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# Junior Concept Artist

**Job Purpose**

Assist in the development of basic artistic elements that will constitute the artistic representation of ideas, provide inspiration and become references for the artistic direction of the project.

**Reports To**

Art Director

**Responsibilities**

* With guidance, assist in establishing the style of the project and be a point of contact for elements of art production (Environment, Character, UI etc.);
* Maintain consistent style under the direction of the Art Director and carry out revisions as required;
* Track and update the progress of day to day tasks using the designated tracking tools;
* Communicate and collaborate with key stakeholders to confirm task direction and consistency of own 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;
* Develop an understanding of 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**

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

**Relevant Experience**

* Up to 1 years’ experience in an internship or placement year in a professional game studio environment or other relevant experience;
* Bachelors’ degree in Graphics Design, Art or other relevant training;
* Experience working with a photo realistic environment is desirable.