



3D TECHNICIAN

JOB DESCRIPTION

Full time (Monday-Friday)

Starting ASAP

We are looking for someone new to join our technical team here at Cityscape Digital, to work across our planning and feasibility projects. It is crucial that this person thrives on accuracy, detail and organisation, and recognises that this is key to the success of our planning team.

An interest in architecture and buildings is considered crucial - an interest in photography, design trends, art/sculpture or similar, is considered a bonus.

Technical artists work with Project Managers to ensure all work is delivered to the highest standard, and they strive to make their work continuously better. We are after someone who is keen to push new ways to approach tasks to assist with streamlining our workflow, someone who wants to work to satisfy the commercial objectives of the client, and contributes to all aspects of studio efficiency.

ROLES AND RESPONSIBILITIES

Roles and responsibilities include but are not limited to...

GENERAL

- Working solo or in a team
- Work as part of a team, as well as working independently on projects
- Leading technical projects

WORKFLOW AND TECHNICAL

- Work in line with the planning structure
- CAD model/drawing conversion
- Camera matching for verified views (aligning 3D data to 2D photographs accurately)
- Produced AVR1 wireline views under the guidance of the LVMF handbook
- Viewing Corridor Analysis and Views Assessment Locations knowledge from the LVMF handbook
- Basic and detailed 3D modelling from architecture drawings and reference information
- Updating and maintaining technical assets library
- Adhering to server and PSD structure

CREATIVE

- Keen creative or architectural interests outside of work
- Display confidence in own visual judgment and seeking to improve it continuously
- Be design aware; able to correctly interpret and interrogate design data, converse with design professionals and stay on top of design trends
- Seek critique of own work and take criticisms on board

PROJECT AND CLIENT MANAGEMENT

- Ability to coordinate with survey team to obtain information for camera matching
- Estimating timescales and working within time constraints
- Aim to meet or exceed project targets
- Liaising with architects and consultants for project information; responsible for full appraisal of all project information before commencing on a project; assess holes and errors, identify and flag these
- Expected to attend client meetings fully prepared and engage with parties in attendance

REQUIRED EXPERIENCE

- Graduate, intern or 1-2 years experience in one or more of the following fields: architectural, architectural visualisation, digital or technical illustration
- Working knowledge of; a 3D package, a CAD package, Photoshop (basic level), Microsoft or Google suites
- Training will be provided in Rhino, Revit, Lightwave, and Modo or 3DS Max

ESSENTIAL SKILLS

- Knowledge of schemes going up in London and what is proposed and consented, and an interest in buildings and the London planning scene
- High standard of personal efficiency in 3D software
- Good verbal and written communication skills; able to interact with other staff and external parties
- Excellent attention to detail
- Good time management skills

CITYSCAPE DIGITAL

Cityscape Digital is a large leading visualisation studio located in the heart of Shoreditch, London's coolest neighbourhood. We produce some of the highest quality visuals, interactive, VR and film in the industry. We work with the world's top architects and property developers. Most of our work is in London. We established the Creative Lighting training and inspiration brand in 2014 in Athens, and opened a VR studio in NYC in late 2016.

You have to be a bit pushy to work at Cityscape Digital. Like any leading creative industries company operating at the top of its game, the work is often fast-paced and challenging. When deadlines are tight and we ought to be banging out a competent job, instead we still pursue brilliant visual ideas and exquisite craftsmanship. This works best when artists are highly communicative and beat their own path to a beautiful finish. We're not crazy about headphones for this reason. Cityscape is an excellent environment for the proactive artist, we are famed for our family environment and high respect for artistry from any creative background.

HOW TO APPLY

Applicants with strong portfolios of visual work will be shortlisted for interview. Applicants must be able to work in the UK.

If you are interested please send a PDF portfolio and CV to recruitment@cityscapedigital.co.uk with the email subject "technical artist 2019".

We are also happy to receive links to your best and most appropriate work, but if there is no PDF portfolio attached to your email **we will not review your application** .