



mustard

viz



**The continuing development of software and technology sees visualisation being more prevalent than ever in today's society. Computer graphics hold virtually unlimited potential when it comes to design, with vast application throughout a wide array of sectors and platforms. The increasing demand for high quality VFX, sprawling adventure games and life-like architectural visualisations has seen huge growth in employment opportunities and talent.**

Mustard Viz is our divisional brand which has been set up to cater for the ever-evolving sector. We cover all aspects of the market including Design, Operations, New Business, Project Management, Development and Client Services.

# motion picture



**Motion Picture is a term that we use to collectively refer to VFX/Animation within the film and TV sector. The introduction of online streaming platforms has given the sector a further boost, providing new ways for audiences to view high-quality content from the luxury of their own homes.**

From concept to completion, production can take years, involving thousands of people across multiple stages of the project. Mustard Viz specialises in VFX recruitment, providing talent to both boutique agencies and large-scale operations globally.

## Typical roles recruited for

3D Designer	Art Director
Compositor	Technical Director
Rigging Artist	Production Manager
Animator	VFX Supervisor
Modeler	CG Supervisor
Environment Artist	Runner
Texturing Artist	Layout Artist
Special FX Artist	Matte Painter
VFX Lead	

Clients

sky

S Q U I N T / O P E R A

# gaming



**Since the introduction of the first video game ‘Pong’ in 1958, gaming has taken the world by storm. Whether it be a AAA game created by a giant global studio, or an indie game created by a boutique developer, the sector caters for everyone.**

The continued development of technology has always been at the forefront of gaming. With users demanding better graphics and bigger levels, studios continue to push the boundaries of what was once thought impossible.

Mustard Viz specialise in providing talent across all aspects of the project lifecycle and are constantly searching for the next software and technologies to be implemented within the sector.

## Typical roles recruited for

Character Artist	Conceptual Designer
Environment Artist	Animator
Level Designer	3D Designer
Game Designer	Art Director
Audio Engineer	Game Writer
Programmer	UI Designer
Creative Director	UX Designer
Storyboard Artist	

Clients



SONY

# architecture/ interiors



**Visualisation has become integral part of Architectural and Interior Design processes, no longer just a nice to have it has become an essential tool. It gives both the Client, designer and other stakeholders an understanding of how the project will look and sit in its surroundings, at various stages of the development of the scheme.**

The image, concept and walkthrough that a Visualiser produces can be the difference in winning a competition, pitch or planning permission. The process is a blend of technical skill and artistic ability, which allows the designer to deliver the perfect visual message to the client.

mustard VIZ has recruited in to the divisions of these businesses for many years along side another division of our business mustard BE which supplies candidate across the built environment.

## Typical roles recruited for

- 3D Visualiser
- 3D Visualisation Specialist
- 3D Artist
- 3D modeller
- CGI Artist
- Motion Graphic Artist
- Real Time Artist
- Head of Visualisation

Clients

jtp

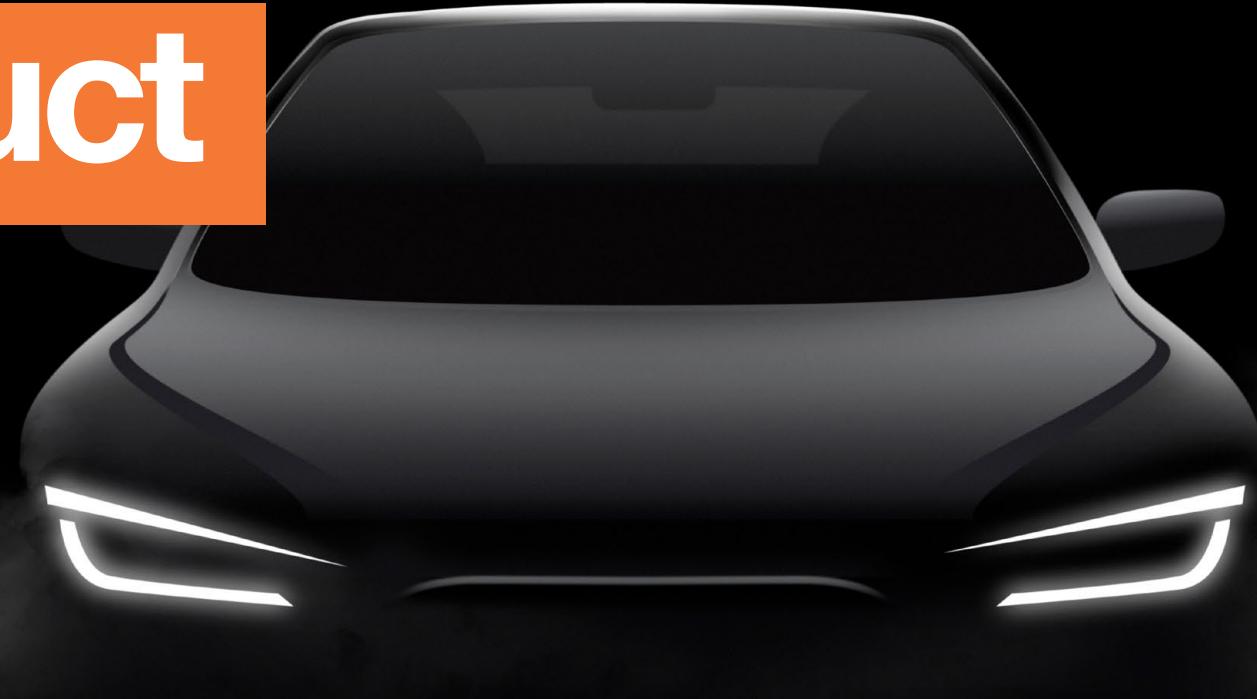
ARUP

aD

DESIGN  
INTERNATIONAL

Glenn Howells  
Architects

# product



**Product visualisation is used across all areas of the creation, development, advertising and marketing of brands old and new. Whether it is a packaging design firm working on FMCG goods or across automotive design and marketing, visualisation can be used at multiple points across the design process.**

It has become impossible to tell what you are looking at when you see a finished advert on television, is it a visualisation or the real thing?

Companies use visuals to win pitches, demonstrate previous work and services they can offer, display a variety of concepts as well as demonstrate that initial product idea. It covers a wide range of disciplines and specialisms, from new car concepts, the latest gin bottle or even your cereal box, where, as well as a pencil and sketch pad, product visualisation would have been the starting point.

## Typical roles recruited for

3D Visualiser  
3D Artist  
Retoucher  
CGI Artist  
Motion  
Graphics  
Artist  
Head of  
Visualisation

Clients

DesignBridge



BULLETPROOF

b burrows



# the mustard viz team



**James Newman**  
**Team Leader – Visualisation**  
**(Gaming/Motion Picture)**

James runs the Visualisation team here at mustard and specialises in the Gaming/Motion Picture sector. He brings a wealth of knowledge and a personal interest to his desk which is a massive growth area for mustard, using his experience to help us build the team from the ground up.

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**Thomas Knock**  
**Consultant – Visualisation**  
**(Architecture/Interiors)**

Thom runs a Visualisation desk for mustard, with an emphasis on Architecture, Interiors and product/branding agencies. Thom is a Cardiff University Graduate and came to mustard from a retail background, after which he hasn't looked back.

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# contact us



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