

Job Description – VDC Animator

Requirements:

3rd level qualification in an architectural, engineering and construction (AEC) related field

Experience with specific animation software platforms will be beneficial

3+ years' experience in a similar role

Portfolio presentation

Strong working knowledge of industry-standard software including Navisworks, Synchro, Revit, ArchiCAD, Sketch-up, 3ds Max, Maya, Unity etc.

Reporting to the BIM manager the key responsibilities of the role include:

- Collaborating with the production team members to understand needs, review construction methodologies and site logistics, design storyboards, and create and edit animations.
- Using software and other techniques to produce 3D/4D animations and 2D outputs
- Listening to feedback and altering animations to better suit user needs.
- Ensuring that the final product is delivered on time and for agreed milestones
- Updating models and animations when required
- Highlight potential construction sequencing problems
- Highlight potential Health and Safety issues
- Using creativity and artistic techniques to “tell a story” and provide information in visual form.
- Develop models for use in a Health and Safety induction forum
- Provide support to the BIM Coordination team when required
- Researching industry trends and developments and learning new applications – AR, VR etc.

The right candidate will be adaptable and creative and have strong communication, presentation, interpersonal, and IT skills along with a good working knowledge of construction related methodologies.