



burrows

## CGI PRODUCTION ARTIST

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**Highly competitive salary + paid overtime + benefits**

**Produce high quality pre-rendered 3D assets, for high-end online product configurators**

With a client list that includes household names and prestigious brands, our CGI department is experiencing rapid growth as we work with cutting edge technologies to develop our offering to clients. It's a creative and fast-paced environment with a highly professional edge.

As part of a large CGI Studio, you will work closely with others to produce 3D assets predominantly for automotive clients, maintaining product correctness at all times. With a proven track record of producing CGI rendered still imagery, and a strong understanding of Nuke, you will be someone with a high level of attention to detail and a proactive approach to tasks.

### **Why Burrows?**

We're one of the UK's leading through-the-line creative marketing companies, an integral part of the Y&R/Wunderman worldwide partnership and a WPP Company.

As an accredited Investors in People Company, we believe in promoting the professional and personal development of our people. We offer highly competitive salaries and a generous benefits package, including private health insurance.

We believe in a healthy work/life balance. The hours for the role are 37 per week Monday to Friday. Sometimes you may be required to do overtime, which will be paid.

You'll be working at our head office, a two-minute walk from Shenfield railway station, and less than 30 minutes by rail from central London. (Away from the madding crowd, but still close enough to get into it!)

To apply, please forward your CV with a covering letter, noting your current remuneration package to:

**Human Resources, Burrows, The Burrows Building,  
5 Rayleigh Road, Shenfield, Brentwood, Essex CM13 1AB.  
Tel: 01277 246666 Fax: 01277 246778.  
email: [burrows.careers@burrows.yr.com](mailto:burrows.careers@burrows.yr.com)  
web: [www.burrows.info](http://www.burrows.info)**



## JOB OVERVIEW

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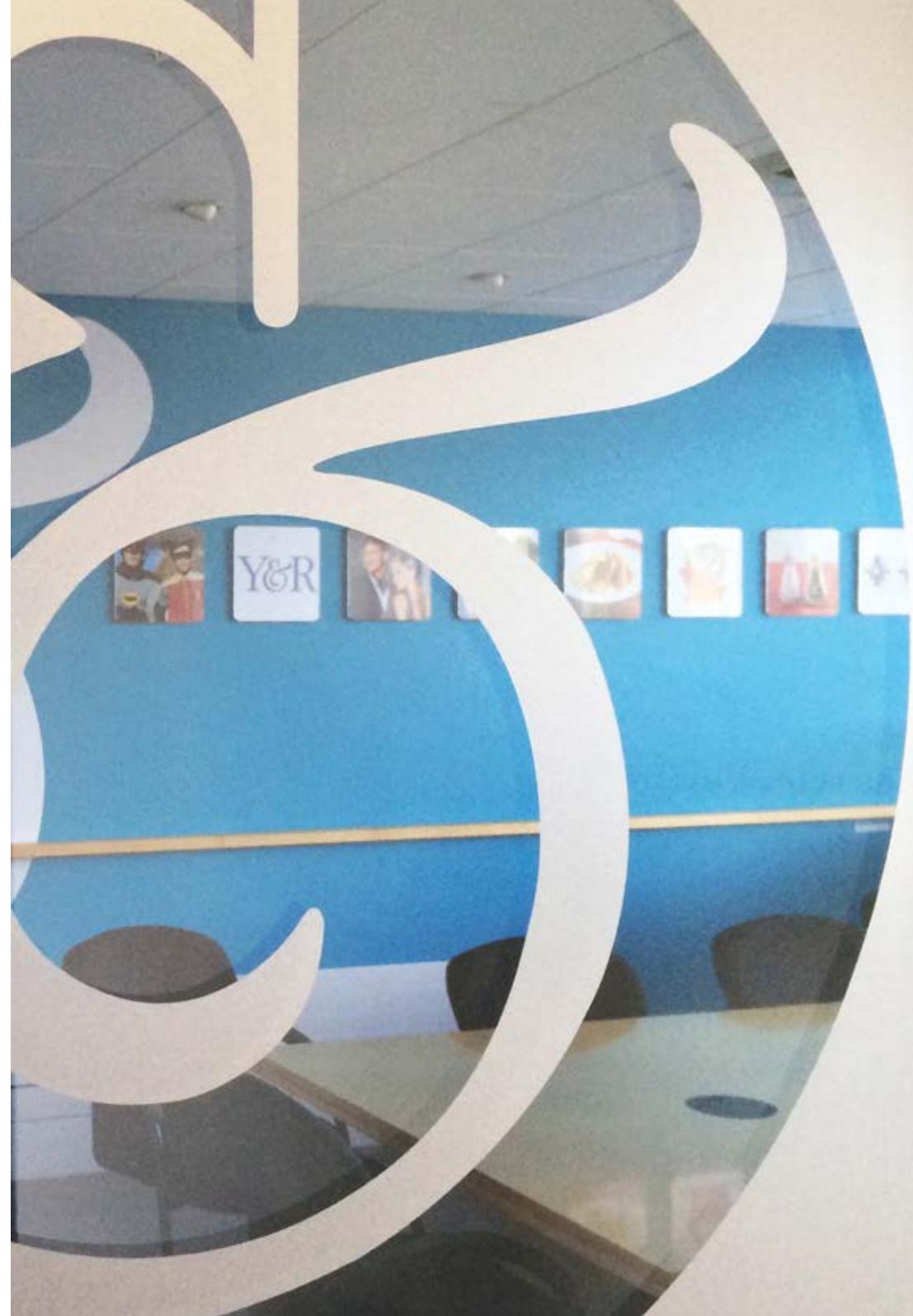
Produce the highest quality pre-rendered 3D assets for various high-end on-line automotive and some non-automotive configurators. This will include producing all new assets in studio and location environments, plus maintaining correctness of the assets for the life of the car, motorcycle or non-automotive programme.

