

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: 3D Artist

Reporting to: To the lead team artist and ultimately to the Senior Partner

Responsibilities

- Assist the team in creating 3D digital artwork, depicting and influencing design proposals for Foster + Partner buildings and products during all stages of a project.
- To produce and communicate exterior and interior renderings from conceptual art to full presentation digital artwork using Photoshop, 3D Studio Max and other applications where appropriate.
- To communicate effectively with Foster + Partners design teams on production of artwork for exciting competitions and innovative design projects.
- To work autonomously and as part of a collaborative creative team.
- Ability to demonstrate professionalism, strong communication skills, creatively contribute, have a keen eye for design, detail and composition.
- Assist in team efficiency methods, including workflow, library maintenance and archiving.
- Thorough knowledge of and compliance with Foster + Partners procedures and standards
- To contribute, or otherwise assist as required

Qualities and skills required

- Strong portfolio of artwork, both digital and hand created welcome.
- Sketchbooks and portfolio work to be presented at interview, ideally with a breakdown of work flow/process.
- An advanced proficiency in 3D Studio Max, V-Ray, Corona and Adobe Photoshop are ideal, with a familiarity of digital artwork production.
- Knowledge of modelling, forest pack, railclone + other CG packages would be desirable.
- A three dimensional and spatial understanding of buildings, including shadow and light.
- A good understanding of scale and composition.
- To have knowledge and understanding of atmospheric and emotional storytelling
- A passion to learn and influence creative artwork.

- Good communication skills with the ability to understand, communicate and demonstrate workflows and storyboard artwork production
- Self-motivated and able to take responsibility with a flexible attitude.
- A key ability to work as a collaborative team but also autonomously,
- Have a passion to encourage and mentor other artists.
- Able to manage sensitive and sometimes confidential information
- Able to manage and prioritise tasks time efficiently, demonstrating project management skills to potentially coordinate multiple projects.
- Able to work well under pressure and meet deadlines efficiently, demonstrating initiative and a proactive approach to daily tasks.
- Able to demonstrate ability to undertake the above responsibilities
- Legally able to work in the country in which the position is based

Desirable

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. 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.

October 20