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## Student Internship Virtual Reality 3D Artist, Asset, and Animation Design

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### Description:

Virtual Reality (VR) provides an exciting new environment to conduct scientific experiments. Visually appealing and realistic environments impact our immersion and storytelling opportunities. This internship will focus on creating 3D content for VR to have interesting 'levels' for the player to traverse within the Unity 3D game engine.

You want to gain practical experience using **VR hardware** and **software**, realizing interesting scenes for **VR experiences**?

**Then we have the right position for you!**

### Tasks:

- Creating efficient 3D models in software such as Blender or Maya with optimized topologies, UV mapping, and unwrapping.
- Level planning and design, importing 3D models.
- Creating simple textures and materials.
- Lighting design and customizing shaders.
- Simple modal animation and rigging.

### Your profile:

- Good knowledge of Unity game engine and graphical rendering pipelines.
- Experience with 3D modeling.

### What you can expect from us:

- Opportunity to work on a wide variety of **creative** aspects and **contribute ideas** to an ongoing project.
- An **open** and **cooperative** working environment
- **Flexibility** concerning your working hours

Weekly hours are negotiable ranging from 10h to 20h / week.

### Interested?

Please apply for this position using the following link:

<https://recruiting.fraunhofer.de/Vacancies/60156/Description/2>.

Please include a cover letter, your CV and your latest transcripts of records (as PDF) and quote ID number 60156-AME.

Please let us know how you learned about this job opportunity.

Additional information is available on our website: [www.iis.fraunhofer.de/en](http://www.iis.fraunhofer.de/en)