

Role definition

Job Title: 3D Generalist

Reporting to: Visualisation Manager on a day-to-day basis and, ultimately to the Senior Partner

We are the Foster + Partners Visualisation and Film team, specialising in film, animation, real-time, motion design, still images and digital content creation. As a multidisciplinary global architectural practice, our projects go beyond the built environment, from visualising habitats in space to transportation systems and industrial designs of the future.

We are seeking 3D generalists for our expanding team. The role is open to candidates from all levels of experience in the architectural visualisation, film industry or similar discipline.

Responsibilities

- Assist in the day to day running of the team working closely with the responsible partners, production assistant and other lead artists.
- Working with architects and designers to create visually engaging still images and inspirational animated shots.
- You will get the opportunity to learn new skills within the discipline and to share ideas and techniques with other artists, as well as working collaboratively with architects and other specialist teams within the practice.
- Able to manage sensitive and highly confidential information.

Qualities and skills required

- Able to demonstrate the ability to undertake the above responsibilities.
- Possess a creative flair, technical ability, and passion for visual storytelling.
- A good understanding of colour and composition.
- Able to demonstrate initiative and a proactive approach to self-development.
- Good interpersonal skills and able to work independently and as part of an effective team.
- Capable of producing animation / images with minimal supervision, whilst maintaining a high standard of quality based on experience.
- Resilient to cope with conflicting demands, able to prioritise duties and work effectively under pressure while always remaining calm and professional.
- Able to work as part of an effective team assisting and supporting team members.
- In depth knowledge of the following software is required:
- **3D:** 3ds Max, Maya or equivalent
- **Rendering engines:** Vray, Corona or equivalent
- **Postproduction:** Photoshop, Nuke or equivalent
- **Bonus:** Unreal Engine, Omniverse

Legally able to work in the country in which the position is based.

April 2022