

Role summary

Foster + Partners are looking for Concept Artists to join the Design Communications team. The role encompasses a variety of visual techniques whilst pushing the boundaries of image making across traditional and digital media. This unique position will work alongside a team of artists to create conceptual artistic visions of projects across the global practice.

Learn more about the work of the Design Communications team: [Design Communications | Team \(fosterandpartners.com\)](https://www.fosterandpartners.com/design-communications)

Role Definition

Job title: Concept Artist

Reporting to: To the lead team artist and ultimately to the Senior Partner.

Responsibilities

- Creating sketches, drawings, & atmospheric environments, visualising designs for key ideas and visual storytelling to capture the activity and the emotion of a space and captivate the viewers imagination at all stages of a project.
- The ability to see a concept through its development, from initial sketch to final painting, and an understanding of how it could be taken forward by the photoreal artists through 3d tools.
- Willing to learn and share knowledge, to grow as an individual and help the team grow.
- Contributing to reviews to contribute to design development and open to feedback and notes to ensure the narrative and design are consistent throughout.
- Ability to quickly iterate on concepts with input and feedback from the team.
- Ability to receive and give good constructive criticism.
- To communicate effectively with design teams on production of artwork
- To organise time and schedule workload as a team and individually and to contribute, or otherwise assist as required
- 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.
- Thorough knowledge of and compliance with F+P procedures and standards

Qualities and Skills required

- An ideal portfolio will show sketches and images of people, buildings and environments and a proficiency drawing from reference and the imagination.
- Relevant working experience in architecture, film industry, animation, video games or other related industries.
- A background in architecture would be advantageous but not a requirement
- Ability to adapt to, display, and develop a variety of styles.
- Experience using Ipad pro, photoshop or other digital painting software
- Strong foundation in art fundamentals including composition, perspective and light and colour theory, use of detail and visual story telling
- Good observation and research skills
- Clear and confident communication skills
- Excellent organisational skills and time management

- Able to manage sensitive and sometimes confidential information
- Able to demonstrate initiative and proactive approach to daily tasks
- Able to work well within a team
- Self motivated and able to take responsibility with a flexible attitude
- Able to work well under pressure and meet deadlines efficiently
- Legally able to work in the country in which the position is based

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. There is a requirement for the post holder 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.