

# ENCHANTEDMOB, INC.

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Digital Media Company  
Illinois, United States  
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Last Updated: May 5<sup>th</sup>, 2019

Hello, and thanks for your interest in working as a Lighting Artist on the EnchantedMob Production Team! Our Lighting Artists work as contractors on projects to complete available sequences on our Production Schedules (job boards). Shots are assigned to Lighting Artists by the Post-Production Supervisor.

#### Lighting Artist responsibilities:

- + Add lights and rendering effects to sequences by deadline
- + Add or tweak shaders and materials in sequences by deadline
- + Set up shots for rendering by deadline
- + Remove render bugs from shots
- + Send shots to the render farm
- + Incorporate feedback from Director and Post-Production Supervisor
- + Inform Post-Production Supervisor ASAP if unable to complete work on time
- + Attend company meetings relevant to your line of work

#### Application requirements:

- + 1-2 years of previous 3D lighting experience
- + Lighting and compositing demo reel or series of images
- + Commercial user license to AutoDesk<sup>®</sup> Maya
- + Commercial user license to Redshift v.2.6.43 and up
- + English proficiency
- + Reliable internet connection
- + Discord account

If you can complete the above Lighting Artist responsibilities and meet the application requirements, we encourage you to fill out our employment questionnaire. If we are interested in hiring you, we will invite you to an interview via Discord, Skype or by phone. We cannot guarantee a reply.

We look forward to hearing from you!

- The EnchantedMob Team