
CGI Artist

Produce high quality 3D and CGI work, including still imagery and animation, for use in various marketing materials for our clients (e.g. brochures, websites, apps, configurators etc.).

Role Responsibilities

- Take responsibility for a number of projects of varying scales; always keeping the CGI Studio Manager, your line manager and the Project Management team informed of progress and any issues that arise
- Run projects/part projects from brief to delivery ensuring that projects are delivered on time, on budget and on brand
- Create photo-realistic scenes for the automotive industry and other high-end product manufacturers
- Light and render high resolution imagery and animated sequences through to final work pieces
- Photograph and collect textures/references for specific tasks, for example: CGI set builds
- Consistently share knowledge at team meetings and share work you have created to participate in the continual development of the CGI Studio and gain valuable feedback
- Proactively develop your own technical skills and understanding, to contribute towards the overall efficiency and innovation of the CGI Studio

All Staff Responsibilities

- Carry out any reasonable duties as identified by your Line Manager or Team Leader
- Positively represent Burrows to our customers and suppliers
- Ensure compliance with all contractual employment obligations
- Ensure compliance with our ISO standards
- Fully participate in the company's performance management and development programmes
- Maximise own ability to produce quality work, on time, and to brief, utilising best skills and available technology
- Work in accordance with the company's Human Resources policies and procedures
- Ensure compliance with health and safety requirements

Your Qualities as a Candidate

Predominantly working for automotive brands, experience in product visualisation for similar clients will be key to success in this role. You will be a driven individual who has a keen eye for detail and quality, working on multiple projects to tight deadlines.

Essential Skills & Knowledge

Personal Attributes:

- Proactive approach to continually develop personal skills and knowledge
- Energy and enthusiasm to progress within the CGI Studio, and contribute towards the overall efficiency and quality of the Studio
- Able to manage own workloads and deliver on time to the required standard
- A troubleshooter and problem solver
- Team player; able to work as part of a team as well as autonomously
- Driven individual with a passion for CGI and continual improvement in the field
- Keen eye for detail and able to work within structured pipelines
- Excellent verbal and written communication skills
- Able to work overtime as and when required, sometimes at short notice
- Genuine interest in the 3D industry
- Automotive/product visualisation demonstrated on portfolio

Your experience and knowledge:

- Proven track record producing CGI for still imagery, animated sequences and fully rendered sequences for the product visualisation industry (such as automotive, transportation, architectural or consumer products)
- Running projects/part projects on time to brief and on budget
- Excellent verbal and written communication skills
- Strong experience solving problems and resolving issues
- Solid understanding of CGI pipelines producing final assets from CGI still imagery, 360 spins to rendered and composited animated sequences

Qualifications:

- Undergraduate/Postgraduate degree or diploma in a related CGI, Design or Artistic discipline
- Experience of using relevant software packages – 3DS Max, V-Ray, Photoshop, After Effects

Advantageous Non-Essential Criteria

- Previous photographic experience
- Experience of particle systems and fluid and cloth simulation
- Experience of using plug ins such as Fume FX, Pheonix and Krakatoa
- Experience of using Maya, Nuke, PF Track or other motion tracking software