

3D Graphic Artist

Paragon 360

Location: Springfield, MO

Job Description:

Paragon 360 is currently seeking an experienced and self-motivated designer to our 3D graphic design department. The 3D Graphic Artist will model, texture, and render scenic designs and environments.

This position has immediate availability. Candidates may be required to complete background checks, drug tests, and sample skills test as part of the interview process.

About Paragon 360:

Paragon 360 is an award-winning, design leader in the professional AVL industry. With an extensive client base, the company is dedicated to building highly effective and engaging environments for churches, businesses, schools, museums, live events, and others with requirements involving professional audio, video, lighting, rigging, scenic and staging in a design/build format from its Springfield, Missouri, offices.

Representing hundreds of the world's finest and most reputable AVL brands, Paragon 360 is uniquely positioned to match every client's needs without compromise. The brand is equally well-known for its turn-key project delivery and unparalleled dedication to excellence, pledging every project to be On Time, On Target, and On Budget.

Responsibilities:

- Working with our scenic, architectural, and interior design departments to help create engaging environments in auditorium or worship style spaces.
- Creation of accurate, 3D models of interior spaces based on CAD drawings and Revit files.
- Creation of extremely high quality, photo-like 3D renderings using various forms of software.
- Transform renderings into 3D fly-through animations for client demonstrations and client use in project vision casting/campaigning.
- Renderings will be used to illustrate design concepts of Paragon's scenic & staging designs, interior room layouts, and Paragon products.
- Creation of artwork/materials in coordination with marketing department to be used in websites, social media, and advertisement work.
- Occasional travel to jobsites for data collection or client meetings.

Qualifications:

- Minimum 3 years of experience creating 3D models and renderings in a production environment.
- Bachelor's degree or equivalent work experience
- Online portfolio demonstrating core concepts of modeling, texturing, lighting, and rendering
- Honesty, integrity, credibility, and a commitment to the mission of Paragon 360 a must.
- Ability to multi-task and manage multiple projects.
- Ability to carry out high quality work with excellent organizational skills.
- Ability to represent company professionally to clients, vendors, visitors & guests, online, over the phone and in person.
- Extremely dependable and committed to team spirit with a self-starting mentality.
- Ability to understand & follow verbal & written instructions.
- Strong work ethic and hard work mentality required.
- Knowledge and familiarity with construction and/or AVL industry, or scenic, staging, and church space design a plus.

Skills:

- Expertise with a least one leading 3D application (3D Studio Max, Blender, Maya, etc.)
- Proficiency with Adobe Photoshop CC and Adobe Illustrator CC.
- Strong working knowledge of workflows and techniques for efficient hard surface modeling.
- Ability to create 3D models to exact design dimensions, measurements, and scale.
- Ability to create 3D models to correct proportions from photo reference.
- Solid understanding of UV mapping and texturing.
- Knowledge of PBR (physical based rendering) and ability to create node based materials.
- Ability to create custom diffuse, metal, specular, roughness, opacity, and normal maps.
- Knowledge of creating seamless patterns and tiled textures in raster format.
- General knowledge of Microsoft office (Word, Excel, Outlook, One-Note, Power Point).

Bonus Skills:

- Experience with Perforce or similar version control software.
- Previous experience in scripting / general programming concepts.
- Understanding of lighting concepts (fill lights, rim lights, static vs dynamic lighting).
- Knowledge of photography / videography, color correction, and color grading.
- Proficiency in creating vector graphics for print.
- Knowledge of Windows operating system and PC hardware troubleshooting.

Compensation:

Compensation is negotiable and commensurate on experience.

Benefits include employee health insurance, 401K w/company match, profit sharing bonus program, vacation, holidays, comp time program, and Sam's Club membership.

About Us:

BRAWNER & ASSOCIATES, the parent company of Paragon 360, is an Equal Opportunity Employer.

Contact Sandy McKee at Smckee@paragon360.com

For more information on the quality-driven expertise within Paragon 360, as well as its broad range of products, services, and examples of work, visit the Paragon 360 website at www.Paragon360.com .