

Job Title: Art Director

**Department: Art Department** 

## **Overview of Role**

An art director (AD) helps to create and manage the overall design and visual style for screen productions. They realise the production designer's (PD) and director's vision for the look and style of a film or TV production. The AD sets the general artistic tone that the PD requires, using imagery and aesthetics to bring concepts to life. They are the project manager of their sets. The AD takes the production designer's ideas or research and makes them into a coherent, practical space that combines all the needs of the other departments while maintaining the integrity of the designer's ideas. Art directors work to a budget, overseeing the working schedule for all required design, construction and dressing work. They oversee construction both in studio and on location. They communicate with the art department team and collaborate with the construction team, set decorators, props and effects teams.

## **Core Responsibilities:**

These core responsibilities are provided as a guide and are not exhaustive. The exact responsibilities in a particular job will vary depending on the scale / budget band / genre of the production.

١.	Interpret the brief and prepare a design visualisation	
		Identify requirements or creative concept the PD may have
		Collate information about the period, genre, and type of production in relation to the design requirements to make creative design decisions
		Suggest amendments, additions, or alternatives to enhance the brief when required, providing references or designs, if necessary
		Liaise with the PD, supervising art director (SAD), and construction manager (CM) while developing the set design to ensure all proposed details are within budget

## 2. Research design information

Confirm the scope, depth and specific objectives for the research
Brief assistants on their role in the research, as required
Assess whether existing material is relevant and up-to-date, and that they are legally allowed to use it
Prepare the findings in a way which addresses the objectives in a concise, accurate and useful way
Identify the nature, style, content, and creative intention of the graphic elements from the design specification and supporting information
Ensure they record all sources of information and store this with the results of their research

		Maintain confidentiality of sensitive information in line with organisational procedures
3.	Ag	ree requirements and parameters for design activity
		Assess key information from the production brief that could impact on design, for example, budget and timescales
		Confirm priorities and resource requirements with PD and SAD
		Evaluate key information relating to scenes, locations and shooting schedules
		Identify the significance of each scene for inclusion in the schedules of requirements for the set
		Check with the production team when information about the production is incomplete
		Confirm with decision makers which visual elements and resources are required, and inform those responsible for their acquisition
		Identify functional elements, such as props, scenic design, and specialist equipment, that may be required
		Liaise with the CM regarding materials, resources and how the look can be achieved
		Review and justify costs for the proposed design
4.		termine production design requirements
		Liaise and incorporate other departments' requirements, such as those from the set decorator, SFX, VFX, stunts, grips, camera, lighting, and locations
		Determine continuity requirements
		Clarify and confirm visual style and intended impact with the decision makers
		Identify physical characteristics from design information and specifications
		Obtain specialist advice when problems are identified that are beyond their expertise
		Ensure the set design continues to adhere to the PD's vision, while being realistic within the given budget
		Ensure CM and SAD are made aware of how the drawings are developing and that the proposals do not exceed the allocated budgets
		Confirm changes requested by decision makers and incorporate them into requirements
5.	Pla	an and present designs
		Work in collaboration with the SAD and PD to produce visualisation presentations for the director / director of photography (DOP) / producers and other decision makers

		Use visual interpretations, when required, to aid others' understanding of the creative vision, such as white card models or working drawings
		Use a full script breakdown, where a script is available, to provide further visualisation
		Check that others understand the agreed visualisation, and concerns are addressed
		Discuss the practicalities of the agreed visualisation and the type of materials, equipment, and locations that will be required in line with budget and timescales
		Communicate production requirements, provide construction teams with a folder of references of inspirations and colour / texture finishes.
		Review suggested additions or amendments to the visualisation and present changes to the relevant people
		Advise production team of the impact and implications of any changes, issues or problems which may affect the production schedule or the visualisation of the design
		Monitor changes to the production schedule and ensure relevant people report any problems or issues to you, ensuring the construction department are aware and can adapt the build
6.	Cr	eate drawings to meet production requirements
		Consult with CM or SAD regarding specific techniques or other requirements
		Check and confirm that the drawings and associated material are complete and clearly convey design requirements and technical information
		Check and confirm that drawings contain information for the intended use and are
		completed within agreed timelines
		Check that an accurate, up-to-date issue list is maintained to show when, and to whom, the drawings have been issued
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Role Specific Skills:				
	Interpret the brief or concept to fully understand the brief given by the production designer			
	Research and evaluation of reference material			
	Produce physical or digital models			
	Complete working drawings via CAD or hand-draughting based on knowledge of draughting and construction techniques			
	Liaise with the PD and SAD as well as other departments (especially construction, VFX, and SFX), during the development and build stages of a set			
	Train those working for you; how to draw, techniques, methods, and professional etiquette			
Other / Transferable Skills:				
	Communication: interpreting other's requirements and communicating requirements to other departments and colleagues			
	Teamworking: collaborating within own and with other departments, liaising with construction department			
	Networking: investing time in networking activities, building a network of business contacts and establishing rapport with others quickly and effectively			
	Problem-solving: contingency planning and resolving issues with suggested designs so that productions remain on schedule			

☐ Handover sets with clear instructions to the standby art director once shooting commences

## **Attributes:**

Resilience and enthusiasm: adapt positively to changing work priorities and patterns, ensuring deadlines continue to be met. Proactive and explores new ideas and non-standard ways of working which will enhance and deliver the best results for the production
Productivity: organises work effectively and achieves required results within deadlines. Demonstrates the drive and energy to get things done in pressurised situations and escalates appropriately when necessary
Ethics and integrity: honest and principled in all of their actions and interactions. Respectful and inclusive of others, and meets the ethical requirements of their profession
Flexibility: willing to both listen and learn and to accept changing priorities and working requirements and has the flexibility to maintain high standards in a changing production environment
Professional development: develop an ethos to learn and seek out learning and networking opportunities, identifying those that will be most beneficial