The Art Director

An Art Director is the captain of their ship. Their ship can take on many forms, such as a website, brand, or videogame, but the controls are still the same. The Art Director has the responsibility of guiding the team they control to the end destination. This destination is the finished product the team has been working on, and this product is not just the result of the director, but of all of the director’s subordinates. That is where the Art Director has to utilize skills not necessarily taught to them in a classroom. An Art Director needs the people skills to properly convey their ideas to their team. Much of the director’s work is spent dealing with people rather than machines.

That’s not to say that the Art Director only needs people skills to succeed. The director needs to be just as skilled, if not more, than their subordinates with tools like photoshop and adobe illustrator. The director needs a firm understanding of all things business, as they are the bridge between the corporate and creative world in their company. This is also where the director’s skills in leadership and communication will come in handy. Most importantly an Art Director needs the confidence to make decisions that will affect the image of the company, and have no second thoughts when doing so.

Being an Art Director is a full time job. Small projects may allow for part time work, but once a director enters the big leagues it's all hands on deck. Seeing a product through from start to finish requires the director to be working full time, and most companies that are hiring Art Directors require one with many years of experience and the capacity to dedicate their life to the completion of their product. Being a jack of all trades is a useful skill as well. Knowing all forms of software, being able to talk to anyone about your creative vision, and confidence in their work are all vital skills needed to succeed in this field.

Job 1)

[Apple](https://www.indeed.com/cmp/Apple?campaignid=mobvjcmp&from=mobviewjob&tk=1f1jik5p3ocbp800&fromjk=df9c2f490185581d)

[10,123 reviews](https://www.indeed.com/cmp/Apple/reviews?campaignid=mobvjcmp&cmpratingc=mobviewjob&from=mobviewjob&tk=1f1jik5p3ocbp800&fromjk=df9c2f490185581d&jt=Art+Director%2C+Apple+TV%2B)

Culver City, CA

**[Apply On Company Site](https://www.indeed.com/rc/clk?jk=df9c2f490185581d&from=vj&pos=bottom&mvj=0&jobsearchTk=1f1jik4noocj9800&sjdu=YmZE5d5THV8u75cuc0H6Y26AwfY51UOGmh3Z9h4OvXipm2o1NkDl2jqvf7W5QfqvQPTx7ack05kPwIeOSvQquQ&astse=b91922b2f2f30c4b&assa=4979&vjfrom=tp-semfirstjob)**

## **Job details**

Job Type

Full-time

## **Full Job Description**

Summary

Posted: **Mar 17, 2021**

Weekly Hours: **40**

Role Number:**200225259**

Apple TV+ is seeking an Art Director to join the Brand Creative team. This position has a strong focus on digital marketing in the film and television awards space, actively engaging in other areas of awards creative development and concepts for original campaigns. Working with all of ATV+ Marketing, the Awards Brand Creative Director, and various team members, you will be required to build and maintain positive relationships with internal partners and ensure that all work delivers to Apple standards of excellence. The right candidate is an experienced storyteller, visually and verbally, with a strong passion for typography, photography, and entertainment. You have advanced design skills and you’re able to bring creative to life with outstanding execution, as well as, the ability to give written and verbal direction toward developing larger campaign creative.

Key Qualifications

* Shown ability to develop and guide high-quality brand design and creative
* Minimum of 10 years design experience, preferably with emphasis in entertainment
* Strong Mac skills and proficiency / expertise in Adobe Creative Suite (Illustrator, Photoshop & InDesign) and Apple Keynote
* Ability to develop creative solutions when required to pivot
* Strong written and verbal communication skills
* Proficient in digital and print advertising formats and design best practices
* Collaborative and team oriented approach
* Experience handling a high volume of work
* Experience in a fast paced creative environment
* Experience working with global creative a plus

Description

Help guide and execute the creative development for film and television awards marketing and brand design, following the lead of the Creative Director. Help manage the development of original imagery for film and television awards, including building and coordinating keynote presentations for upper management. Provide art direction for concept development, media, promotional materials and tactical executions. Manage communication to outside creative agencies, providing direction and revisions on comp explorations, reviewing proofs and approving mechanicals. Engage with and contribute to creative campaign brainstorming. Monitor creative team’s progress against schedules on assigned projects. Discuss and review work with internal team and cross-functional partners to ensure it is on strategy and aligned with other campaign creative.

