



Artists' Guide for Successful Applications to Codemasters Art Studio Malaysia



Who are we looking for?

The majority of the workforce in the KL studio are Malaysian locals, with a few from other countries in the region as well as support staff from all around the globe.

We are looking for talented individuals who want to join our world class team of game artists

We take on people of different levels of experience. We don't expect that all our applicants have games industry experience, and training is given.

At the very least we are looking for candidates who can show that they have potential to work with us; to create globally recognized, successful games.



What to put in your portfolio.



It's not necessary to do an epic model, or an ambitious movie. A collection of small pieces done to the best of your ability could be a good indication that you have what it takes to get started.

Many of our games have a real world content, therefore we like to see real world things, made in a realistic way. It's important for us to see that you have the 'eye' for this kind of work.



We also like to see an artists' understanding of how things behave in the real world; how things suffer the weather, how they rust, get damaged, get repaired and age over time.





We like to see an understanding of different surface properties, and how these can be created with effects such as normal maps and specular maps to create lifelike dynamic surfaces.
However we do give training in these subjects too.
All the objects on these pages show a good understanding of surface properties.

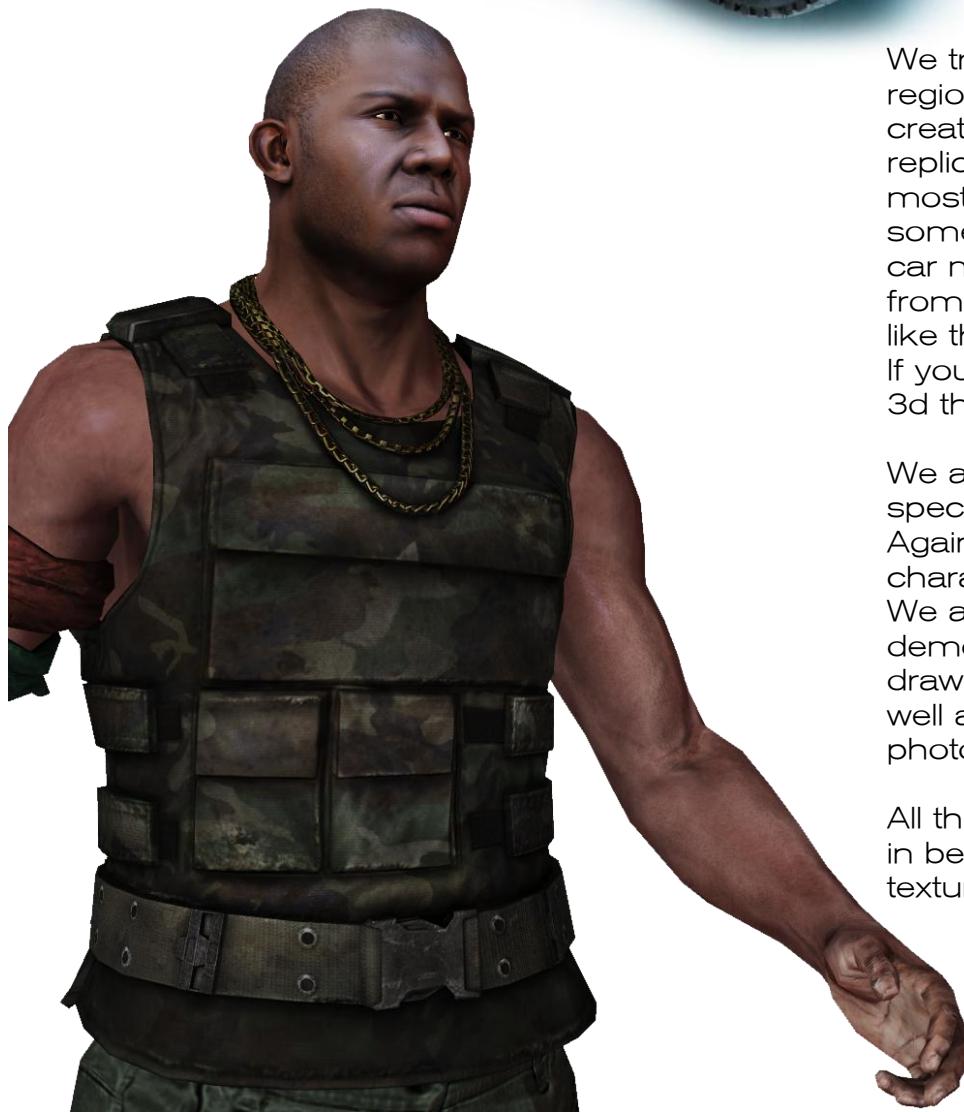


We create worlds...



