



Visual Artist

The Visual Artist is the 'imagination' of R+B! The Visual Artist makes creative decisions that bring our architectural concepts to life through exceptional photorealistic renderings.

Responsibilities

- + Brainstorm new modeling and rendering concepts
- + Independently produce photorealistic renderings and artistically detailed design drawings that effectively convey concepts and designs to clients, architects, interior designers, urban planners, contractors, and other design professionals
- + Provide and apply design options and vetting them thoroughly while actively engaging the project team and R+B leadership
- + Develop and refine the design for projects of varying sizes and scope
- + As needed, assist project teams as an Architect / Architectural Designer
- + Appropriate implementation of computer, VR/AR, and physical modeling on projects

Qualifications

- + 3+ years of experience or demonstrated equivalence
- + Bachelor's degree in architecture or related degree from an accredited program
- + Ability to create and manage an easy-to-navigate 3D asset library and produce conceptual illustrations, diagrams, as well as artistic and photorealistic renderings
- + Exercises independent judgment in evaluation, selection, and use of standard techniques, solves typical and conventional problems when encountered, and receives guidance on unusual or complex design problems
- + Proficient in 3D modeling, rendering, Revit, AutoCAD, SketchUp, Vray, 3ds Max, Rhino, Grasshopper, Enscape, Adobe Creative Suite, and Microsoft Office
- + Experience with VR walk-throughs and setups a plus