

Job Description

Job Title: Show Set Designer
Reports To: Executive Vice President & Principle Creative Director

Summary

The Show Set Designer will demonstrate his or her creative, illustrative, and artistic expertise in the development of scaled models, drawings, and outstanding design solutions. The individual will use a variety of drafting techniques and tools to develop show set packages for dynamic shows, facilities, and creative environments. This person will have experience in either themed entertainment or hospitality design.

Essential Job Functions

- As directed by the Project Director or project lead, creates the show set package, ensuring it articulates the project's creative vision and represents its design intent in models and drawing packages
- Participate in early concept development, design, cost, schedule and technical reviews of new attractions, rides, show, and environmental projects
- Develop creative design, color boards, sketching, drafting, and models and other creative output that outline solutions to integrate elements into a themed environment
- Provides concept design of models, sets, show, and scenic elements through various visual tools that includes the use of art, illustration, architecture, drawings, paint, sketches, storyboards, 2D and 3D digital design and multimedia mediums
- Creates multiple technical and creative approaches and solutions to meet critical design criteria (such as guest experience, hourly ride capacity, timing, and vehicle spacing) while adhering to local building codes
- Develop, organize, and assemble high-quality show set design packages that articulate the project's creative design intent, demonstrates creative, artistic, and illustration abilities, and integrates details the various show elements of an attraction (such as scenery, special effects, show action equipment, animated figures, props, animated props, audio equipment, and lighting equipment)
- Utilize various drafting techniques and tools to create dimensional, scale drawings, and models detailing construction methods and the integration of various show elements with each other and the facility
- Develop and present appropriate project presentation artwork outlining creative goals and intent to both internal and external audiences to communicate project concept, content, and status and to gain internal and external approvals
- Work closely with VP of Creative and the Creative Director to meet all budget, schedule, and quality goals

Key Competencies

- Must have artistic visual skills, including drawing, painting, sketching, story-boarding, and/or computer design with the ability to hand-draw ideas and thoughts
- Must understand digital creative mediums and have a working knowledge of design software (ADOBE InDesign/Photoshop/Painter/Illustrator, AutoCAD, Revit, SketchUp Pro, Unity/Maya/Unreal/Rhino/3D Studio MAX, and 3D Virtual Software)
- Must demonstrates the ability to communicate creative concepts using multiple mediums
- Must be a self-motivated team player with the ability to work collaboratively in a team environment to meet tight deadlines
- Must be a creative thinker and problem solver with strong technical ability with various design techniques/tools, such as show set/scenic design and drafting, 3D modeling, and architectural design
- Must have the ability to read technical drawings, have previous experience with proper schematic-level documentation, and have a working knowledge of industry standards

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- Must have strong interpersonal, communication, and collaboration skills and ability to work effectively in a multidisciplinary team environment

Required Education and Experience

- Bachelor's degree in Architecture, Fine Arts, Design, Theater, Graphics, or related field
- 5+ years of experience within an attraction development environment
- Must have successfully designed, developed, and assembled several project show set design packages
- Must have theater, scenic design, and/or architecture experience and training

Preferred Qualifications

- Master's degree in Architecture, Theatre, Fine Arts, or related field
- Training in arts, show set design, and themed entertainment environment
- 5+ years of theme park, theatrical design, production and field installation experience

Travel Availability

- Travel up to 10% is required for this position
- Travel could be off-site, out of state, or international
- A valid passport is required for this position

Physical Requirements

Employee will be required to sit or stand for extended periods of time. Will also be required to bend, twist, reach, push, pull, and operate office machinery. Must be able to lift no more than thirty pounds. See Travel Availability for travel requirements.

Note: Other duties may be required by the employee at any time, without notice and not be covered in the above statements.

Signatures

This job description has been approved by:

Director: _____ Date: _____

Employee signature below constitutes employee's understanding of the job requirements, essential functions and duties of the position.

Employee: _____ Date: _____