

**Job Title:** 3D Senior Artist  
**Departments:** Visuals Department  
**Location:** London

## Job Purpose:

To play a key role in bringing our architectural ideas to life through stunning visualizations. You will collaborate closely with our design teams to create high-quality renderings and animations that effectively communicate design concepts to clients, stakeholders, and the wider community. This is an exciting opportunity to contribute to TP Bennetts growing influence on the built environment local and internationally.

We support flexible working and have incorporated this into our culture at TP Bennett. We are currently operating at minimum expectation of being present 3 days in our office.

## Key responsibilities and accountabilities:

- Work as part of a team provide Visual content to support to Teams across the business.
- Utilize advanced rendering software and techniques to create photorealistic architectural visualizations that accurately convey design intent, materiality, lighting, and spatial qualities. 3Damax, Vray and Corona are a must.
- Ensure the quality and consistency of visualizations by conducting thorough reviews and implementing feedback from project leads and principles.
- Work closely with architects and designers to interpret design briefs and translate conceptual ideas into compelling visual narratives.
- Research and Innovation: Stay informed about industry trends, emerging technologies, and best practices in architectural visualization, and contribute innovative ideas to enhance our visualization workflows.
- Collaborate with multidisciplinary teams including architects, interior designers, and urban planners to integrate visualizations seamlessly into the design process.
- Provide guidance and mentorship to junior visualization artists, fostering their professional growth and development within the team.

## Skills and Capabilities:

Candidates must be able to demonstrate the following skills:

- Minimum of 5 years of experience in architectural visualization.
- Have an eye for composition, cinematography, and storytelling.
- Demonstrable Excellent communication and collaboration skills, with the ability to work effectively in a fast-paced team environment.
- Proficiency in industry-standard visualization software such as Autodesk 3ds Max, V-Ray, Rhino, SketchUp, Adobe Creative Suite.
- Strong understanding of architectural principles, spatial composition, lighting techniques, and materiality.
- Proven track record of delivering high-quality visualizations on schedule.
- Experience with CAD/Design based applications a distinct advantage.
- Experience with standard desktop and cloud-based applications is essential i.e. MS Office, Adobe Software

- Extended knowledge of computing hardware
- Excellent communication skills, both written and oral
- Ability to manage competing priorities and working to tight schedules.
- Evidence of a proactive approach to tasks
- Ability to work constructively within a team.

**Desired:**

- Concept design / matte painting skills.
- Unreal / Real-Time experience.

Must be eligible to work in the UK. (Visas will be considered for the right applicant), and you speak fluent English.

If you are interested in applying for the role, please send your cv to [careers@tpbennett.com](mailto:careers@tpbennett.com)