

Copenhagen 09.08.2021

### **3D Visual Artist at Cobe**

Cobe is looking for a 3D Visual Artist with min. 3 years of experience, to join our office in Copenhagen, Denmark. You will work closely together with our project teams and your primary task will be producing high quality 3D visual renderings of our projects – both in competition phases and during detailing. You will be an important part of continuously developing Cobe's visual identity, and the ideal candidate will have superb visualization skills as well as a creative, co-operative mindset.

Only candidates with the following qualifications will be taken into consideration:

- You have experience creating architectural renderings of very high quality (both exterior and interior). For quality references and style, please see our website [www.cobe.dk](http://www.cobe.dk).
- Preferably you have experience working at an architectural office.
- You have extensive experience with 3D modeling in Rhino, 3ds Max and rendering with Corona Render. Candidates with only Sketch Up skills will not be taken into consideration.
- You have extensive knowledge of Photoshop, and familiarity with the rest of the Adobe Creative Suite is a necessity.

Besides this we are looking for a profile that can say yes to most of the following:

- Other specific skills within visual art such as producing and editing animations (Twin Motion, Unreal Engine and Lumion), photography or similar is a plus.
- You have a good eye and passion for image composition, materials, light and colors.
- You have a background in – or professional knowledge of – architecture and/or urban planning.
- You are capable of working within tight deadlines.
- You are organized, flexible and responsible for workflow and deadlines.
- You are a good colleague and a team-player, and also capable of working independently.

We offer a job in a creative environment, with the possibility of both working in inspiring teams and immersing yourself in specific tasks. For the right person we offer the possibility to affect your own job description as you and the office develops. You will have the possibility to be a part of continuously developing Cobe's visual identity.

### **Application**

Applications are treated confidentially and handled continuously. Interviews will be held on an ongoing basis. We are looking forward to receiving your application, CV and portfolio included. Please send the application to [job@cobe.dk](mailto:job@cobe.dk) with the subject "3D Visual Artist". Salary commensurate with experience. For more information about the position, please contact Cobe's Visualizations Manager, Max Neumeister, at [mne@cobe.dk](mailto:mne@cobe.dk).

### **About Cobe**

Cobe is an architectural firm founded in 2006 by architect Dan Stubbergaard. The firm's ambition is to create surroundings that actively contribute to extraordinary everyday living. Among the firm's most significant projects are The Silo in Copenhagen's Nordhavn (North Harbour) district, the urban space Karen Blixens Plads at the University of Copenhagen and HALFTIME, the global headquarters for adidas, in Germany. See more information on [www.cobe.dk](http://www.cobe.dk).