

SGI ARTIST VISUAL EFFECTS – EVALUATION CRITERIA

What we look for in an FX reel:

Presentation of VFX - An overall harmonious blend of technical and artistic skills

- Particle system use
- Shaders (shader tricks encouraged)
- 3D modeling skills
- Texture painting skills - diffuse, specular and normal maps
- Animation skills – timing and quality

Preferred content formats

- **3D Modeling Package** – Preferably 3D Studio Max, but Maya could be used as well.
 - **Particle System** – Preferably created in the Unreal Engine but this can be done in 3D software of choice.
 - **Texture Painting** – Preferably created in Photoshop. Normal map generating software can be used for normal maps.
 - **Presentation Format** (Video Format) – 10 second clip, Standard or HD format using Youtube, Vimeo or other standard viewing method.
 - **Art Style** – we can appreciate any art style you have to show - photo-real, stylized, cartoony etc.
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Sample Scene Suggestion:

A scene with a 3D model of a house chimney with particle plume of smoke wafting out of it.

Elements:

- House chimney - 3D model and 2D textures
- Plume of particle smoke - materials, textures and animation
- Painted skybox or background matte painting
- Basic Lighting

We would expect building this type of a scene to take up to 2 days to complete.

Submission formats:

- Link to, or a compressed file of 10 second clip using standard or HD format (YouTube or Vimeo)
- 3D Studio Max or Maya file – be sure to include particle and shader information
- 2D textures (keep under 512x512 in size)
- UDK package (if applicable)

If emailing files please make sure they are compressed in ZIP or RAR format

Questions? Email jobs@smokingguninc.com