3D and VR Specialist

Description

The Imaging Center prides itself on supporting the production and study of the visual arts through the use of cutting-edge technology. The 3D and VR Specialist position offers training and professional experience in the creation of 3D media for curricular use in the Art Department and across campus.

Job Summary

The 3D and VR Specialist will participate in workflows supporting the creation of 3D media for curricular use. Projects will involve 3D modeling, 3D scanning, 3D printing, and other related activities in Imaging Center labs. The student will help to create a library of 3D assets to be used in curricular virtual environment projects, and will provide 3D scanning and printing assistance for faculty and student projects. The student will create instructional materials and assist as needed in classes using 3D digital media.

Key Functions

- Use 3D modeling software to create 3D models of gallery spaces and objects, to be incorporated in current and future virtual environment projects
- Develop expertise with 3D modeling software, and adhere to provided best practices regarding geometry, file naming, organization, etc.
- Assist the Interactive Media Coordinator in digitizing physical 3D objects from Smith collections
- Assist students and faculty members as needed with the operation of Imaging Center 3D scanners and printers
- Create instructional material for Imaging Center 3D scanners and printers
- Occasionally assist with digital media class demonstrations

Requirements

- The 3D and VR Specialist will receive on-the-job training, but should have basic familiarity with one or more 3D modeling programs supported by the Imaging Center (Maya, Meshmixer, Rhino, SketchUp, Tinkercad, or other), and a strong interest in learning new software and workflows.
- At least some experience with Adobe Creative Cloud applications
- Good communication and customer service skills
- Demonstrated ability to work both independently and with others
- Strong organizational skills
- Preferred, but not required:
  - 3D scanning or photogrammetry experience
- 3D printing experience
- Experience with Sketchfab or other online 3D hosting service
- Examples of previous projects involving 3D media
- Knowledge of UV mapping and texturing
- Knowledge of Unity 3D