

# **GABRIEL SAUNDERS**

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25th March 2021

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## **Job Description**

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## **3D Visualiser**

Gabriel Saunders has established itself as Australia's premium quality architectural visualisation and interior styling studio. Our tailored approach, unique methodology and cross disciplinary team create a unique offering for our clients. This methodology in turn provides our studio the creative freedom to challenge our clients expectations and produce stunning and successful outcomes for their projects.

We work with the world's leading architects, interior designers, branding agencies, photographers and developers - the designs are beautiful and the expectations are high.

The successful candidate will develop a strong design aesthetic working on an enviable pipeline of projects across a variety of industries. We believe in dynamic careers and nurturing people's strengths and interests through work life balance, varied opportunities and experiences.

### **The Position**

The 3D Visualiser will work as part of the studio team to produce high quality rendered images. You will work collaboratively with our Stylist, Photographer, Post Production Artist, other Visualisers and Creative Directors to create beautiful imagery.

### **Why work for GS?**

- Work with leading local and global design teams on exciting projects
- Encouraging, creative, open, diverse and motivated culture
- Recognised studio globally - Winner of Best Rendering Studio, Architizer Awards 2021
- Work life balance
- Opportunity to work autonomously
- Access to ongoing professional development and career progression

### **Gabriel Saunders P/L**

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[info@gabrielsaunders.com.au](mailto:info@gabrielsaunders.com.au)

—Website  
[gabrielsaunders.com.au](http://gabrielsaunders.com.au)

—ABN  
15 145 739 984

### **Skills and Experience Required**

- Competent with 3DSMax and Corona
- Excellent architectural modelling skills
- organic modelling skills a bonus
- Excellent communication
- Research skills
- Responsive and adaptable
- Problem solving skills
- Genuine commitment to craftsmanship and a keen eye for detail
- Ability to understand and interpret architectural drawings
- Background or interest in Architecture and styling
- Motivation to produce great work

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22nd January 2018

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<b>Responsibilities</b>	<b>Duty breakdown</b>
Setup Project Direction	<ul style="list-style-type: none"><li>- Review and analyse all drawings provided by the client and liaise with project modeller to determine approach</li><li>- Liaise with Styling team to determine elements for each scene</li><li>- Provide input to, or generate, art direction to meet project brief</li></ul>
Material Creation	<ul style="list-style-type: none"><li>- Create textures and materials to match photographic and written reference materials provided</li><li>- Simulate the performance of computer generated materials as closely to real world examples as possible</li><li>- Create and grow landscaping elements</li><li>- Collate the relevant reference imagery in collaboration with the Company Directors</li><li>- Place custom furniture and styling elements from GS Library</li></ul>
Create Photo Realistic Environments	<ul style="list-style-type: none"><li>- Light computer generated environments to match photographic reference material provided including shadow, time of day, colour balancing, image composition</li><li>- Collate relevant reference imagery in collaboration with the Company Directors.</li><li>- Set up camera angles and lenses using 3D software with architectural photographers</li></ul>
Rendering	<ul style="list-style-type: none"><li>- Render images and troubleshoot errors by deadlines</li></ul>
Post Production	<ul style="list-style-type: none"><li>- Post production using digital media to enhance images for milestone meetings</li><li>- Oversee Post Production Artists preparing final scenes for delivery</li></ul>
GS Review	<ul style="list-style-type: none"><li>- attend weekly collaborative review and provide input into all projects</li></ul>

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### **Application process**

- Please send your CV and portfolio with a letter of introduction to jobs@gabrielsaunders.com.au by Friday 9th April
- Applicants of all experience levels are encouraged to apply. The salary will be negotiated accordingly. Assessment will be made equally on the basis of skill and motivation.
- For further information please contact bec@gabrielsaunders.com.au
- Gabriel Saunders is an equal opportunity employer

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