



Cultural Heritage & Museums | Italy | Residencies

CREAMARE | Open Call for Creative Professionals

CREAMARE published an open call for creative professionals to support the co-production of a serious game about Underwater Cultural Heritage.

About the Serious Game

The CREAMARE project will involve marine archaeologists, ocean scientists, and creative industry experts, such as graphic designers, 3D artists, level designers, and sound designers. Together, they will co-produce a Serious Game focused on Underwater Cultural Heritage and Ocean Literacy.

This game will allow players to explore highly realistic 3D digital models of eight underwater cultural sites.

Players will visit these sites to solve riddles and face challenges related to cultural heritage and environmental threats, such as oil spills from shipwrecks and ghost nets damaging marine life.

The game story takes place in a dystopian future, where scientists, while attempting to combat marine pollution, inadvertently created a mutated creature that now threatens the deep sea and its hidden treasures. To protect UCH, players must fight the source of pollution by resolving some ecological issues and bringing back historical artifacts to their belonging sites. Selected candidates will receive the detailed storyboard after signing a cooperation agreement.

To whom this call is addressed

This call is aimed to select six creative professionals, which are:

- 3D artists – 2 persons
- Unity level designers – 3 persons
- Sound designer – 1 person

They will support the CREAMARE project by joining all partners in the co-production of the Serious Game.

Required skills

General skills:

- High English level (at least working level).
- Interest in the development of products linked to underwater cultural heritage.
- Previous works and co-works.
- Experience in working with other disciplines.
- Experience in the development of products relating to underwater cultural or natural heritage.
- Motivation.
- Willingness/ability to travel.

Specific skills:

3D artist:

- 3D production experience of at least 2 years.
- Experience in PRB texturing.
- Experience in optimization techniques from high-res to low-res.
- It is not a requirement, but knowledge of Blender, Character design (human and non-human characters), Animation skills, Rigging skills, Low-poly modeling, Hard-surface modeling, Unity integration, Sculpting, and 3D photogrammetry would be an asset.

Level designer:

- At least 3 years of experience in UNITY.
- Experience in environment design.
- Experience in level and performance optimization techniques.
- Experience in lighting management in Unity (incl. Lightmaps and optimization).
- Experience in post-processing and VFX management in Unity.
- Not a requirement but knowledge of Unity Render Pipelines (Built-in, URP, HDRP), Animation management in Unity, In-game cinematic (cut scenes) design and management, and Unity Cinemachine would be an asset.

Sound designer:

- At least 3 years of experience in music production.
- At least 3 years of experience in sound design production.
- Not a requirement but previous experience in music/sound for video games, multimedia applications, etc., would be an asset.

Benefits

The main benefits offered by the cooperation with the CREAMARE project are:

- Training about cooperation work in digital technologies;
- Cooperation with experts and researchers;
- Participating in an international project focused on developing a Serious Game.
- CREAMARE offers a unique opportunity for the selected creative professionals to acquire experience working in Serious Game development within a framework of an international cooperation.

The Municipality of Cosenza will support participation in a one-week physical Residency program in Italy.

Honorarium: 5.000 EUR (Gross amount).

CREAMARE consortium will cover travel and accommodation for the residency programme in Italy.

Deadline: 15 July 2023

Apply [here](#)