

Job Description:

Head of Department– Scenic Art



Full Time, Permanent Position

Salary: £37,000 – £42,000 depending on experience



Rocket Scenery began life sharing a small unit with Nottingham Playhouse. Since then it has grown in both workshops, staff and reputation; proudly being involved in some of the greatest shows touring the UK, in the West End, and overseas. Working with some of the best designers, we have mixed our creativity with their ideas and brought to life some magical theatre.

With dedicated workshops for each department and the special facilities of a paint frame and floor painting area, Rocket Scenery is able to be flexible and work on more than one show at a time; currently Moulin Rouge & Swan Lake.

Though we work with some invaluable freelancers, Rocket Scenery is built on its permanent staff. Led by its team of directors: Helen, Kevin, Nick and Ray, there are 23 staff across the company working in Draughting, Fabrication, Carpentry, Scenic Art and Set Electrics. Though Rocket Scenery is bigger than many other shops, we still strive to have a 'family' atmosphere; supporting each other and sharing meals if you wish to.

Committing to permanent employment means that all Rocket staff have paid holiday and sickness absences, pension contributions, and paid training.

Job purpose of the Head of Scenic Art:

To lead and manage a team of Scenic Artists to produce quality scenery to a high standard of finish whilst adhering to timescales and budget available.

To liaise and communicate effectively with staff members and to create productive working relationships with Designers and Production Managers.

To be the decision maker on how best to achieve the designer's vision; collaborating with the designer and the senior Scenic Artists to find the best solution.

Duties & Responsibilities:

Paintshop Management & Communication

- You will ensure work is budgeted, planned, scheduled and distributed to meet required deadlines. You will attend regular meetings to develop work plans for productions.
- You will supervise and monitor staff to ensure the highest appropriate standards of work are maintained at all times whilst still keeping to budget and schedule; reporting changes and overruns as soon as possible.
- You will build an effective and positive team providing support, supervision and encouraging staff to develop their skills. Carrying out induction, training, reviews and staff progress as required.
- With the support of the Deputy Head of Department, you will book additional staff when required, arrange paint calls and order appropriate materials in time and within budget.

Scenic Art

- You will use a broad range of scenic techniques, textures and materials in established processes, alongside expanding and developing their use in new ways.
- You will be interpreting designers' small-scale ideas, and developing them into full-scale reproductions.
- You will work with the senior scenic art team, preparing samples showing processes and materials that will create the desired effect within the time and budget available.
- You will be excellent at colour-matching and be able to produce finishes to the highest standards.
- You will stretch, hang and paint scenic cloths and gauzes using projection and measure out and create cut cloths effects.
- You will encourage and teach junior members of the team to develop new skills and processes, occasionally working with students on placement too.
- You will work off site when required at meetings or paint calls.
- Ensure good housekeeping, health and safety and correct working methods in the workplace (meeting COSHH standards) are adhered to.
- To undertake any other duties which are consistent with the function of the job.

PERSON SPECIFICATION – Head of Scenic Art

ESSENTIAL

- The successful applicant will need to have at least 2 years' proven experience of managing both projects and a team. They will also have 4+ years of working in a similar environment.
- The successful candidate will have the traditional fine arts skills of sketching, rendering and painting.
- Be able to read and interpret scale drawings and models
- Ability to create textures using various materials and to use colour to exacting standards.
- Be resourceful and offer creative solutions to realise a design.
- Work efficiently with self-motivation and flexibility.
- Be able to maintain a professional yet friendly rapport with designers and production managers.
- To be able to work under pressure and have an understanding of the demands of the industry e.g. Overtime when required, Sunday Paintcalls and very occasional working overnight.
- Be able to work independently, but also as part of a team, ensuring positive working relationships with colleagues throughout the company.
- Excellent attention to detail and quality control.
- Be happy working at height on ladders, access platforms and paint bridge.
- The role of Head of Department requires the candidate to be physically fit as their job involves manual handling, bending, stretching and reaching for long periods of time.

DESIRABLE

- Have completed a degree or similar in Scenic Arts.
- Be computer literate especially with image editing programs.
- Resourceful in sourcing materials and visual references.
- Clean driving licence.
- IPAF certificate