### Key Responsibilities

- Take responsibility for large scale projects whilst keeping your line manager, Studio Manager and the Project Management team informed of progress and any issues that arise
- Light and render hi-resolution configurator imagery using 3DS Max and V-ray
- Liaise regularly with our Modelling, Product Information and Digital teams for a seamless work flow and accuracy of the final product
- Create photo-realistic images for the automotive industry and other high-end product manufacturers
- Photograph and collect textures/references for specific tasks, for example: CGI set builds
- Consistently share knowledge with the team at team meetings and share work you have created to gain valuable feedback
- Run projects/part projects from brief to delivery ensuring that projects are delivered on time, on budget and on brand
- Identify training and development needs you may have through regular reviews and the PDR process
- Demonstrate a professional approach and ensure that you aspire to reach the high levels and targets set

### Other

The successful candidate will also be required to carry out any reasonable duties identified by their line manager or team leader as well as a duty to positively represent Burrows to our customers and suppliers. There will also be the need to comply with our ISO standards and fully participate in our company's performance management and development programmes, as well as working in accordance to our Human Resource policies and procedures.





# PERSON SPEC & COMPETENCIES

	ESSENTIAL	DESIRABLE
PERSONAL ATTRIBUTES	<ul style="list-style-type: none"><li>Proactive approach to continually develop personal skills and knowledge</li><li>Energy and enthusiasm to progress within the CGI Studio, and contribute towards the overall efficiency and quality of the Studio</li><li>Able to manage own workloads and deliver on time to the required standard</li><li>A trouble-shooter and problem solver</li><li>Team oriented, able to work as part of a team as well as autonomously</li><li>Driven individual with a passion for CGI and continual improvement in the field</li><li>Keen eye for detail and able to work within structured pipelines</li><li>Excellent verbal and written communication skills</li></ul>	
EXPERIENCE AND KNOWLEDGE	<ul style="list-style-type: none"><li>Proven track record producing CGI rendered asset still imagery, for products such as automotive, transportation, architectural or consumer based items</li><li>Proven ability to manage time and deadlines given on various jobs</li><li>Good experience solving problems and resolving issues</li><li>Solid understanding of CGI pipelines producing final rendered assets</li></ul>	<ul style="list-style-type: none"><li>Experience in digital photography</li><li>Experience of HDRI shop</li><li>Experience of HDRI Studio</li><li>Experience in other render engines such as Mental Ray, Arnold etc.</li></ul>
QUALIFICATIONS	<ul style="list-style-type: none"><li>Undergraduate/Postgraduate degree or diploma in a related CGI, Design or Artistic discipline</li><li>Experience of using relevant software packages – 3DS Max, V-Ray, Photoshop, After Effects</li></ul>	<ul style="list-style-type: none"><li>Industry 3D qualifications</li></ul>
CIRCUMSTANCES	<ul style="list-style-type: none"><li>Able to work overtime as and when required, sometimes as short notice</li></ul>	
INTERESTS	<ul style="list-style-type: none"><li>Genuine interest in 3D, web development and internet/mobile technologies</li><li>Automotive visualisation</li></ul>	