Education & Experience

Bachelors degree or equivalent

Apple

Searched on 3/24/2021

Job 2)

## **Job details**

Job Type

Full-time

## **Full Job Description**

The Designory is looking to hire a full-time Junior Art Director to work in fast pace environment of constant challenges on digital and social focused tech accounts. This is a very illustrative, typographic, and design focused role. Passion for your work is an absolute must – we take pride in our work!

**RESPONSIBILITIES**

* Apply strong typographic, illustrative, and concepting skills for various assets including banner ads, social, and digital.
* Collaborate with Project Management, Production, Art Buying and Studio to achieve the best solutions for assignments
* Produces story boards for client representations on assigned projects
* May assist in presenting final layouts to client for approval
* Keeps current on design/production trends, materials and developments

**QUALIFICATIONS**

* Ability to adapt to current work quick, detail-oriented, well organized.
* 1-2 years related experience and/or training; or equivalent combination of education and experience (strong portfolio can replace any formal education requirements). Recent graduates OK.
* Expert skills in Adobe Creative Suite (especially Illustrator, Photoshop and InDesign).
* Some skills in AEM, Sketch a plus.
* Passion for interactive design, trends in mobile, social media, and print design.

Designory

Searched on 3/24/2021

Job 3)

## **Job details**

Job Type

Full-time

## **Full Job Description**

**Overview**

**You inspire creativity and lead with clear direction.**

With keen aesthetic judgement and a well-managed plan, you are a natural at leading your creative team to success. There is never a time when you are not thinking of new ideas, and your clients appreciate your dedication to providing high quality and impactful campaigns. Such talent and guidance make you the right fit for this impactful **Associate** **Creative Director, Art** role with **GSW**.

We are looking for an **Associate Creative Directo**r with an art direction background who can work with our team in coming up with creative ideas and solutions to support our clients. You will be the day-to-day creative lead on specific brands with a focus on art direction and visual design. Our ACD will report to a Creative Director and will manage a team of art directors at various levels. You will work in partnership with the account team and strategy to ensure the delivery of high-quality and well-crafted creative work. You will contribute to the strength of the agency-client relationship by nurturing relationships with clients through communication, collaboration and great work.

**GSW** is a full-service healthcare communications agency that goes beyond advertising to create personalized brand experiences. We develop strategic marketing solutions for pharmaceutical, biotech and health-and-wellness clients around the world. We create experiences that involve, inspire, educate and activate people through ongoing brand journeys.

**Responsibilities**

* Provide creative leadership and standards for the entire brand
* Present work both internally and externally to clients
* Partner with clients on effective creative development
* Manage to client contract and project agreements ensuring appropriate talent-to-task
* Monitor and manage team activity to ensure timely delivery of products and services to accounts
* Provide vision to team members around visual look and feel for the brand
* Create partnership approach with peers from other departments (e.g. Account Services, Brand Planning, Medical Strategy, etc.) on client’s business-creative vision
* Facilitate communication between team members and clients necessary to maintain strong relationships and effective creative management
* Provide creative and management direction as well as developmental support to direct reports
* Participate in new business/client activities and pitches as requested
* Act as a hands-on art director (as appropriate) when needed.

**Job Requirements**

* Proven ability to think beyond the campaign and help develop and drive creative marketing solutions (platforms) for client brands, with an emphasis on digital media.
* Prior business development experience and demonstrated success strategic and concepting skills
* Demonstrated success in managing a cross-functional team
* Excellent interpersonal and communication skills
* Demonstrated experience working on a wide range of accounts and categories
* Strategic Thinking: Sees ahead clearly; can anticipate future consequences and trends accurately; has broad knowledge and perspective; is future oriented; can help create competitive and breakthrough strategies and plans. Can connect strategies to creative solutions
* Creative Vision: Sets and maintains high standards commensurate with the company’s creative expectations
* Conceptual Creativity: Ability to think in abstract terms; can make connections between unrelated notions; can formulate innovative ideas where others cannot; seen as original and value-added in brainstorming sessions
* Client Focus: Is dedicated to exceeding clients' creative expectations; acts with the client’s best interest in mind. Establishes and maintains effective relationships with client and gains their trust and respect
* Developing Direct Reports: Provides individual and team creative challenges; connects individual’s career goals to current and future work
* Financial Management: Conscious financial decision making with regard to creative development
* Demonstrating Ownership and Proactivity: Demonstrates ownership of assigned Brand work by continually coming up with new ideas proactively. Ability and willingness to show ownership of Brand work from a visual standpoint
* Presentation Skills: Is effective and dynamic in a variety of formal presentation settings: one-on-one, small/large groups, with peers, direct reports and supervisors; is effective in selling creative rationale and work both inside and outside the organization; instills respect and can manage meeting flow during the presentations
* Willingness to be Flexible: Works beyond what is described in job description as needed. Willing to be flexible for the team, and ultimately the work. Willingness to work across teams as needed

