Role definition

Job Title: 3D Artist – Real-time

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

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 motivated Real-time Artist with a background in games or a similar creative industry, a strong interest in Real-time development and accomplished in Unreal Engine. The role is open to candidates from all levels of experience.

You will be joining the Visualisation team at an exciting time, when we are researching and developing the latest ground-breaking tools in film making and immersive experiences, while continuing to lead the way in architectural visualisation.

You will be responsible for all aspects of the Real-time workflow within the Visualisation team, developing highly immersive and realistic interactive experiences. You will have the opportunity to learn new skills within the discipline and to share ideas and techniques with other artists, as well as working collaboratively with architects and other specialist teams within the practice.

Responsibilities

- Manage the overall asset production pipeline from architectural concept to finished real-time experience.
- Import and optimise architectural models for use in Unreal from multiple CAD DCC's.
    - Effectively utilise the Datasmith pipeline to import content from Rhino/ Revit.
    - Create fast "Recipes" for use in Visual DataPrep to import large amounts of CAD data efficiently.
- Assist creation of photorealistic Real-time environments and assets.
- Light Real-time levels in Unreal using baked and raytracing optimisation techniques.
- Create photorealistic PBR materials within Unreal, additional software packages such as Substance Suite.
- Authoring optimised, commented and efficient blueprints.
- Utilise both opportunities as well as restrictions of Unreal Engine.

Desirable skills:

- Knowledge of Unreal and BIM workflows.
- Understanding of the Datasmith and Visual Dataprep pipelines within Unreal.
- Experience in Autodesk 3DS Max, Maya or equivalent.
- Proven ability to work within an art team to deliver at least 1 shipped title or finished project.
- Understanding of source control software, i.e., Perforce.
- Understanding of Unreal optimisation techniques, asset management, industry standards.
- Understanding of blueprints, level streaming and lighting levels.
- Ability to work under pressure to meet deadlines, self-manage and able to prioritise multiple projects at once.

- Experience converting large amounts of data from external sources into clean game ready assets.
- Experience using Shotgrid within a production environment.
- Knowledge of Houdini.
- Experience automating Revit/Rhino workflows.
- Pipeline development experience/ Python.
- Shader development using HLSL/GLSL.

April 2022