

# Foster + Partners

## Role Definition

**Job Title:** Motion Designer

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

Foster + Partners in house visualisation team specialising in film, animation, motion design, real-time and digital content creation is seeking a Motion Designer for their expanding team.

A Motion Designer 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 Motion Designer must be passionate, creative and bring fresh ideas whilst producing inspirational graphics and digital content.

## Responsibilities

- Assist in the day to day running of the team working closely with the responsible Partners, production assistant and other Senior Artists, creating inspirational graphics and digital content
- Working with architects and designers to create exciting and emotive info graphics for films
- Able to manage sensitive and sometimes confidential information
- A good understanding of animation and an eye for motion
- Contribute and assist, as required
- Thorough knowledge of and compliance with Foster + Partners procedures and standards

## Qualities, skills and experience required

### Essential

- 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.
- Excellent organisational 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 while remaining calm and professional at all times

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- Able to work as part of an effective team assisting and supporting team members
- In depth knowledge of the following software is required:
  - Software: Illustrator/Photoshop
  - 3D Software: 3ds Max/Cinema 4d
  - Rendering engines: Vray/Octane
  - Post production: After Effects/Nuke

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.

January 2019