3D Modeler — Architectural Visualization

Remote · Freelance, per project

NOTA is an archviz studio producing high-end creative exterior and interior renderings for developers, architects and interior designers, primarily for the Israeli real estate market. We're building a small bench of freelance modelers we can hand geometry to per project — **reliable, technically clean, and easy to hand off** to our lighting and render artist.

WHAT YOU'LL OWN

- **Interior** — walls, floors and ceilings at real thickness; correct doors, windows and built-ins; furniture and equipment from libraries or purchased (we cover licence costs); custom furniture only when nothing suitable exists; decor limited to the client spec; clean UV mapping
- **Exterior** — main building modelled to camera-ready detail, including correct window placement and facade detailing; roads, sidewalks, terrain and yards; the surrounding environment the frames require; planting per the master plan; scene optimised to what's visible in camera
- **Every project** — scene stripped of textures, shaders and lights before handoff, merged into a clean file, camera positions screenshotted to the conceptboard and pushed to the shared project folder

WHAT WE'RE LOOKING FOR

- **Build from scratch** — interior and exterior geometry from a brief, floor plan or reference photos
- **Rebuild and optimise** — equally comfortable taking a ready model handed over by the designer, typically Revit or SketchUp, and turning it into a clean, render-ready 3ds Max scene
- **Custom assets** — comfortable modelling bespoke furniture and decor when libraries and marketplaces come up short
- **Archviz track record** — portfolio of exterior and/or interior work in 3ds Max
- **Handoff mindset** — you're building a clean base for someone else to make beautiful, not doing the final look yourself
- **Scene hygiene** — naming, layers, optimisation. This is graded, not optional
- Available for per-project work with a few days' turnaround notice; no fixed hours

HOW WE WORK — WHAT "DONE" LOOKS LIKE

- Real-world scale, quads only, no proxies, modifier stacks collapsed before delivery
- Layer hierarchy by numeric group (technical / building / environment / windows-glass / planting / cars-people), not by how you modelled it
- Windows and pools fully detailed
- Scene pruned and merged into a fresh file before sending — no leftover settings or hidden geometry

Full written spec provided on onboarding. This is the short version.

SOFTWARE

- 3ds Max · Corona Renderer
- Forest Pack · RailClone

YOU'RE NOT RESPONSIBLE FOR

- Texturing or shader work — that's the artist's stage
- Decor that isn't called out in the client's technical spec

ENGAGEMENT

Freelance, **paid per project**. Fully remote — open to any location. The project rate is agreed up front based on scope. Hourly rates apply only to extra work beyond the revision rounds included in the contract.

RIGHTS & CONFIDENTIALITY

Every project runs under NDA and all publishing rights remain with NOTA. You're welcome to keep the work in a **closed portfolio**, credited to NOTA.

HOW TO APPLY

Send a portfolio of exterior and/or interior archviz modelling work plus a CV and a short note on your typical turnaround and rate.

Write to **hello@notavisuals.com**