**Requirements:**

* 6+ years agency experience
* Healthcare experience preferred (HCP a plus)
* Deep digital/integrated experience

**GSW** turns against the premise of doing the “same old.” Our culture is focused on collaborative, meaningful advertising and day-to-day interpersonal interaction. We value the diverse backgrounds of our team members, and everyone has the opportunity to provide input and be heard. **GSW** is comprised of creative, motivated individuals who are all here for a reason. We welcome those who strive to work above and beyond their role, who voice their opinion and who are engaged in all aspects of the agency.

At **GSW**, “speak people” is part of our every day. Our employees are inventing ways to go further, faster, thus giving purpose to liberating ideas within healthcare advertising.

**GSW** is part of Syneos Health Communications, a purpose-built collective of agencies focused on supporting health and biopharmaceutical innovators. We work in scalable, collaborative teams that partner across disciplines and geographies to deliver integrated communications strategies that accelerate brand performance. In today’s fast-changing and complex environment, success lies in making connections: between science, emotion, and technology; between data, design and human insight. We’re able to make those connections because our medical communications, digital, advertising, public relations, data science, research and market access specialists work closely with each other and with healthcare experts, including physicians, pharmacists and advocates. Together, we are the connected healthcare partner tapping rich insights to drive innovation, change behavior and pioneer a new era of accountable marketing.

Syneos Health Communications is powered by Syneos Health, a global professional services organization designed to help the biopharmaceutical industry shorten the distance from lab to life.

**WORK HERE MATTERS EVERYWHERE** | How will you accelerate bringing new therapies to patients?

*Syneos Health is an affirmative action/equal opportunity employer (Minorities/Females/Vet/Disabled)*

*#LI-LC*

Syneos Health Commercial Solutions

Searched on 3/24/2021

Job 4)

## **Job details**

Job Type

Full-time

## **Full Job Description**

#### **Job Summary:**

The Associate Brand Art Director teams up with the internal Production Team and Licensees to support the visual and artistic development across multiple licensed titles. You will provide direction, guidance and feedback ensuring all of our games provide interactive and immersive experiences that help extend the narrative of the Star Wars galaxy for fans around the world. You will report to the Creative Director.

#### **Responsibilities:**

* Work with external game developers to guide a game's visual progress from concept through to live service.
* Review game art and marketing materials and submission ensuring content is on brand and high-quality.
* Establish high benchmarks and provide recommendations to improve visual design and execution.
* Use paint-overs, mockups and draw-overs of characters and environments to illustrate changes and improvements to game assets.
* Maintain knowledge of the Lucasfilm brand (past and present) across multiple media including: film, streaming, parks, publishing and games.
* Respond to creative and quality issues; identify achievable solutions delivering brand quality while meeting gameplay and production needs.
* Communicate with Creative Supervisor regarding goals, priorities and individual project progress.
* Work with Lucasfilm groups including: Creative, Marketing and Production.
* Research and identify creative new visual styles; provide appropriate recommendations for new products and partners.
* Partner with Art Coordinator to pull reference applicable to products.
* Develop style guides and presentations for all IP; design and develop for internal creative collateral for franchise business development and brand guidelines.
* Attend screenings, conferences and summits; share relevant insights and information with all teams.
* Participate in creative brainstorming sessions to identify new game experiences or opportunities.
* Meet with game developers to collaborate on specific project requirements, progress and goals.

