

## **Role Definition**

### **Job Title: Artist (Matte Painting)**

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

Foster + Partners, are looking for Matte Painters to join their talented team in London. The role encompasses digital art and photographic techniques while pushing the boundaries of image making across digital media. This unique position will work alongside a team of artists to create conceptual artistic visions of projects across the global practice.

## **Responsibilities**

- Taking photoreal environments, elements, and textures for matching into photoreal artwork or as a base to build photoreal imagery from.
- The imagery will be used alongside 3d photoreal environments and will require high level of skill and artistic judgement in creating photorealistic images.
- Understanding 2d and 3d workflows and display a proficiency of photoshop and 3dsmax.
- Experience or a passion for photography is beneficial
- Work in close partnership with the Concept Artists and 3d Artists in Design Communications
- Ability to receive and give good constructive criticism.
- An architectural background is beneficial but not required.
- Willing to learn and share knowledge, to grow as an individual and help the team grow.
- Ability to adapt to, display, and develop a variety of styles.
- Creating atmospheric environments, visualising designs at all stages of a project.
- Demonstration of strong architectural understanding of layout, spatial proportions, perspective, scale and massing.
- Environment design - Ability to create inspirational environments in an array of styles, always with close attention to composition, lighting and colour.
- To communicate effectively with Foster + Partners design teams on production of artwork
- To organise time and schedule workload as a team and individually

- Thorough knowledge of and compliance with Foster + Partners procedures and standards
- To contribute, or otherwise assist as required

### **Qualities and skills required**

- An ideal portfolio will show sketches and images of people, buildings and environments and a proficiency drawing from reference and the imagination.
- Relevant working experience in architecture, film industry, animation, video games or other related industries.
- A background in architecture would be advantageous but not a requirement
- Ability to adapt to, display, and develop a variety of styles.
- Experience using the Ipad pro, photoshop or other digital painting software
- Strong foundation in art fundamentals including composition, perspective and light and colour theory, use of detail and visual story telling
- Good observation and research skills
- Clear and confident communication skills
- Excellent organisational skills and time management
- Able to manage sensitive and sometimes confidential information
- Able to demonstrate initiative and proactive approach to daily tasks
- Able to work well within a team
- Self motivated and able to take responsibility with a flexible attitude
- Able to work well under pressure and meet deadlines efficiently
- Legally able to work in the country in which the position is based

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.