Downloaded from <https://www.velvetjobs.com/job-descriptions/associate-art-director>

# Example of Associate Art Director Job Description

Our company is growing rapidly and is looking for an associate art director. We appreciate you taking the time to review the list of qualifications and to apply for the position. If you don’t fill all of the qualifications, you may still be considered depending on your level of experience.

## Responsibilities for associate art director

* Recommends, researches and develops imagery (e.g., photography, illustration) to support creative strategy and execution
* Collaborates with writing team to artfully build creative solutions to address specific project objectives
* Directs and is accountable for the final development and production of creative assets and ensures accuracy, attention to details and overall meets or exceeds the design objectives
* Supports the Creative Director and creative team in developing creative strategies and concepts
* Provides visible support for leadership and helps build a unified team mindset
* Using production reviews with character artists to give the feedback necessary to ensure that we deliver on the high-level visual and stylistic goals established by the Art Director
* Leading the Character art team to find the solutions to common design and conceptual problems
* Working in partnership with the Animation Director and Rigging Lead to ensure that character assets meet the animation requirements for that character, and that emerging requirements caused by playtesting and design iteration are accounted for in modified character designs and in production revisions
* Developing guidelines and techniques for reliably creating assets which function well for a post-launch content live environment
* Excellent design skills with an ability to understand how creative will execute on various substrates

## Qualifications for associate art director

* Highly organized, good communication skills and a great team-player attitude
* Ability to both direct 2D and 3d art assets
* Collaborate and garner consensus with game designers, artists and engineers
* Proven ability to innovate and solve problems
* Proven track record mentoring artists
* Able to give effective critiques and also take strong criticism