

ART DIRECTOR ROLE

Overview

[Mod](#) is seeking an organised and collaborative Art Director to help with visual design and completion of a unique hybrid VR app for a Meta Quest training experience for Indigenous Top End Rangers.

The product comprises 5 chapters where each chapter includes both 3D VR180 video playback and a simple game. The play time of the entire experience is about 1 hour (with 30mins of video content).

Deliverables

Create client friendly Art Style Guide based on supplied wireframes, placeholder art, functional game build and project specifications (UE5 Android build targeting Quest 2). The Style Guide will be used for client approvals and dev team implementation.

Establish an Art Style for the UI across VR180 and video CG inserts (e.g. Main Menu, popup information panels and video typography)

Collate and refine existing elements produced by other team members using the current (almost functionally complete) UE build and Resolve timeline. Establish a pragmatic visual style for 3D environments that our existing 3D vendor can deliver to and is realistic for the target platform (Quest 2).

Look development and creation of placeholder artwork that is representative of the art and style direction for each final 2D and 3D element is the priority. Further work to create all final 2D assets as well (e.g. UE UI elements) is also sought for the right person, filling gaps where necessary.

Collaborate with production leads to clarify and refine art guidelines where unclear.

Nice to have - Collaborate on art implementation and refinement in-engine as part of UE dev team.

Skills / Experience

UI / 2D art style guide development

Look development

UE art production

Nice to have - 3D experience. VR technical art optimisation, Resolve experience

Contract value

Ballpark \$8000 + GST in anticipation of 2-3 weeks work required.

Contact

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