

## Role Definition

**Job title:** Visualisation Artist

**Reporting to:** Head of design and architect

## Responsibilities

- Create digital images in 2d and 3d
- Digital sketching and painting
- Develop concept art and storyboards
- To be responsible for post production of digital images to enhance and colour grade
- To contribute, or otherwise assist as required by the team

## Qualities & skills required

### Essential

- Able to demonstrate the ability to undertake the above responsibilities
- Comprehensive knowledge of 3d Software - 3ds Max, Sketch up, Vray
- Able to demonstrate a general understanding of photographic and compositional techniques relating to the virtual environment
- Able to complete projects independently
- Able to manage and prioritise 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
- Excellent organisational skills
- Flexible attitude
- 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

This job description reflects the core activities of the role although there will be 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.