Have you an eye for landscape
...or architecture?
We'd love to see good
examples.



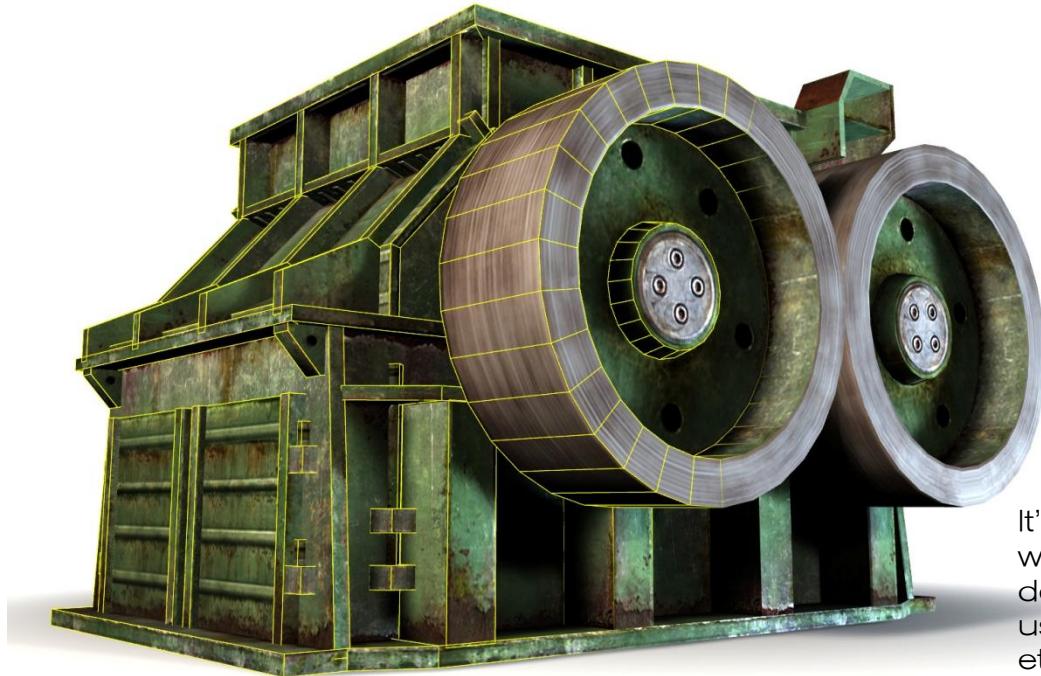


We train and employ some of the region's best automotive artists to create outstandingly accurate replicas of some of the world's most exotic vehicles. We work with some of the world's most famous car makers to create everything from F1 cars to off-road monsters like this one.

If you have a passion for cars and 3d then show us what you've got...

We also employ a team of specialist character artists. Again, most (not all) of our characters belong in the real world. We are looking for those who can demonstrate good anatomical drawing and modeling skills, as well as those with a flair for photorealistic fabric and clothing.

All this will need to be wrapped up in beautifully realized photorealistic textures.



