ARTISTIC INTERN

North Prime Concept & Design – Buena Park. P/T, flexible around school schedule. Paid. Looking for students taking Adobe Creative Cloud, Digital Photography or Fashion to assist in the creation of original art, drone photography, silk screen and more. Serious about learning the production and design industry. Former SoCal ROC graduate!
Email letter of interest and your goals to: mwilliams@northprime.com

CONTENT DEVELOPMENT INTERN

Feldspar Studios - Los Angeles. It is a fast-growing animation start up, is looking for a Content Development Intern to contribute to the short form animated features. Familiar with Internet, jokes, social media, storytelling, golden retrievers, and is willing to contribute to our rapidly expanding operations. Fast-paced environment and seek talented teammates who crave learning new skills and aren't afraid to tackle big projects. Will get to work with a variety of our staff, while working on real projects. Learn real world content development and execution, Animation production process with programming deadlines, collaboration with story tellers to design compelling content, leverage data in the creative process, finished product with audience for your portfolio. Requirements: Reliable transportation, Strong communication and writing skills, Familiarity with social networking sites, Research.
Go to: https://www.indeed.com/viewjob?jk=a3f74ec9c6d3fc1a

FASHION INTERN

Style Public Relations LLC - Los Angeles. Internship. Preference will be given to those candidates who can work 8 hours a day (9am-6pm). At least 2 days a week that fit into your schedule. Must Be In Los Angeles Or Surrounding Areas To Apply. This is a NON-PAID INTERNSHIP, but we do provide credit for students. We are looking for a quarterly commitment for winter. Assisting with sample pulls for various requests; Tracking media placements and online/print editorials; Monitoring magazine credits; Press clippings; Creating social media content; Maintain and update contact/media lists; Daily upkeep of showroom and archive department; Assist CEO and publicists in their daily activities; Research & Outreach with fashion blogs, influencers; Coordinate Returns; Research celebrity blog and websites for client affiliated photos; Research trends in fashion and pop culture; research & create target talent lists; maintain inventory; shipping vis FedEx, ups, DHL; update look books; create marketing mailers; Highly ORGANIZED; Takes direction well; Awareness of current trends and fashion magazines and websites; Strong verbal communication; writing and spelling skills; Attention to detail; MUST have a laptop; Ability to prioritize and complete projects in a timely manner & correctly; Outgoing, Positive, Honest, Loyal, Dependable; Knowledge of basic shipping procedures; Knowledge of Microsoft office, google drive & adobe office is a plus; Research skills; Knowledge of talent; actresses, bloggers, influencers, models, celebrities etc. Experience in fashion and public relations, or retail or customer service experience a plus!
Please include resume, email & phone contact, social media links, LinkedIn profile if available. Go to: https://www.indeed.com/viewjob?jk=1d87edac0605c7f7

TEXTURE ARTIST

Mousetrappe – Burbank. Freelance/project-based and would run for about 8 weeks beginning in early February. Local to Los Angeles, no remote or relocation possible. The texture artist is responsible for the creation of textures, colors and organic surface qualities required for computer-generated creatures and hard-surface models used in production. Candidates will work closely with the broader team of Modelers and Look Development Artists to create stylized assets for use in the animation pipeline. Experience working with stylized animal characters will be an asset to anyone in the position! Collaborate with the CG Supervisor and Art Department team to execute the required look of CG animal characters and objects. Maintain continual and efficient communication with direct reports and other departments about production and schedule related issues. Quality control of texture maps prior to publishing to ensure consistency. Meeting schedules and deadlines while maintaining the highest standards. Sharing techniques, reference material and ideas with the team. Continuing to become familiar with new tools, software, data and other related technology. Expert/Extensive knowledge and production experience of Photoshop, Mari, and/or Substance Painter. Experience in a 3D paint package. The ability to work within a team or independently. A commitment to creative collaboration. Proactive, self-starter, and excellent communication. Creative problem solving skills. The proven ability to work well under pressure. Open to direction and able to embrace change. Attention to detail. Reliable with time-management skills and the ability to meet set deadlines.
Submit the following for consideration: link to sample of work and/or portfolio. Current resume. Desired freelance rate. Go to: https://mousetrappe.applytojob.com/apply/job_20181127233844_NHONQGEJ0MFVPCJ9/ Texture-Artist

3D MODELER- ANIMAL CHARACTERS

Mousetrappe – Burbank. Contract. Local to LA as this is a short-term position, no relocation or remote work possible. The position will begin in early February and will run for approximately 8 weeks. Create and manage digital assets. Interpret concept art and sketches to create virtual characters, environmental elements, and props. Follow design guidelines, asset naming conventions and other technical constraints. Prototype and iterate on models and characters based on feedback from team members. Optimize, refine and correct model geometry. Work with artists, animators and programmers to execute projects on time. Create textures and UV maps. Keep abreast with the latest developments in 3D design, capture and modeling tools and technologies. Expert level knowledge of 3D design and animation tools such as Maya, Zbrush, Mari, Substance Painter, etc. An eye for detail and good visualization skills. Ability to take feedback and make changes. Fast and efficient. Experience with Redshift Render workflow. Familiarity with animation techniques and pipeline. Good communication skills. Have 3 years of experience in 3D design and modeling.
Submit link to sample of work and/or portfolio. Current resume. Desired freelance rate. Go to: https://www.indeed.com/viewjob?jk=7a5c2b7bcdcec3f5