

GABRIEL SAUNDERS

Job Description

Page 1 of 2

3D Vis Generalist

Hours: This is a full-time role (potential to be Part-Time)

Location: 227 Moor Street, Fitzroy, Victoria

Salary: \$65,000 plus Super

Gabriel Saunders creates beautiful and unique visualisations of the built environment. Our clients and collaborators form the most talented architects, interior designers, landscape architects and branding agencies in the world.

About the Role

Gabriel Saunders is looking for someone passionate about architectural visualisation to join our talented team. As the studio 3D generalist, you will be the go to person in the team. With an open mind and enthusiastic attitude you will be willing to take on any task.

You will work collaboratively with our Stylists, Photographers and Visualisers assisting in creating outstanding work.

In your role you will add to the richness of the collaboration as the team would not have been able to solve a problem or create something amazing without your assistance. If successful you will feel an immense sense of satisfaction knowing that team rely on you as the go to person to solve things. In turn, you will be learning from the most talented team in the world.

Essential Skills

- Proven ability to build models using 3DsMax
- Research ability - You are ontop of the Arch Viz industry, knowing the websites to go to, blogs to follow and forums to participate in.

Bonus Skills

- A portfolio of architectural visualisation is highly valued, along with a genuine commitment to craftsmanship and a keen eye for detail.
- The ability to understand and interpret architectural drawings

Gabriel Saunders P/L

—Address
227 Moor Street
Fitzroy VIC 3065
Australia

—Telephone
+61 3 9419 4482

—Email
info@gabrielsaunders.com.au

—Website
gabrielsaunders.com.au

—ABN
15 145 739 984

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Page 2 of 2

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Roles and responsibilities

Your core roles and responsibilities are outlined below, however, in order to facilitate Gabriel Saunders' collaborative work environment your role will cross across many areas in the studio and your workflow will change on a regular basis

The day-to-day tasks for this role will vary depending on studio workflow:

Working with the visualisation team:

- texturing supporting scene assets
- testing lighting conditions
- experimenting with animations
- testing new plugins and software packages ie: Marvelous designer, growFx etc
- creating custom texture maps
- setting scenes to render

Working with the modelling team:

- modelling site context conditions
- asset creation
- modelling scenes during busy periods

Working with our styling and creative team typical tasks would be:

- testing and experiment furniture and layouts in interior scenes

Working with photographers:

- setting up camera angles for projects with photographers
- testing and experimenting with lighting conditions

Studio support:

- asset database management and filing

This is an entry level position where preference will be given to those who are fast learners and eager to work on many different tasks over those with specific experience. A willingness to adapt to the fast paced changing nature of studio workflow is critical. Excellent organisational skills and being a team player is also deemed important.

Gabriel Saunders view this role as having long term prospects with the opportunity to grow into other roles when skills are developed. The role will be supported by two mentors in the studio to provide instruction and advice.

Please send CV with cover letter and folio to Bec Breheny, General Manager via jobs@gabrielsaunders.com.au by Friday 7th August 2020.

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