All Round Interior Visualization Artist

NOTA

Remote · Freelance, per project

NOTA is an archviz studio producing high-end creative interior and exterior renderings for developers, architects and interior designers, primarily for the Israeli real estate market. We're looking for a freelance all-round interior artist who can carry a scene **end to end** — from client brief and floor plan to a finished, client-ready render. On most projects you'll work from a model handed off by a modeler; on smaller ones you should be able to build and optimise the interior yourself.

WHAT YOU'LL OWN

- **Modelling & optimisation (when needed)** — room shell at real wall/floor/ceiling thickness, furniture and equipment sourced or modelled, only the decor called out in the client spec; clean quads, correct UVs, proper layer hierarchy
- **Model check & final dressing** — verify a modeler's handoff meets spec, then place the decor, plants and props that make the frame feel real
- **General Feeling (GF)** — composition, light/shadow and colour direction, benchmarked against the client's references
- **Shaders** — built from scratch per project, biggest surfaces first, reflection before diffuse
- **Render & post-production** — production renders, AI touch-ups, people replacement, final grade

WHAT WE'RE LOOKING FOR

- **Full-pipeline capability** — you can model and optimise an interior from scratch when a project has no separate modeler, not only work from a clean handoff
- **A strong eye** — composition, light and colour aren't an afterthought; show us frames you're proud of, not only technically correct ones
- **Corona fluency** — building shaders and lighting from scratch to match a reference, not tweaking presets
- **Post-production chops** — confident in Photoshop, comfortable with AI tools for touch-ups and people/prop replacement
- **Reliable communicator** — you flag issues early rather than sitting on them
- Available for per-project work; no fixed hours required

HOW A PROJECT RUNS

1. **Grey render** — basic geometry in place and camera positions set, so composition and framing are agreed before any look development starts
2. **Lighting & textures** — light, materials and colour brought close to the client's reference
3. **Final touch-ups** — finishing in Photoshop and AI tools through to the delivered image

Each stage carries a couple of client revision rounds.

STUDIO STANDARDS

- Real-world scale, quads only, no proxies, modifier stacks collapsed
- Layer hierarchy organised numerically by group, not by how you modelled it
- Camera positions come from the client brief first; propose your own only when the brief is silent
- Every render posted to the project conceptboard beside its reference for direct comparison
- Scene and assets collected to the shared Drive folder after each approved stage

SOFTWARE

- 3ds Max · Corona Renderer
- Forest Pack · RailClone
- Photoshop (or equivalent) and AI tooling for post-production

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 covering both modelling and lighting/render/post work — ideally with reference-vs-final comparisons — plus a CV and a short note on your typical turnaround and rate.

Write to **hello@notavisuals.com**