Role summary

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, previualisation to animated films and or interactive levels including utilising VR headsets.

Role Definition

Job title: Visualisation Artist (Real Time)

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

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
- Contribute, or otherwise assist, as required
- Equity, diversity & inclusion (EDI) is a core priority. To support and champion the embedding of this focus as a collective workforce responsibility, EDI should be integrated, where relevant, into all workstreams.
- Thorough knowledge of and compliance with F+P 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
- Strong understanding of a game production pipeline.
- Thorough working knowledge of Unreal Engine.
- Expertise with Autodesk Maya/Max.
- 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.
- Knowledge of Substance Designer
- Excellent organisational skills
- Able to manage sensitive and sometimes confidential information
- 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
• 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
• 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.
• Able to work as part of an effective team assisting and supporting team members

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.