

FACTORY 42

The background image shows a person in a grey dress running through a large, dark, industrial interior space. The space has a high, arched ceiling with exposed structural elements and large, arched windows. The walls are made of brick and concrete, showing signs of age and wear. The floor is dark and reflective. The overall atmosphere is dramatic and industrial.

Candidate brief for the position of
UI Artist

Somerset House, Strand, London WC24 1LA

A man wearing a VR headset and holding a controller is interacting with a large, low-poly digital head model in a gallery setting. The room features several framed artworks on the wall, including a portrait of a woman and a portrait of a man. A large, realistic head model is also visible on the left side of the frame.

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About Factory 42

Factory 42's mission is to change the way people experience entertainment.

Using our creative expertise, relationships and technology we will push the boundaries of storytelling and take consumers to new worlds of enhanced reality.

We are a group of producers, designers, writers, directors, engineers, artists, software developers, architects, academics and neuro-scientists that creates compelling, immersive stories and experiences.

We know that world class story telling – our core strength – is the single biggest thing that defines our success – no matter what technology is involved. We are building a team of the best technical and creative minds to take advantage of the coming disruption in the TV, film and games sectors to create a new genre.

Using interactive technologies we are developing a multi-sensory approach to narrative and will build unique experiences that engage people's emotions and create presence and empathy.

HOLD THE WORLD

With David Attenborough

A ground-breaking
interactive virtual
reality experience

sky
VR

FACTORY42

Recognition for our work



WINNER

Our Culture

We make content and experiences of the highest possible quality while enjoying what we do because....well...life is short.

We are creatively ambitious and brave.

We work hard and deliver to the highest standards. A lot of what we are doing is difficult but we relish solving complicated problems and breaking new creative ground.

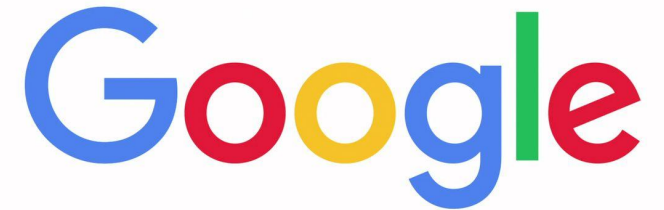
We work with the best possible people in their fields, play to our strengths and learn from each other because we are stronger that way.

We all muck in where required and are flexible.

We all take turns to make the tea and do the washing up.



Our Partners



Our Location

We are based in Somerset House, a former Royal Palace overlooking the River Thames and on the edge of Covent Garden.

Somerset House is home to the largest and most diverse collection of creative organisations, freelancers, artists, makers and thinkers in London.

