

**Role Definition**

**Job Title:** Visualisation Artist

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

**Responsibilities**

- Create digital images in 2D and 3D.
- 3D model and gather resource material to aid image and animation production.
- Sketch and paint using a Wacom graphics tablet.
- Assist with the development of concept art and storyboards.
- Assist with post-production of digital images to enhance and colour grade.
- Create matte painting backgrounds for animation and films.
- Keep maintenance and documentation of visualisation standards, such as working methods, animation libraries, and archiving of final images.
- Aid in the development of the visualisation team, including procedures and research.
- 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.

**Skills and Qualities Required****Essential**

- Able to demonstrate the ability to undertake the above responsibilities.
- Legally able to work in the country in which the position is based.
- Comprehensive knowledge of 3D software - 3ds Max, Maya, Vue, etc.
- Knowledge of rendering engines - Mental Ray, Vray, Maxwell Render, Vue, etc.
- Knowledge of Post Production Software - Photoshop, After Effects, Max Composite, Premier, etc.
- Able to demonstrate a general understanding of photographic and compositional techniques relating to the virtual environment.
- Familiar with the range of computer rendering and animation software, including their relative merits and processing techniques.
- Excellent organizational skills, and able to manage and prioritize tasks and time efficiently.
- 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 and excellent communication skills.
- Able to work under pressure and to tight deadlines.
- Able to manage sensitive and sometimes confidential information.
- Self-motivated and able to take responsibility.
- Able to build relationships at all levels, internally and externally.

**Desirable**

- Able to demonstrate strong Visual skills, with attention to detail, composition, light, colour and form
- Able to demonstrate a basic understanding of a 3D pipeline

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. The specific level within the organization and corresponding authority will be determined based on the candidate's experience and seniority within the field. Foster + Partners is committed to providing opportunities for candidates at various career stages and will assess each applicant's suitability for the position accordingly. There is a requirement for the postholder 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.