

[PAID] Concept art paintover of greybox environment (Indie Game w/ anime aesthetic)

Hello,

I am seeking a concept artist who can take screenshots of my existing greybox level and paint over them to help create reference and inspiration for our future 3d environment artist to work from. This concept art will help establish the mood and art direction for the level.

The game has an anime aesthetic, so any prior work in that visual style will be beneficial.

To apply, please send:

- Link to your portfolio.
- Cost (USD) for each paintover.
- Quick questionnaire
 - 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 paintover take you from start to finish?
 - What is your comfort language in conversing in English? In addition to mood boards, it's often helpful to communicate the vision for the game verbally and so if you're able to accommodate an introductory teleconference, this would be ideal.

Please e-mail the above information to jobs-concept@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!





TOKYO GAME SHOW 2015
OFFICIAL SELECTION, INDIE AREA



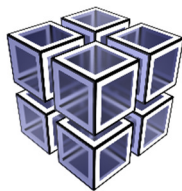
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