



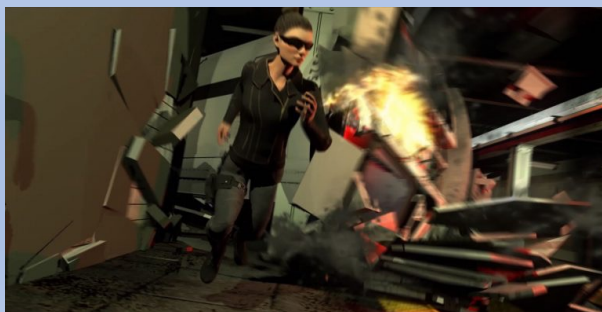
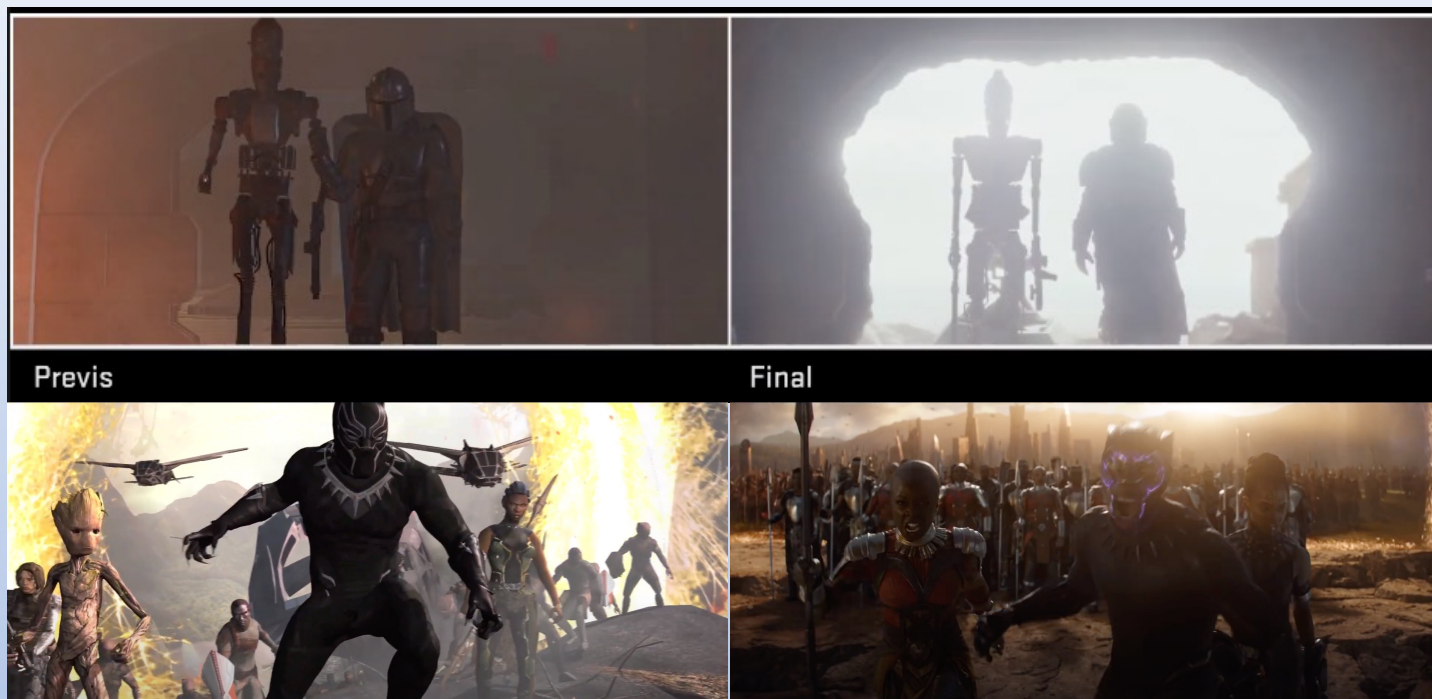
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I am:

Marcus Ayrton

3D Pre-vis/Layout Artist

Pre-vis for films, example Work:



**THE
THIRD
FLOOR**
VISUALIZATION

ONEG

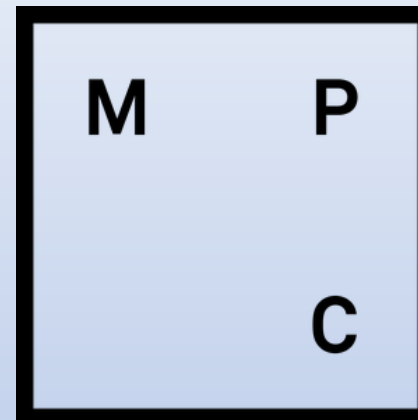
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My Industry

