

28th April 2022

RE: The Third Floor – Shot Creator

Dear The Third Floor,

As someone who's passionate, interested, and very eager to enter the film, animation, and VFX industry, I am very interested in working at The Third Floor. I specifically really enjoyed the talk that was delivered at my university, which got me excited about everything you have to offer.

I have a great interest in Pre-vis and virtual production, as I feel the workflow truly allows for my creativity with creating shots and telling stories to come out. I have been hands-on with editing software on a MacBook since I was 9 years old, and since then, I have fallen in love with the idea of visually telling stories. I have consistently exceeded in film, photography, and creative media courses throughout my education, which has developed into a drive to apply these skillsets to 3D animation, and visual FX in the film and TV industry. Because of my vast amount of experience in editing, and my experience in music composition and production, my sense of timing and rhythm in sequence editing is exceptional. My time at Ravensbourne University has allowed me the ability to work on some fantastic and technically challenging projects, which have developed my Animation, Pre-vis, compositing, and sequencing skills to be that of a professional standard.

My logical and analytical way of thinking means that one of my greatest skills is the ability to learn and understand new tools and skills very quickly on my own, which has played a huge part in my success, especially with such difficult software like Maya, After Effects, and Unreal Engine. My primary skillsets now are at a professional standard because of my personal desire to learn, understand and develop, as well as being very hardworking, which I feel I can bring to the table whilst working at the Third Floor.

On top of this, I am an excellent communicator. I have always been naturally confident with presenting and working with others. I have given many presentations, talks, and workshops at schools and events, and delivered my own Minecraft presentation at a programming conference when I was 12. This plus my recent endeavours running careers fair stands and talking to parents as a student ambassador means I can bring strong communication and leadership to the collaborative environment of a studio.

The role of a shot creator would be the perfect opportunity for me to spread my creative and technical wings and allow me to be a part of the fantastic, ever-changing, and growing pre-vis and virtual production industry. I would ensure that nothing less than my absolute highest abilities would be shown in the work I can produce.

Thank you so much for the opportunity, and for your consideration, and I look forward to hearing from you.

Kindest regards

Marcus Ayrton



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Portfolio: MJ9.co.uk

Primary Software Skills

Autodesk Maya

Layout, Modelling, Character Animation, Cameras/ Camera sequeencer, lighting, Arnold Renderer.

Adobe After Effects

[Adobe Certified Professional]

2D/ 3D Motion graphics, 2D Character rigging (duik), VFX, Expressions, Element 3D, Roto Brush.,

Adobe Premiere Pro

[Adobe Certified Professional]

Short Film, advertisements and music video editing Sound mixing, colour correction, After Effects integration.

Unreal Engine 4

Importing Maya Assets / Animations, Lighting, Cameras, Camera sequeencer, Virtual Camera

Other Software Skills

Adobe Photoshop
Adobe Illustrator
Adobe Lightroom
Logic Pro X
Final Cut Pro X

Achievements

Digital Imaging Technician' for the Futures 48-hour film challenge.

Nominated for Royal Television Society Award

Music composition for short film 'Beached'

Selected for Intermission International film festival

College creative media awards. **11 nominations and 5 awards** including "most outstanding student" and "best editor"

A **multi-disciplined digital creative**, with a natural eye for composition and visual storytelling. Highly experienced with the adobe package and have created animations and motion graphics for personal and client projects for many years. Since my background in film making, I effectively use filmic language & cameras to create edited sequences inside Maya and Unreal engine. I'm a logical thinker, and a creative problem solver, which is applied to every piece of work carried out. I'm also a communicative, confident individual, with proficiency and experience in presenting at various events, and working well with others in smaller studio environments on peer and group tasks.

Projects

Ravensbourne University 2019-2022

Animated pre/pitch vis for Zombie film in Unreal Engine – In Progress

Roles: creative director, layout, cinematographer, editor, director, virtual production

- Worked closely with a team of creatives, including animators and sound designers
- Developed knowledge of unreal engine sequences, virtual production techniques, importing custom designed layout, and working motion capture animations.
- Effective planning using live action footage and premiere pro to edit.

"Our Planet" pre vis, working with industry – 2021

Roles: layout, cinematographer, editor, key pose animator.

- Worked very closely with Lead layout TD from DNEG, receiving feedback throughout.
- Developed more advanced skills with creating environments from scratch in Maya.
- Effective planning using 2D drawn animatic, and premiere pro to edit.

Model Train 3D VFX – 2020

Roles: VFX artist, compositing, rigging, camera.

- Developed understanding of using Maya and After effects' 3D camera tracking together using Live link.
- Used a 360 camera to create a HDRI map for more realistic lighting.
- Took a pre-existing model and used rigging and mathematical formula to make realistic wheel movement without slipping.
- Used After Effects to develop knowledge of VFX colour correction techniques.

+ Other projects including unreal engine edited sequences, animation performance, character rigging, visual storytelling, and animation principles.

Employment

Contracted Animator – MJN Infotech & Graphic Booth Ltd

2016 – Present

High level motion graphics animations for clients using assets, custom shapes, and expressions. Worked & communicated directly with clients to develop their ideas, completing and sending multiple drafts with low turnover time.

Movestreets Property Search

- Animated and edited a demonstration advert to showcase features of their app.
- Animated a promotional presentation video for their stand at the EA Masters event.

Shelmerdine JFL Concierge Toolkit

Animated a series of demonstration videos to showcase a concierge toolkit which hotels can use to make maps for their guests.

Freelance Animator – MJ9 Creative

2017 – Present

Character design, animation, motion graphics, video editing and music production. Produced to a professional standard and sending multiple drafts with low turnover time.

Break2Bake charity bake event

Designed, rigged and animated 6 2D characters, plus designing themed backgrounds for multiple promotional videos for the event.

Music Videos

Filmed & Edited 2 music videos for a local artist, with very artistic shots, editing, and a large amount of VFX done in After Effects.

Personal Achievements

2nd Dan Blackbelt Taekwondo
(WTF Kukkiwon Certified)
2 x 'Most Outstanding Senior
Student' awards

Duke of Edinburgh Bronze

NCS – National Citizen
Service

Employment (continued)

Student Ambassador – Ravensbourne University

August 2021 – June 2022

Talking to prospective students about why the university would suit them, sharing experiences, providing essential information, and assisting with their portfolios. Involved in running UCAS fairs and careers fair stands, building tours, giving presentations, portfolio assistance at colleges, and in house portfolio workshops.

Online Presence

YouTube Channel – 'MJ9'

Short films, Animations & Music Remixes
Entered 2 YouTube challenges from famous youtuber "Jacksfilms" which Musically edited a video, and created an animated intro, both which received high praise directly from him over a livestream, resulting in gaining over 2000 YouTube subscribers.

Apple Music / Spotify – 'MJ9'

Released EP, "Tell Me Why" in 2016, with my main mix being released onto 2 compilation albums.

Extra Experience / Other roles

Ravensbourne:

Student Representative 2019 – 2022

Member of BA (Hons) Animation Course Revalidation Panel

Member of Student Stakeholder Panel, interviewer for Dean of Students

Deputy Head Boy at Millfield Science and Performing Arts College

Education

BA (Hons) Animation – Ravensbourne University London

2019 – 2022

A Levels:

Double BTEC Creative Media (Film & Tv Production) – D* D*

A Level Music Technology A

A Level Mathematics A

GCSE's:

9 grade A* – B, including English (grades 7 and 6) and Maths (grade 9)