Role summary

We have exciting opportunities for exceptional Artists to join our industry leading team. You will create hand drawn artwork, from loose sketch styles to refined drawings. You will need to be able to draw people and life within an architectural context, understand compositional techniques & scale and have a 3D and spatial understanding of buildings including shadow & light. We are looking for people who are passionate about drawing buildings and spaces and excelling in this field. Experience of digital illustration and advanced Photoshop is beneficial.

You will join a team of outstanding Artists focused on the quality of an image and its power to tell a story. You will work with our Art Director Narinder Sagoo to develop your skills and excel in an environment that encourages creativity, originality, and flare.

Role Definition

Job title: Artist (Sketch)
Reporting to: The Lead team Artist and ultimately to the Senior Partner

Responsibilities
• Creating sketches, drawings and paintings for key ideas and storyboarding projects.
• Strong visual storytelling ensuring that images captivate the viewers imagination.
• Creating drawings at various levels of detail and of finish to varying time constraints.
• Demonstration of strong architectural understanding of layout, spatial proportions, perspective, scale and massing.
• Ability to create quick sketches to visualise life in a space and communicate the idea of the project.
• Help realise architectural concepts and ideas to communicate live conversations and design development.
• To organise time and schedule workload as a team and individually
• 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
• Sketching + drawing of people, buildings and environments.
• Relevant working experience in architecture or film industry or other related industries.
• Degree in Graphics Design, Art, Architecture or other relevant design training.
• A good knowledge of Architecture + architectural styles would be advantageous
• Experience using the Ipad pro, photoshop or other digital painting software would be beneficial.
• Strong visualisation skills including composition, perspective and colour theory
• Good observation and research skills
• Knowledge of form, scale, composition, use of detail and visual story telling;
• Good interpersonal skills and able to work independently and as part of an effective team
• 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
• 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

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.