CITYSCAPE DIGITAL

SENIOR VISUALISATION ARTIST

JOB DESCRIPTION

Full time (Monday-Friday)
Starting ASAP

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

> *"A senior artist is a leader. A highly skilled artist, craftsman and communicator who creates the most beautiful and creative images, satisfying the commercial objectives of the client, and implemented with a strong emphasis on all aspects of studio efficiency.*
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> *Our senior artists set the standard for the studio creatively, and lead the way in implementing technological and workflow innovation. They head up the most challenging projects independently or with artist teams. They work in collaboration with our project managers to build strong client and design team relationships. They recognise the importance of getting the commercial-creative balance right. They propose solutions and sell their creative vision for the 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 - and a history of leading large-scale projects. We expect our artists to make things beyond the world of architectural visualisation; your portfolio should include evidence of your broader artistic interests. A deep and proven understanding of the fundamentals of image-making is absolutely essential. A thorough knowledge of your chosen 3D software is a given, as is a love for pushing its limits and discovering new features and innovative methods. Strong post-production is very important.

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
- Highly developed skills in modelling, texturing, lighting, rendering and post-production of visuals
- Producing large scale projects; planning and marketing visuals, leading a team as well as working independently; working with or without a Project Manager
- Mentor other staff, both creatively and technically; we believe in people training people
- Adopts a leadership position in the studio; others will look to you for advice and guidance

WORKFLOW AND TECHNICAL

- All artists responsible for contribution to assets library; harvesting sets, models and materials in the process of delivering live jobs
- Devising and implementing 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; set the bar on this for more junior staff
- Seeking to standardise and automate tasks where possible; freeing up time for creative growth

CREATIVE

- Produces excellent visuals; sets the creative standard for the studio
- Look for own creative inspiration and build this into workflow, making bold creative choices and seeing them through
- Lead team critiques and seek critique of own work from peers
- Have an informed interest in architecture; strong design awareness and taste
- Lead development and innovation within the studio

PROJECT AND CLIENT MANAGEMENT

- Assist Project Managers with estimating timescales and quoting projects
- Working efficiently and effectively at all times; exceed project targets
- Be able to demonstrate highly developed communication skills
- Be an advocate for the company's established workflow philosophy "The Way", making recommendations where appropriate and training more junior staff in the process
- Develops relationships with clients, architects and external parties; will be required to run meetings, resolve conflict
- 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

- 4-5 years experience as an architectural visualiser
- 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
- Proactivity and risk-taking actively encouraged; make good judgements and act on them
- Good verbal and written communication skills; able to interact with other staff and external parties
- Experience leading a team
- Excellent attention to detail
- Good time management skills
- Strong presentation skills necessary Photography and drawing skills are 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.

BENEFITS

- Happy hour from 5pm on a Friday Private
- Health cover after 1 year of employment
- 20 days annual leave, increasing to 23 after
- 5 years service Pension scheme
- Fruit, snacks, tea and coffee provided
- Big summer and Christmas parties, as well as monthly group nights out
- Dinner provided when working late to meet deadlines
- Travel card loans after successful probation

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* with the email subject **"Senior 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.**