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#### **Basic Qualifications:**

* Portfolio or demo reel is required; creative ability test may be requested.
* 7+ years gaming experience on a mobile, console or pc product; experience with new mediums AR and VR.
* 7+ years of experience working on branded licensed products.
* Open to direction; act on recommendations to achieve signoff.
* Passion and enthusiasm for the Star Wars and Lucasfilm heritage brand; broad understanding of current and past Star Wars properties across multiple lines of business including: theatrical, streaming, parks, publishing and games.
* Experience with game development including: art creation processes (both 2D and 3D), technology requirements and advancements, trade-offs and challenges associated with development.
* Excellent knowledge of art and visual design principles and techniques regarding character and environment design, rendering, color and animation.
* Draftsmanship skills with the ability to draw and digitally paint characters, environments and structures.
* Create graphics, layout banners, edit media and light 3d models.
* Creatively oversee and guide projects from beginning to end with little assistance while keeping creative supervisor updated on product progress.
* Experience evaluating creative challenges and providing credible and achievable solutions.
* Experience operate tactically to implement against a project's goals.
* Passionate about your work and committed to your discipline and its challenges.
* Full-time work schedule with additional hours during product launches and when working with international partners.
* Receptive to domestic and international travel
* Proficient and knowledgeable about Macs, PCs, game consoles and peripherals.
* Experience using Adobe Creative Suite, Apple Final Cut Pro or equivalent editing media program.
* Experience with a 3D package (Maya, 3DS Max) and with game engines (Unreal, Unity).

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#### **Required Education**

* Bachelor's degree or equivalent experience

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#### **Additional Information:**

Benefits and Perks: Disney offers a rewards package to help you live your best life. This includes health and savings benefits, educational opportunities and special extras that only Disney can provide. Learn more about our benefits and perks at https://jobs.disneycareers.com/benefits

Disney

Searched on 3/24/2021

The key to landing a job as an art director is experience. All 4 of the jobs listed have requirements for years of experience. With the exception of being an assistant art director, all of the job listings require at least 6 years of experience. All of these listings require extensive knowledge and skill in using Mac’s and PC’s. One skill that is most emphasized by all 4 listings is expert knowledge using all sorts of Adobe software, with photoshop and illustrator being the two that are most important. And of course each job deals with different products, so the art director must be well versed in the products the company utilizes in its projects.

The people skills mentioned earlier are also key skills to have when applying for a position as an art director. All 4 jobs listed require the applicant to have no problems interacting with their team in a professional and nonthreatening manner. They must be able to handle a high volume of work, and must also be able to communicate with their team efficiently. Skills in leadership and being able to give detailed reports on progress of creative endeavours is a must for the art director. Handling high volumes of work also means that the art director must be able multitask and never let anything past them.

The only position that has any sort of deviation from these expectations is the assistant art director. The assistant art director only requires 1-2 years of relevant experience, and all of the people skills mentioned above are not a requirement. What stays constant is the necessary software to know. The assistant art director exists to give valuable input on a project, but also to help the art director with their needs. The assistant art director does not have to worry about the professionalism of the business world like the art director, but still helps to organize relevant information for the director’s disposal.

The salary of an assistant art director can vary, but the common expectation of a yearly salary would be between 65,000 to 90,000 dollars in a year. Of course this varies from state to state, but California has the highest average salary with 80,000 dollars per year. Art directors enjoy a much larger salary than their assistants. The art director makes anywhere between 73,000 to 140,000 dollars per year. The average salary of the art director is 101,000 dollars per year. This number is nation wide. In California, where most art director jobs are located, the spread is 83,000 to 158,000 per year, with the average salary being 114,000 dollars per year.

All of the jobs listed, with the exception of assistant art director, are all senior positions in their companies. Art directors must have leadership skills as well as relevant experience in their field, as they are often tasked with creating the face of a company's product, or creating a large scale creative project intended to capture the eyes of millions of potential customers. An assistant art director does not need nearly as much experience as the director, but it is no entry level job. All of the skills required to be an art director, minus the leadership skills are a requirement for the assistant as well. The assistant art director is expected to have leadership skills or at the very least learn them as they work under the director. The assistant art director position would be considered an intermediate position, relevant experience is required, but not as much as being a full on art director.