



3D ENVIRONMENT / LANDSCAPE ARTIST

Fortress Games is seeking a talented 3D Environment / Landscape artist to assist with the conceptualization of *Zero State Agent*.



Set in the near future in the wilderness of northern Canada, *Zero State Agent* is an open-world, third person, action, survival game with crafting and base building.

Description of Work

The 3D Environment / Landscape artist will:

- Collaborate with the Fortress Games Creative director to understand the Zero State Agent tone and vision
- Using Unity, Unreal or Blender create a series of 3D landscape / environmental flyovers that:
 - Feature the Zero State Agent visual art style
 - Depict different biomes (ex: Foothills, Forest, Swamp, Mountains)
 - Feature trees and other vegetation
 - Show varying levels of elevation (Foothills vs Mountains)
 - Depict different lighting or times of day
 - Potentially include snow, rain or fog

Examples and detailed previsualization materials will be provided to the successful candidate.

Project Structure, Payment and Timing

The contract and deliverables will be structured on a “project basis” with 50% payment upfront and 50% on completion. The project will start once a candidate is found with deliverables due before March 31, 2022.

Deliverables:

The deliverables will be discussed and finalized with the successful candidate before signing the contract. Anticipated deliverables include:

- At least 5 3D environmental flyover videos lasting 30 seconds to 1 minute each

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