

## Role Definition

We are the Foster + Partners Visualisation and Film team, specialising in film, animation, real-time, motion design, still images and digital content creation. As a multidisciplinary global architectural practice, our projects go beyond the built environment, from visualising habitats in space to transportation systems and industrial designs of the future.

We are seeking a Motion Designer with experience displaying creative flair, technical ability with an emphasis on visual storytelling. The Motion Designer must be passionate, creative and bring fresh ideas whilst producing inspirational graphics and digital content.

Job Title: Motion Designer

Reporting to: Visualisation Manager on a day to day basis and ultimately to the Senior Partner

## Responsibilities

- Working with architects and designers to create exciting and emotive motion graphics and info graphics for films.
- Having a good understanding of animation and an eye for motion.
- Optimizing 3D models for C4D.
- Assisting in the day-to-day running of the team, working closely with responsible partners, production assistant, and other senior artists to create inspirational graphics and digital content.
- Creating story and reference boards to visually present look development.
- Being able to adapt to the established pipeline.
- Being able to manage sensitive and sometimes confidential information.
- Contributing or otherwise assisting as required.
- Ensuring equity, diversity & inclusion (EDI) is a core priority and supporting the embedding of this focus as a collective workforce responsibility where relevant.
- Maintaining thorough knowledge of and compliance with F+P procedures and standards.
- Assisting with the development of concept art and storyboards.
- Assisting with post-production of digital images.
- 3D modeling and gathering resource material to aid image and animation production.

- Keeping maintenance and documentation of Visualisation standards, such as working methods, libraries, and archiving of final work.

### Qualities and Skills required

- Able to demonstrate the ability to undertake the above responsibilities.
- Solid knowledge of 3D, 2D, and 2.5D motion graphics.
- Legally able to work in the country in which the position is based.
- Excellent organizational skills.
- Able to manage sensitive and sometimes confidential information.
- Self-motivated and able to take responsibility.
- 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.
- Flexible attitude.
- Able to build good relationships at all levels, internally and externally.
- Resilient to cope with conflicting demands, able to prioritize duties and work effectively under pressure while remaining calm and professional at all times.
- In-depth knowledge of the following software is required:
  - 3D Software: Cinema 4D, Maya, 3ds Max, or equivalent.
  - 2D Software: After Effects, Illustrator, Photoshop, Nuke, or equivalent.
  - Knowledge of rendering engines: Octane, Redshift, Vray, or equivalent.
  - Preproduction: Adobe Illustrator and Photoshop.

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. The specific level within the organization and corresponding authority will be determined based on the candidate's experience and seniority within the field. Foster + Partners is committed to providing opportunities for candidates at various career stages and will assess each applicant's suitability for the position accordingly.

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.

