3D Architectural Rendering Specialist
Firm: SHoP Architects
Location: New York, NY, US

Description
SHoP Architects is seeking a talented and creative in-house 3D Architectural Artist to join our Visualization Department and staff of over seventy people. As the firm has grown, so has our demand for consistent, high-quality architectural imagery. Working with teams of architects and designers, the candidate must visualize the design intent through a combination of 3D and 2D composition techniques. The ideal candidate would have a background in architectural design and visualization and be capable of producing both photo-real and stylized output from drawings, diagrams and models (both digital and physical). This is not and will not lead to a position in architectural design. As a full time member of our staff you’ll enjoy a competitive salary, full benefits, and a fun, creative work environment.

Responsibilities
• Working closely with design teams and interpreting architectural designs as specified within project sketches, architectural drawings or models; realizing those designs as compelling imagery.
• Converting existing models from CAD or other 3D modeling packages.
• 2D image compositing, finishing and retouching operations on rendered frames.
• Preparation and set up of scenes for distributed and/or network rendering, and submitting those scenes to our render farm management system.
• Work independently and as part of a team.
• Maintain high quality standards and meet tight deadlines.

Firm Description
Located in Lower Manhattan, SHoP was founded in 1996 by five principals. The practice has grown over the past fourteen years to an office of over seventy people. Our educational and professional experience encompasses architecture, fine arts, structural engineering, finance, and business management. With the exception of single family residences, we work on many project types, from multi-story housing to academic buildings to master plans. We’re currently working on numerous projects totaling $2 billion around the world, and we’re having a lot of fun doing it. SHoP has won numerous awards, including the 2009 National Design Award for Architecture Design by Smithsonian's Cooper-Hewitt National Design Museum and the 2010 Chicago Athenaeum Award for American Architecture. SHoP's work has been published and exhibited internationally, and is in the permanent collection of the Museum of Modern Art.

Specific Skills / Requirements
• Bachelor's Degree in Architecture, Interior Design, Graphic Design or Industrial Design
• 4 -5 yrs experience in a design firm environment
• Strong communication skills
• Intermediate / expert knowledge of modeling, rendering and animation with 3ds Max
• Intermediate / expert knowledge of lighting and rendering with VRay
• Expert knowledge of editing and compositing with Adobe Photoshop and Illustrator
• Familiarity with workflow and document management using Adobe Bridge and Version Cue
• Familiarity with modeling and rendering in Rhino with VRay
• Proficiency in freehand sketching, and or painting / photography is a plus
• Immediate availability

To Apply
For immediate, confidential consideration, please send your resume, relevant information, and a series of 5-10 portfolio images (pdf format <5MB or web link) that include visual examples of 3D renderings, sketches, photography, illustrations, and/or finished animations to: mdr@shoparc.com.

SHoP Architects is an Equal Opportunity Employer. All applicants must have legal US work status.

Absolutely no freelancers or contractors will be considered.

Please visit our website at: http://www.shoparc.com