



## MIDWEIGHT VISUALISATION ARTIST

### **JOB DESCRIPTION**

Full time (Monday-Friday)

Starting ASAP

At Cityscape Digital, here's what we believe it means to be a Midweight Visualisation Artist, in a nutshell.

*"We want someone who shows potential in becoming a highly skilled artist, craftsman and communicator who creates the most beautiful and creative images. Who wants to work to satisfy the commercial objectives of the client, and contributes to all aspects of studio efficiency.*

*Our midweight artists work with their mentors to raise the creative standard of the studio, and endeavour to implement technological and workflow innovation. They work collaboratively with Project Managers to build their client management skills, and relationships with external parties. It is crucial that Midweight Artists recognise the importance of getting the commercial/creative balance right, and develop their own creative vision for each project".*

We are looking for a 3DS Max lighting and post-production artist with a passion for creating beautiful, bold visual compositions. We are interested in you if you have a phenomenal portfolio - whether it is 3D to the core or post-production-heavy, painterly or hyperreal. And we expect our artists to make things beyond the world of architectural visualisation; your portfolio should include evidence of your broader artistic interests.

An evolving understanding of the fundamentals of image-making is essential. A competent knowledge of your chosen 3D software is a given. Post-production capability is required, and we expect Midweight Artists to work hard to build on this.

You have a restless obsession for making everything better, whatever it takes, and this makes you a harsher critic of your own work than anyone else will ever be. You can independently develop strong and whenever possible, innovative, imagery. You look anywhere and everywhere for inspiration; and you drag other artists into reviews of the visual universe at every opportunity. You believe creativity (visual or technical) is the answer to all problems.

### **ROLES AND RESPONSIBILITIES**

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

#### GENERAL

- Modelling, texturing, lighting, rendering and post-production of visuals
- Producing planning and marketing visuals
- Working solo or in a team; alongside a Project Manager
- Work alongside a senior mentor, and take the opportunity mentor others in particular tasks
- Leading planning and small-scale marketing projects; everyone gets the opportunity to lead, and the scale of this opportunity depends on experience

## WORKFLOW AND TECHNICAL

- All artists responsible for contribution to assets library; harvesting sets, models and materials in the process of delivering live jobs
- Working with Senior Artists to implement new workflows and processes; contributing to the continuous evolution of the studio
- Adhering to server structure and naming conventions, as well as 3D and PSD structures
- Ensuring work is done in the right way in softwares; seek guidance on settings and renderings to ensure best practice, and advising more junior members of staff
- Seeking to standardise and automate tasks where possible; freeing up time for creative growth

## CREATIVE

- Produce great visuals and work to continually improve on creative output
- Look for own creative inspiration and build this into workflow
- Seek critique of own work and initiate team critique; take criticisms on board
- 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 (plans/elevations), converse with design professionals and stay on top of design trends
- Continually develop own understanding and use of image making and composition principles

## PROJECT AND CLIENT MANAGEMENT

- Estimating timescales and working within time constraints
- Aim to meet or exceed project targets
- Work with more senior artists and Project Managers on project delivery
- Adhere to company's established workflow philosophy "The Way"
- Midweight Artists are expected to engage directly with external parties on projects and develop relationships
- Ensure best-practice communication protocols are followed, our approach is; face-to-face, phone, email
- 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

- 2-4 years experience in one or more of the following fields: architectural, architectural visualisation, digital or technical illustration, concept art or matte painting, fine art (if some proven Photoshop knowledge)
- All round visualisation skills; 3DS Max, Vray and Corona required software, with excellent knowledge of Photoshop, UE4 experience is considered a bonus

## ESSENTIAL SKILLS

- High standard of personal efficiency in 3D and post-production
- Proactive and risk-taking

- Good verbal and written communication skills; able to interact with other staff and external parties
- Excellent attention to detail
- Good time management skills
- Photography and drawing skills considered a bonus

## **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, but we also work on projects worldwide.

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. If you are interested please send a PDF portfolio and CV to [recruitment@cityscapedigital.co.uk](mailto:recruitment@cityscapedigital.co.uk) with the email subject "Midweight visualisation 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.**