



**CLEAR ANGLE  
STUDIOS**

## 3D Artist

### Job Overview

Clear Angle Studios is a company based in Pinewood Studios, London, England, which covers all aspects of scanning for VFX, from full 360° character scanning in its multi camera systems, LiDAR scanning of sets and high resolution environments acquisition.

As a 3D artist, you would bolster the ranks of our global processing team and assist in producing client ready assets for use in major motion pictures, television series, video games and more.

As a part of our global team, the ideal candidate should be hard working, eager to learn, able to communicate effectively and concisely, and work well as part of a team.

Previous experience and familiarity with 3D tools, software packages (particularly ZBrush and Geomagic or Autodesk Recap) and general comfort within the area would be strongly preferred. Own transport is also required. Please send through your CV and any showreels to [jobs@clearanglestudios.com](mailto:jobs@clearanglestudios.com).

### Responsibilities and Duties

- Processing of raw capture data through company pipelines covering a variety of data types and deliverables as required. Including, but not limited to:
  - Full body scans
  - Prop scans
  - LiDAR set/environment scans
- Quality checking and troubleshooting processing issues within pipelines
- Completion and updating of progress tracking spreadsheets
- Delivering completed projects to deadlines
- Completion of ad-hoc tasks, bespoke client requests

### Future Development

- Assisting in generation of in-house marketing materials and portfolio
- Experience within 3D working environment and film industry
- Continued RandD and workflow/pipeline improvements/enhancements.
- Training in use of various software packages including Reality Capture, Geomagic, ZBrush, Maya