Company Requirements:



- **Animates** wide range of subject matter
- Strong sense of **composition** / colour / lights
- **Cinematic Language**
- **Maya / After Effects**



- **Talented 3D generalist**
- Excellent skills in layout and camera animation
- Understanding of real-world **cameras** / **cinematography**
- **Maya / Unreal engine**



- **Overall background in 3D**
- Strong emphasis on Visual Storytelling
- Knowledge of cameras, cinematography
- **Maya / After Effects / UNREAL ENGINE**

"Learn Unreal Engine!"

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~Paul Arion, Global Head of Layout, DNEG

"Learn Unreal Engine!"

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OBJECTIVE:

Successful Imports from Maya to Unreal Engine

- Understanding of Game Ready Rigs
- FBX files contain mesh, skeletons, and animations





OBJECTIVE: Edited Pre-vis Sequence in Unreal Engine



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World build of pulp fiction scene from reference images

Backfaces: N/A
Smoothness: N/A
Instance: N/A
Display Layer: N/A
Distance From Camera: N/A
Selected Objects: 0



World build of pulp fiction scene from reference images

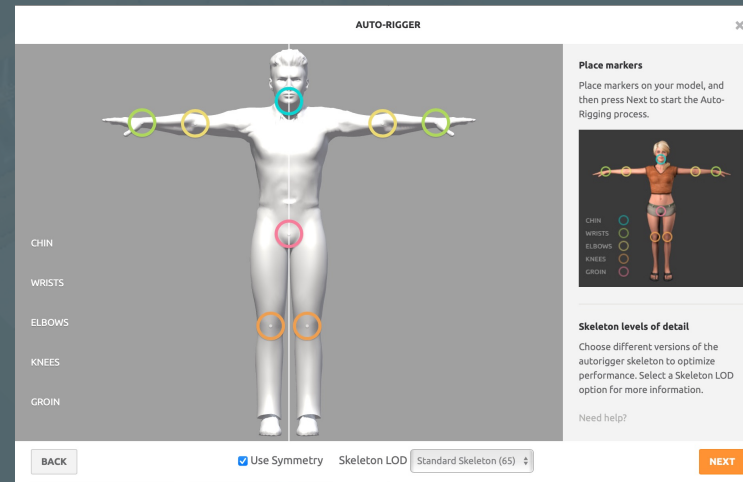


Character Design

Autodesk Character Generator



Adobe Mixamo



Auto Control Rig Plugin



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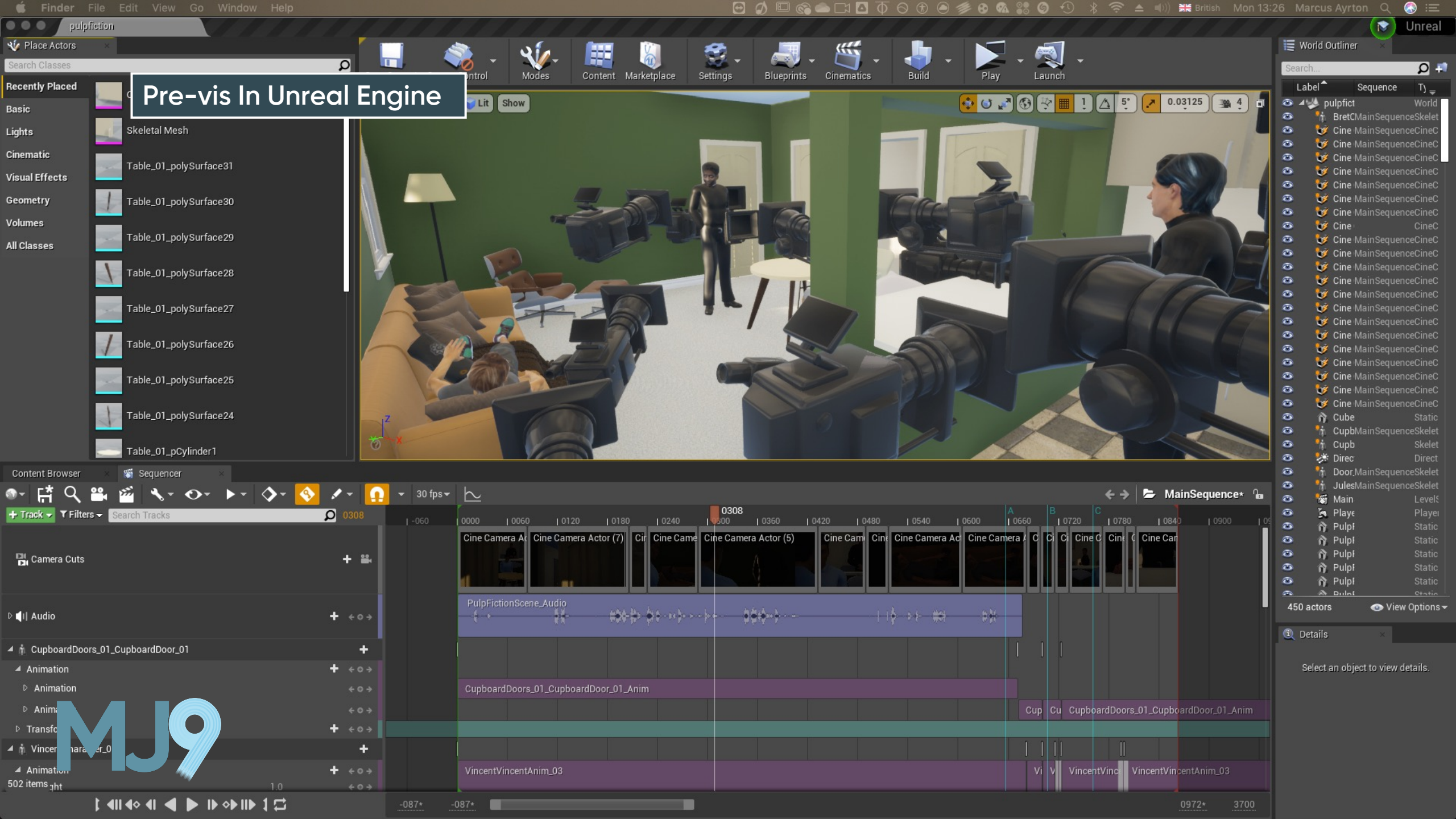




Unreal Engine import of scenery



! Resource Intensive !



Pre-vis In Unreal Engine

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Pre-vis In Unreal Engine



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Pre-vis for your projects

I can provide pre-vis for your idea.

What I can do

- Can work from a storyboard / assist in your process: 3 – 4 weeks
- Scene Layout: 3 weeks
- Basic Posing / Animation: 6 – 8 weeks
- Camera angles / movements: 2 weeks
- Pacing of story
