



## About Nightscape

Nightscape is a team of visionaries specializing in creative design, content development, and concept deployment. From 3D visual scapes and immersive audio in its state-of-the-art projection mapped venue, to interactive video game replicas of real world buildings and content for experiential activations, Nightscape consistently blurs the lines between physical and digital worlds.

Nightscape uses cutting edge technology including real-time workflows, multi-player development and spatial audio to deliver expectation-defying results for clients and partners. If you are looking to bring your expertise to a collaborative team who is executing projects ranging from Coachella to NFL halftime shows to hybrid metaverse experiences, let's talk.

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## Technical Animator

The technical animator will animate characters, creatures, and mechanical objects with rigging of their own design or acquired from third party developers.

The ideal technical animator candidate has a demonstrated understanding of animation fundamentals, evident in a reel or published work by a prior or current project.

Priority is given to animators that have built their own rigs, and elevated status is given to animators that have built their own rigs in Unreal Engine.

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## Education + Experience

Special consideration is given to graduates of 3D animation or game development programs, and self educators with a portfolio. They have a firm foundation in art and technical tools.

Familiarity with a collection of any of the following platforms preferred:

- Unreal engine
- NiagraFX
- Unity
- Metahuman Creator



- Houdini
- Blender
- Cinema4D
- Maya

Remote // Authorized to work in the US.

**Interested? Email us at [hiring@exploreightscape.com](mailto:hiring@exploreightscape.com)**