



 marcus@marcusayrton.com  
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 Marcus Ayrton   
 London

# MARCUS AYRTON

CG Generalist / 3D Animator / Digital Creative

## EDUCATION

### Ravensbourne University

BA (Hons) Animation 1st

2019 - 2022

## PRIMARY SOFTWARE

Autodesk Maya

Unreal Engine 5

Adobe After Effects

\*Adobe Certified Professional\*

Adobe Premiere Pro

\*Adobe Certified Professional\*

PFTrack

Davinci Resolve

Adobe Photoshop

## EXPERTISE / SKILLS

3D Character & Creature Animation for pre-vis

Lighting & Rendering

3D & 2D Camera Tracking

FX Simulation for pre-vis

Compositing FX onto live-action footage

Xsense Motion Capture Performance & Cleanup

Video Editing

3D Modelling and Rigging

A highly creative and technically skilled 3D artist with extensive experience in crafting compelling visualisation for film and TV as part of a world leading visualisation studio. My career blends artistic vision with technical expertise, enabling me to produce high-quality visual narratives that help to enhance storytelling. With a strong background in animation and VFX, I excel at developing intricate compositions and dynamic sequences across a diverse range of projects.

## Experience

● July 2022 - Present

The Third Floor inc.

### Visualisation Artist / Shot Creator

- Ghostbusters: Frozen Empire
- Percy Jackson & The Olympians
- Invasion Season 2
- +5 unreleased Film, TV & Commercial projects

Producing high quality and visually compelling pre-visualisation and post-visualisation, as part of a team of 5-35 artists. Building wide varieties of sequences with dynamic 3D animation, effects, and lighting. Working within rapid turnarounds to meet fast internal and production deadlines, whilst adhering to constant feedback from supervisors, and collaborating extensively with other team members.

Responsibilities:

- **Animation:** Creating visually compelling animation, for characters, creatures, and vehicles. Cleaning up and refining motion capture, all to meet the needs of the shots and sequence.
- **FX and Compositing:** Building & manipulating FX elements. Compositing these onto 3D render layers and live-action footage to enhance visual storytelling.
- **Sequence Design:** Conceptualizing and blocking preliminary sequences using proxy characters and assets. Editing these elements to form cohesive early-stage sequence ideas.
- **Camera animation:** Animating virtual cameras to replicate real-world movements and adhering to real-world constraints, enhancing the realism of the visual narrative.
- **3D Modelling and rigging:** Creating purpose-built 3D models and rigs to provide efficient visual solutions for dynamic action or storytelling needs.
- **Lighting & Rendering:** Utilising lighting techniques to create visually striking shots. Integrating creative elements to achieve realism or stylized visual outcomes

Outreach and Community Engagement:

- Conducted an online seminar for the BFI Future Film Festival.
- Delivered presentations at colleges and universities.
- Participated in career stands, engaging with aspiring creatives and promoting career opportunities in the visual effects industry.

● 2016 - 2022

### Freelance Animator / Motion Graphics Artist

Developed 2D and 3D motion graphics for various industry briefs, including online events, promotional materials, and event stands. Created engaging visual content to effectively communicate brand messages and captivate audiences across multiple platforms.

## ADDITIONAL SOFTWARE

Video Copilot Element 3D, Optical Flares, Saber

Red Giant Trapcode Suite (Particular, Shine)

Duik Bassel plugin + AE Puppet tool

Final Cut Pro X

Logic Pro X

Adobe Illustrator

Affinity Suite

## OTHER AWARDS & ACHIEVEMENTS

'Beached' (2023) dir Chloe Ireland  
WINNER – Best Regional Film,  
Lythan International Film Festival

Music Composition

NCS – National Citizen Service

Duke Of Edinburgh Bronze

## ADDITIONAL EDUCATION

A Levels & BTEC:

Double Film & TV Production  
Music Technology  
Mathematics

GCSE's:

9 GCSE's, Grade A\*/9 – B/6

## Additional Experience

2023 – present

### Industry Mentor

Mentoring small groups of university students as part of Ravensbourne University's 'Animation Industry' unit, all who are aspiring to work in visual storytelling. Providing detailed animation feedback, sharing industry tips and best practices, and conducting Maya workshops.

2019 – 2022

### Ravensbourne University London

- **Student Ambassador**

Engaged in community outreach at schools and colleges to promote and encourage creative careers. Managed career stands across the UK at UCAS events and in-house career fairs. Interacted with and inspired prospective students at our events, providing campus tours and discussing university life.

- **Student Representative**

Advocated for fellow student opinions in student parliament and attended regular departmental meetings to enhance the student experience. Organized the final year Degree Show.

- **Student Stakeholder Panel Member**

Collaborated with senior university staff, recruiters, and the SU president to select the new 'Dean of Students.'

- **Course re-validation Panel Member**

Represented student interests in the triennial re-validation of the animation course, ensuring it aligns with current industry practices and remains relevant for students.

2016 – present

### Online Prescense – MJ9

- Creating fun and engaging visual content using a combination of 2D and 3D workflows. This includes FX heavy title sequences using Adobe After Effects and Element 3D, and 2D character rigs using Adobe Illustrator, Duik Bassel, and the After Effects puppet tool.
- Editing short films and personal projects using personal footage, shot on a combination of DSLR cameras, and Iphone Pro cameras.
- Electronic music producer, signed as part of 'Maison Records' and 'Mobeus recordings'. With EP on Apple Music & Spotify.
- Youtube Creator with over 2,000 subscribers, creating music and digital media projects, involvement with famous youtuber 'Jacksfilms'