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# Concept Artist

**Job Purpose**

Develop artistic elements that will constitute the artistic representation of ideas, provide inspiration and become references for the artistic direction of the project.

**Reports To**

Lead Artist/Senior Lead Artist

**Responsibilities**

* Assist in establishing the style of the project and be a reference for all elements of art production (Environment, Character, UI etc.);
* Maintain consistent style under the direction of the Art Director and carry out revisions as required;
* Plan, estimate and prioritise time frames for the completion of day to day tasks and track progress using the designated tracking tools;
* Communicate and collaborate with key stakeholders to confirm task direction and consistency of work;
* Produce environment concept art and in-game mock ups, focusing particularly on lighting and post effects;
* Implement and incorporate feedback from Art Director and Leads into work;
* Understand best practices, production pipelines and workflows;
* Effectively communicate basic visual intentions to the wider art team;
* Support the Lead Artist and/or Art Director in any related ad hoc tasks.

**Skills and Knowledge**

* Strong interpersonal and communications skills;
* Strong drawing and conceptualisation skills with an ability to adapt to established styles;
* Anatomical and architectural knowledge;
* Knowledge of fundamental illustration skills including composition, perspective and colour theory;
* Good observation and research skills;
* Knowledge of form, composition, use of detail and visual story telling;
* Digital illustration skills;
* Advanced understanding of Photoshop;
* Good understanding of relevant 2D and 3D software;
* Familiarity with data management software (such as Perforce);
* Knowledge of the video game industry and awareness of typical video game development processes.

**Relevant Experience**

* 2 - 3 years’ experience in concept art or other relevant experience;
* Bachelors’ degree in Graphics Design, Art or other relevant training;
* Experience working with a photo realistic environment.