

Role summary

A unique opportunity to join a highly creative environment in the Design communications team. The team are responsible for the visual representation and production of visual artwork for all projects from sketch through to photorealistic imagery, whilst assisting in the design process. The team continue to push the boundaries of the industry – creating and designing the unbuilt reality through relationships with the environment and a strong focus on storytelling.

The team are looking for a motivated artist, who has a background in design or a similar creative industry, with a strong interest in storytelling. Having the ability and passion to create beautiful artwork to communicate the practice's innovative projects.

Role Definition

Job title: Artist

Reporting to: Lead team Artist and ultimately to the Senior Partner

Responsibilities

- Contribute, or otherwise assist, as required
- To assist the Design Director in the creation of 3D digital artwork depicting proposals for Fosters buildings or products (3D Artist)
- To assist in a team responsible for the presentation of 3D digital artwork for the vast majority of the company's competitions and design projects (3D Artist)
- Manage the overall asset production pipeline from architectural concept to finished real-time experience. (3D Real Time)
- Import and optimise architectural models for use in Unreal from multiple CAD DCC's.
 - Effectively utilise the Datasmith pipeline to import content from Rhino/ Revit.
 - Create fast "Recipes" for use in Visual DataPrep to import large amounts of CAD data efficiently. (3D Real Time)
- Assist creation of photorealistic Real-time environments and assets. (3D Real Time)
- Creating sketches, drawings, & atmospheric environments, visualising designs for key ideas and visual storytelling to capture the activity and the emotion of a space and captivate the viewers imagination at all stages of a project. (Concept artist)
- The ability to see a concept through its development, from initial sketch to final painting, and an understanding of how it could be taken forward by the photoreal artists through 3d tools. (Concept Artist)
- Creating sketches, drawings and paintings for key ideas and storyboarding projects. (Sketch Artist)
- Strong visual storytelling ensuring that images captivate the viewers imagination. (Sketch Artist)
- Creating drawings at various levels of detail and of finish to varying time constraints. (Sketch Artist)
- Demonstration of strong architectural understanding of layout, spatial proportions, perspective, scale and massing. (Sketch Artist)
- Ability to create quick sketches to visualise life in a space and communicate the idea of the project. (Sketch Artist)
- To render visuals and drawings from conceptual art to full presentation digital artwork using Photoshop, 3d Studio Max and other applications where appropriate
- Assist in the maintenance and documentation of illustration standards such as working methods, animation libraries and archiving of final digital images
- To communicate effectively with Foster + Partners design teams on production of artwork

- Equity, diversity & inclusion (EDI) is a core priority. To support and champion the embedding of this focus as a collective workforce responsibility, EDI should be integrated, where relevant, into all workstreams.
- Thorough knowledge of and compliance with F+P procedures and standards

Qualities and Skills required

- Strong portfolio of artwork, both digital and manual
- Sketchbooks and original work to be presented at interview
- Able to demonstrate ability to undertake the above responsibilities
- Legally able to work in the country in which the position is based
- An advanced proficient in 3D Studio Max, VRay, Corona and Adobe Photoshop
- A three dimensional and spatial understanding of buildings, including shadow and light
- A good understanding of scale and compositional techniques relating to the virtual environment
- To have knowledge and understanding of compositional techniques, atmospheric and emotional storytelling
- Be familiar with methods of digital artwork production and printing processes
- Excellent organisational skills
- Able to manage sensitive and sometimes confidential information
- Willingness to listen and learn new skills
- Self motivated and able to take responsibility
- Able to demonstrate initiative and a proactive approach to daily tasks
- Good interpersonal skills and able to work independently and as part of an effective team
- Flexible attitude
- Able to build good relationships at all levels, internally and externally
- Resilient to cope with conflicting demands, able to prioritise duties and work effectively under pressure.
- Able to work as part of an effective team assisting and supporting team members

Desirable

- Familiarity with iPad and applications
- Knowledge of InDesign, Sketchup and illustrator
- Working knowledge of Excel, PowerPoint and Microsoft Office

This description reflects the core activities of the role but is not intended to be all-inclusive and other duties within the group/department may be required in addition to changes in the emphasis of duties as required from time to time. The specific level within the organization and corresponding authority will be determined based on the candidate's experience and seniority within the field. Foster + Partners is committed to providing opportunities for candidates at various career stages and will assess each applicant's suitability for the position accordingly.

There is a requirement for the post holder to recognise this and adopt a flexible approach to work. Job descriptions will be reviewed regularly and where necessary revised in accordance with organisational needs. Any major changes will be discussed with the post holder.