

EMPLOYMENT SPECIFICATION CONCEPT ARTIST



Play On DVD
Unit 47/50 & 48
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Description and Key Skills

Excellent creative and traditional art skills supported by good basic technical abilities; ability & willingness to follow visual direction and production standards; proven aptitude in the following areas:-

Black and white & colour visualisation; sketching; storyboarding; concept development; environment and character artwork; 3D modeling; Photoshop rendering; scanning; level design; experience of Flash a definite advantage

Responsibilities may include but are not limited to:-

- Visualising design team ideas into 2D artwork as required
- Creation of storyboards and all necessary design demonstrables which provide authentic look and feel design interpretation for ongoing development
- Creation and development of character and environment artwork
- Input in design brainstorming sessions
- Creation of the graphic user interface of finished product
- Manual creation and layout work
- Level design
- Presenting concepts and ideas to both the development team & studio management
- Adhere to development schedules and see them through to their successful conclusion.
- Ensuring highest quality standards are observed
- Strive to educate oneself and have an interest in maintaining good working knowledge of key industry art tools and future pertinent technologies.
- Ability to build good relationships with and maintain effective communications with colleagues, senior management and the client (where applicable).
- Awareness to limit of technical adaptation of design ideas
- Ability to translate other peoples ideas as faithfully and realistically as possible
- Understanding of brand value and adherence to brand sensitivities

Personal & Interpersonal Skills

- Flexible and adaptable in approach to work with strong organisational skills
- Confident to contribute ideas and influence others positively
- Enthusiastic and self motivated with an active interest in video games
- Excellent interpersonal skills and hands on "can-do" approach
- Appreciative of commercial reality and negative economic impact of production slippage
- Ability to follow schedules and meet deadlines applying time management skills.
- Excellent verbal & interpersonal skills
- Previous experience of working to deadlines within a team and achieving results
- Expected to have strong verbal and written communication skills

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Sample work

Please provide examples in digital form on a website or a PC compatible CD / DVD. 2D samples are preferably scanned and presented using Adobe Photoshop and 3D samples built using 3D Studio Max, and presented as 2D renders. Equivalent software samples are also considered. GUI / Interface design samples can be interactive or provided as screenshots.

Examples may include but are not limited to:-

- Images of concept art
- Images of sketch work / development
- Images of storyboards
- Images of Photoshop rendering
- Images of GUI / interface design
- Images of modeling and unwrapping for games and/or high resolution rendering
 - o **Characters**
 - o **Environments**
 - o **Props**
- Images of texture creation for games and/or high resolution rendering.

Sample work is non-returnable. Do not send originals.