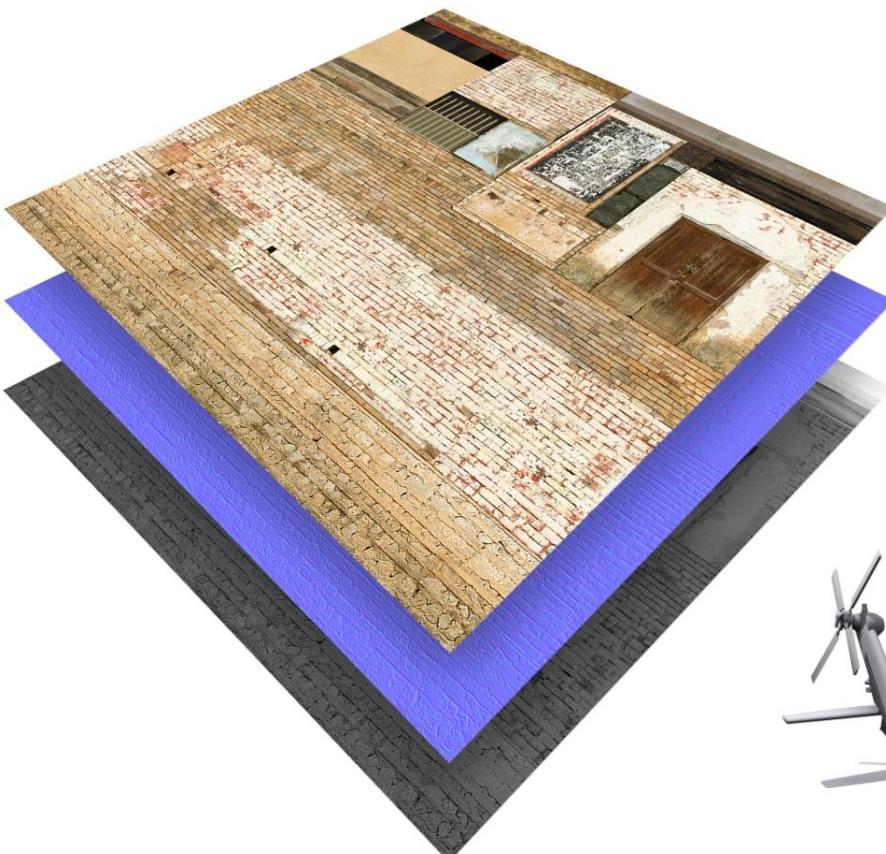
Rock crushing machine
1250 tris
512x512 diffuse, normal, specular
Max viewport render
5 days

It's helpful to us if we can see wireframe versions, technical details, such as software used, time taken, tri count etc.

Supplying textures, such as diffuse, normal and specular maps will show us your knowledge of materials and your awesome Photoshop skills

Don't include unfinished, untextured or work you are not 100% happy with. It just looks bad on you.

Don't supply work that is not your own. If showing a group project, indicate exactly what you did on that project.



Not textured
Not finished

How to contact Codemasters Art Studios KL

You can call our reception desk and ask for Human Resources
Phone: +603 2279 9555

You can email enquiries or your CV, Resume to our HR department (see our preferred formats below*):

Art/Animation jobs: klrecruitment3d@codemasters.com
General applications: klrecruitment@codemasters.com

How to present your work and skills to Codemasters

You can post your digital-copy CV, resume and portfolio content on CD or DVD to our KL studio or you can drop it off to reception at our studio, which is very near KL Sentral Station:

Codemasters Studios Sdn Bhd
Block 1B Plaza Sentral, Level 13A,
Jalan Stesen Sentral 5,
50470 Kuala Lumpur, Malaysia

You can also email us your portfolio or small files, such as resume or CV as pdf, zip or Word.

Don't wait for us to advertise available positions, as we are always glad to meet exceptional artists who love games and want to work in the industry!

We also run the 3 month **Codemaster Acclerator Program (C.A.P.)** for those who require more training.
You will be paid, and anyone who successfully completes the training to the required standard will be guaranteed an artist's position at Codemasters KL

Enquire via klrecruitment3d@codemasters.com

All renders in this leaflet are real-time renders in 3ds Max

Artworks by

*Stephanie Yong
Ri Hui Chong
Wai Kien Chin
Wei Siong Yoong
ZhenHui Chun
Wai Mun Yap
Kenji Ng
Ke Wei Lim*



*Wei Teng Yow
Jia Shyan Teh
Aswin Dharmadi
Azmi Mohd Amin
Amith Alottam
Ann Rose Yap
Noorazhar Mohd Noor
Wee Meng Tay*