

Role summary

Foster + Partners in house Visualisation team, specialising in digital content creation, animation, film, motions graphics and brand identity is seeking a CGI artist with experience in a similar creative field.

An Artist with creative flair, technical ability and a proven track record in visual storytelling and must be capable of producing animations with minimal supervision whilst maintaining a high standard of quality. The CGI Generalist will be able to demonstrate outstanding project management skills to coordinate multiple projects and have a passion to mentor other artists.

Role definition

Job Title: 3D Generalist

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

Responsibilities

- Ability to demonstrate professionalism in all communications and a strong working knowledge of CGI Pipeline and post production skills with attention to detail
- Assist in the day to day running of the team working closely with the responsible Partners, production assistant and other Senior Artists
- Able to manage sensitive and sometimes confidential information
- Contribute, or otherwise assist, as required
- Thorough knowledge of and compliance with Foster + Partners procedures and standards

Qualities and skills required

- Able to demonstrate ability to undertake the above responsibilities
- Legally able to work in the country in which the position is based
- Possess a creative flair, technical ability and a proven track record in visual storytelling and must be capable of producing Animation with minimal supervision, whilst maintaining a high standard of quality.
- Compositing with Nuke and or After Effects
- Candidates must demonstrate project management skills to coordinate multiple projects and have a passion to encourage and mentor other artists.
- 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 while remaining calm and professional at all times
- Able to work as part of an effective team assisting and supporting team members
- Working knowledge of Deadline and Shotgun software desirable

- Working knowledge of CityEngine a plus
- In depth knowledge of the following software is required:
 - 3D Software: 3ds Max/Maya/Cinema 4d
 - Rendering engines: Vray/Octane/Arnold
 - Post production: Nuke/After Effects/ Photoshop

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.

September 20