



2018-IPR-E-000-010244

**3D Artist for Mixed Reality activities in the field  
of Science Communication**

<p><b>Position for:</b></p> <p>Trainee (2 positions)</p>	<p>As the science and knowledge service of the Commission, the mission of Joint Research Centre is to support EU policies with independent evidence throughout the whole policy cycle.</p> <p>The JRC is located in 5 Member States (Belgium, Germany, Italy, the Netherlands and Spain). Further information is available at: <a href="http://www.jrc.ec.europa.eu">http://www.jrc.ec.europa.eu</a></p> <p><b><u>Short description of activity:</u></b></p> <p>Within the JRC, the “Mixed Reality for Research and Science Communication” (MRR&amp;SC) team manages a Mixed Reality (MR) laboratory. Its mission is to develop new data visualisation paradigms in support of JRC scientific research, and to give an operational support to corporate digital communication activities. Part of this support hinges on the production of MR applications accessible from dedicated booths during events, or directly over the internet.</p> <p>The successful candidate will collaborate with the MRR&amp;SC team to contribute to the design and implementation of MR experiences, which include virtual visits of facilities, digitisation of physical exhibits, prototypes, pilot projects, demonstrators, and more.</p> <p>As a 3D artist, their role will be to help create the visual elements making up MR applications, employing various skills and techniques such as 3D modelling and rigging, character design and texture creation.</p> <p>The successful candidate will also help devise the visual style, contribute to the artistic direction of our software and participate to the creation of artwork for the related promotional artefacts.</p>
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	<p><b><u>Qualifications:</u></b></p> <p><b><u>Essential:</u></b></p> <p>The candidate should have or should be close to attain (<i>The purpose of the training must be directly related to the subject of the thesis</i>) a</p> <ul style="list-style-type: none"> <li>• <u>degree in art</u> delivered by a university or an art school, featuring a strong digital component - this includes graphic design, fine arts, game artist, among others.</li> </ul> <p>The candidate should be a good communicator and have an excellent knowledge of industry standards for:</p> <ul style="list-style-type: none"> <li>• 3D Modelling (e.g. 3DSmax, maya, modo, mudbox, zbrush),</li> <li>• 2D Texturing (e.g. Photoshop)</li> </ul> <p>Good analytical skills</p> <p>Good knowledge of spoken and written English</p> <p><b><u>Advantage:</u></b></p> <p>Good familiarity with game engines such as UnrealEngine or Unity</p> <p><b><u>For general eligibility requirements, please read the rules governing the traineeship scheme of the JRC:</u></b></p> <p><a href="https://ec.europa.eu/jrc/en/working-with-us/jobs/temporary-positions/jrc-trainees">https://ec.europa.eu/jrc/en/working-with-us/jobs/temporary-positions/jrc-trainees</a></p>
<b>Directorate / Unit</b>	E. Space, Security and Migration E.2
<b>Indicative duration</b>	5 months
<b>Preferred starting date</b>	ASAP
<b>JRC Site</b>	Ispra
<b>Country</b>	Italy
<b><u>JRC contact details</u></b>	<p><b>For any technical problems with your application, please contact:</b></p> <p><a href="mailto:HR-AMC8-RECRUITMENT-TOOLS-SUPPORT@ec.europa.eu">HR-AMC8-RECRUITMENT-TOOLS-SUPPORT@ec.europa.eu</a></p>