



CONCEPT ARTIST

Fortress Games is seeking a talented Concept Artist to assist in the early development of their first title, *Zero State Agent*. Set in the near future in the wilderness of northern Canada, *Zero State Agent* is an open-world, third person, survival game with crafting and base building.

ZERO STATE AGENT

OPEN WORLD

TACTICAL

SURVIVAL

Project Structure & Payment:

Contract and deliverables will be structured on a project basis with payment due on project completion.

With consideration to our funding agreement, at this time we are only able to work with Canadian talent.

Timing:

Starting as soon as possible, we are anticipating completed art delivery for early January 2022.

The Concept Artist will:

- Collaborate with the Fortress Games Creative Director to brainstorm and interpret the project inspiration and goals for conceptualization art
- Establish a consistent and dynamic concept style to help realize the world of *Zero State Agent*
- Create detailed concept designs for characters and props based on initial discussions and ongoing feedback

Deliverables:

The deliverables list will be discussed and finalized with the successful candidate before contract signing.

Anticipated deliverables include concept designs for:

- Lead character
- Other non-player characters
- Props (weapons, tools, buildings)

Contact david@fortressgames.gg with your portfolio for more info or to setup a virtual meeting.