Do you feel comfortable attending English-language video conferences -- I plan to commission multiple models over the coming months and ideally would like for you to be part of the core game team if you are able to attend a 15 minute twice-weekly team standup meeting. Attendance not necessary during any weeks you aren't actively working on anything.
 - What is your Unity experience level – have you worked inside the Unity editor before or created assets for Unity? Have you used Unity character cloth previously?
 - What modeling program do you use – any program that Unity can read from should be fine, but existing placeholder assets have been created, rigged, and animated in Blender. Other technology should be fine, but I may ask for a sample rigged asset to ensure it will fit with my animation pipeline.
 - What is your expected availability for March/April? (Full time commitment not required, see next question)
 - In general, how long (calendar days) does creating a character take you from start to finish?
 - Have you used version control software like Subversion before?
 - If you have any other skills that may be useful on a game project, feel free to include them -- such as animation, environment art, etc

Please e-mail the above information to jobs-character@ArchiveEntertainment.com – communication via other methods may get accidentally lost in the shuffle, so please be sure to apply via e-mail.

About the project:

Project is not yet announced, but if you like lighthearted adventures with a lot of spirit and a roster of lovable characters and interesting locations, you'll like this game! The gameplay fuses comedy and adventure in a way reminiscent of games like Monkey Island, Stanley Parable, and To The Moon.

About the studio:

Archive Entertainment is an indie studio located in Seattle, WA, USA and headed by an industry veteran with over 10 years of production management experience. Although the studio is small and on a tight budget, it has shipped several titles and gathered numerous critical awards, including the winner of the Seattle Independent Game Competition and Best Technological Game at Tokyo Game Show's Sense of Wonder Night.

I hope to hear from you soon!





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