

## Texture Artist (Career Tech)

- 1) In what field of Communications Technology does your person work?
  - Graphic Design.
- 2) What is the name of your person?
  - Andrew Price.
- 3) What is their job title?
  - Texture Artist.
- 4) What is their salary?
  - \$55,000 - \$89,000 per year.
- 5) What path did they take to get to this job?
  - One night in 2004 (fourteen years old), Andrew Price found himself admiring the beauty of the 3D cars in video games. He thought how cool it would be if he could create his own 3D car on the computer. After going online and searching for "free 3d software", he discovered a free program called Blender. With Blender, Andrew learned the techniques behind 3D concepts through rigorous trial and error. It took him an astonishing 4 years to complete a 3D car model of his own. However, when he graduated college, Andrew had no serious job prospects and lacked a stunning portfolio. He was also fired twice from his construction worker job due to his daydreaming habits (which were usually about making something cool in Blender). That didn't help.
  - In response to this, Andrew created BlenderGuru.com - a site dedicated to Blender tutorials. He hoped that the website would attract freelance work, but he still had no luck. After nearly giving up hope, Andrew attended the 2009 Blender conference. There, Andrew was shocked to discover that people actually knew of him and his tutorials. Some people asked him if he'd write a book. Inspired, Andrew decided to run Blender Guru fulltime by selling training products. He released an eBook on compositing which made him enough money in to quit his daytime job and run Blender Guru full time. He later founded his company Poliigon, which specializes in created 3D textures that are usable in high production games, movies, shows, or any 3D environment.
- 6) What sort of environment do they work in?
  - Texture artists work indoors and must interact with their boss in regards to requests that he/she requires. Professional texture artists typically work in business headquarters and informal (freelance) texture artists work in home.
- 7) What is it that they do every day?
  - A texture artist paints surface textures on animated characters, environments, and props, which include specular, diffuse, reflective/roughness, and bump maps. These are typically done in 3D software.
- 8) What computer programs/skills do they need to know or work with?
  - Texture artists must be proficient in software like Zbrush, Photoshop, 3DSmax, Substance Painter, and Substance Designer. It helps to have strong traditional painting and drawing skills and knowledge of physically based rendering (PBR) pipelines.