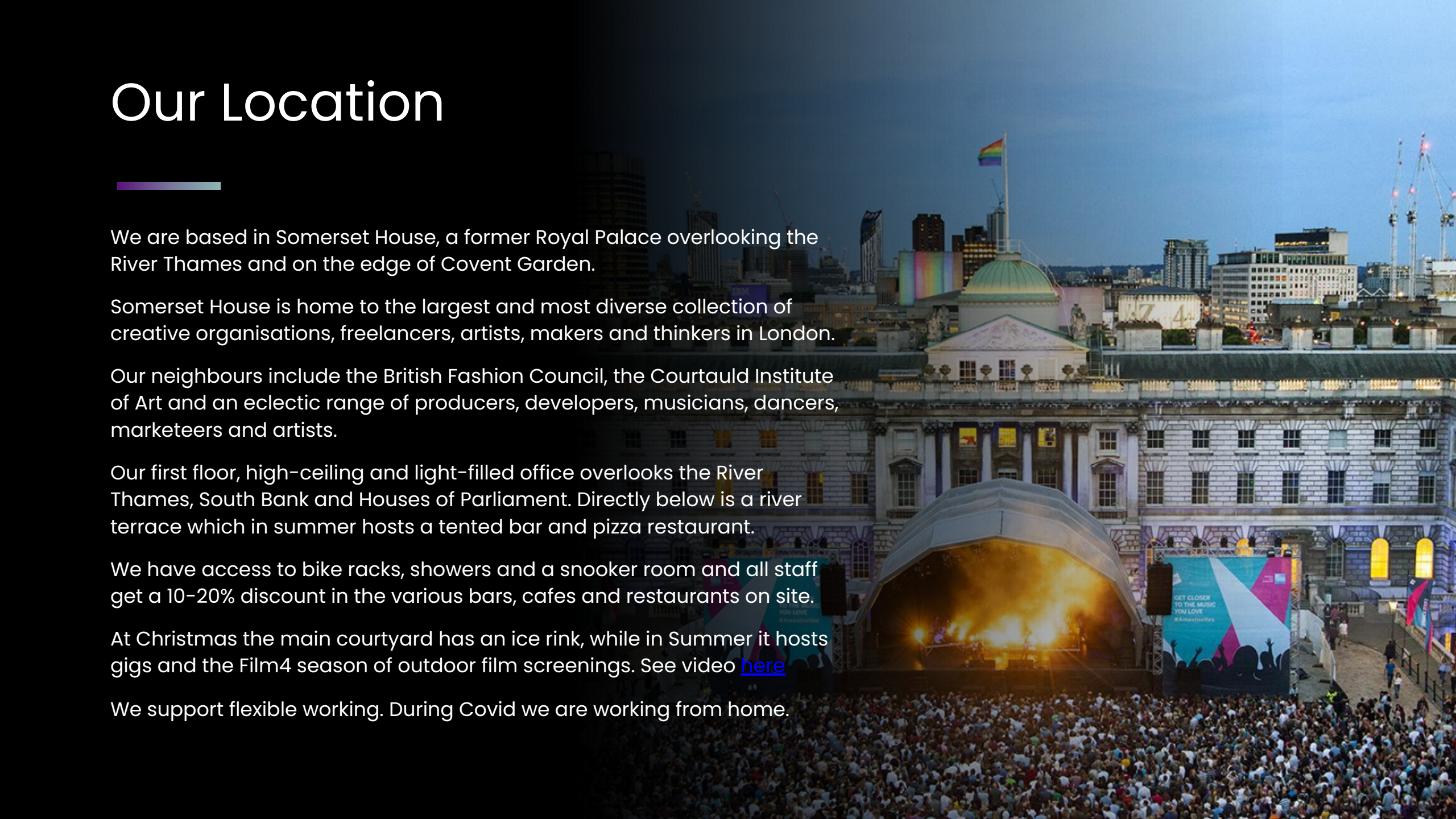
Our neighbours include the British Fashion Council, the Courtauld Institute of Art and an eclectic range of producers, developers, musicians, dancers, marketers and artists.

Our first floor, high-ceiling and light-filled office overlooks the River Thames, South Bank and Houses of Parliament. Directly below is a river terrace which in summer hosts a tented bar and pizza restaurant.

We have access to bike racks, showers and a snooker room and all staff get a 10-20% discount in the various bars, cafes and restaurants on site.

At Christmas the main courtyard has an ice rink, while in Summer it hosts gigs and the Film4 season of outdoor film screenings. See video [here](#)

We support flexible working. During Covid we are working from home.



The Role: Key Responsibilities



- Designing, creating and implementing the UI within games and mobile apps
- Defining highly polished, audience appropriate UI look and feel
- Creating high quality UI artwork and the associated source assets
- Working with colleagues from other teams to create well functioning and bug free UI within Unity.

The Role: Knowledge, Skills & Experience



Required Skills

- Proven UI Art experience within the games industry with a portfolio of work examples
- The ability to demonstrate a practical understanding of UX/communication design conventions
- Excellent visual design skills (sense of composition, layout, graphical form, typography, iconography and colour)
- Excellent 2D art skills, both hand-drawn and digital, bitmap and vector art.

Bonus Points

- UX Design – creating layouts, including wireframes and user flow in collaboration with design team
- Experience in 2D animation and motion graphics

Software

- Adobe Suite Unity
- UX prototyping design software