- Potential Render inside Unreal

What I'd need from you

- Rig(s) of choice
- A solid story plan / idea
- Ideas for set (reference images)
- Character roles / themes
- Meetings to discuss these ideas



Or...

Body on the Tube (Urban Legend)

Based off an urban legend, a woman gets onto a tube train, and sits Infront of 2 men, with a woman sat between them. Another guy approaches her pretending he knows her and says to her "if you know what's good for you, you will get off at the next station". He gets off, and she follows him, to then hear this:

"I'm so sorry to bother you, but I'm a doctor, and the woman sat Infront of you... was dead"

Or...

Body on the Tube (Urban Legend)



- Urban legend story adaptation into a short film,
- 12 age rating
- Very hard to plan for shooting on a constantly moving train service.
- Expensive to hire out the TFL tunnel



- The tone of the film will change when the doctor whispers in her ear. She will go from being calm to much more nervous, panicky, fearful etc.
- Low depth of field shots, with minor camera shakes, dramatic gritty lighting, more frequent cuts, sound will be decreased drastically.
- Intention to disorient the viewer, indicate feelings of fear using cameras, editing, and lighting.



Or...

Body on the Tube (Urban Legend)

- I have models of a tube carriage already built up which I can use. Could world build a station, and then rig and animate everything.
- Minor use of sound dramatic sound effects which can be sourced
- Any music that needs creating, I can create

W/C

Task

DISSERTATION HAND IN – 12th JAN

17 th Jan	Storyboarding /development: 3-4 weeks
14 th Feb	Character design: 1 week Max
21 st Feb	Posing/ Animation: 6 – 8 Weeks
18 th April	Unreal Engine Import: 2 days to 1 Week
25 th April	Camera work / Editing: 2 – 4 weeks
23 rd May	Lighting: 1 week
30 th May	Final Tweaks



Thank you!

Any Questions / Discussions?

mj9.co.uk

rave.mj9.co.uk