Foster + Partners

Role Definition

Job title: Visualisation Artist (Real Time)
Reporting to: Visualisation manager on a day to day basis and ultimately to the Senior Partner

Foster + Partners in house visualisation team specialise in creating films, animations, motion design, real-time and digital content is seeking a Real Time environment artist for their expanding team.

As Real Time Artist you will be responsible for all aspects of the real time workflow within the Visualisation team. You will be working with architectural studios within the company, on all aspects of design process from initial concepts to final designs. You will be modelling assets, texturing, and lighting to make photorealistic interactive levels. Final deliverables can range from still images, previsualisation to animated films and or interactive levels including utilising VR headsets.

Responsibilities

- Work within a team of artists, collaborating with Architects and Specialist Teams.
- Import architectural models and optimise for real-time engine.
- Create highpoly and lowpoly models (buildings, furniture, props, vegetation).
- Clear understanding of creating UV layouts that work within different game engines including lightmaps.
- Creating photorealistic textures.
- Lighting of environments.
- Perform given duties with responsibility and awareness
- Building interactive elements with Blueprint
- Able to manage sensitive and sometimes confidential information

Qualities, skills and experience required

Essential

- Legally able to work in the country in which the position is based.
- Able to demonstrate proficiency in the responsibilities of the role
- Strong understanding of a game production pipeline.
- Thorough working knowledge of Unreal Engine.
- Expertise with Autodesk Maya/Max.
- Excellent organisational, communication and problem-solving skills.
- Ability to work with a high degree of self-direction and motivation.
- Strong ability to create photorealistic environments within different games engines.
- Knowledge about real time games engines and understanding technically about the limitations (Draw calls, LODS, etc).
- Clear understanding of the texture creation process in Photoshop with Physically Based Rendering.
- Self-motivated, focused and willing to learn on tasks given.
- Able to demonstrate initiative and a pro-active approach to daily tasks
- Be committed to maintaining and promoting the high standards of the role, department and Company and maintain a high standard and professional image at all times
- Can quickly establish credibility and build good working relationships
- Demonstrate enthusiasm, flexibility, commitment and reliability
- Knowledge of Substance Designer

Desirable

- Architectural background.
- Programming experience (Python).

- Traditional 2D drawing/painting skills.
- Character animation.

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