

Marten Sion's VFX Reel Breakdown

Personal Project “Beyond the Veil” (Shadowlands Launch Cinematic)

Maya / ZBrush / Mari / Substance Painter / Arnold / Nuke /

A recreation of a scene from World of Warcraft: Shadowlands' launch cinematic, reimagining Revendreth in a more in-game-style look while studying and staying close to the original cinematic's scale, mood, and atmosphere. Roughly six months of after-hours work.

- Modeled the environment kitbash and previz in Maya to block out scene scale, then sculpted detail work in ZBrush.
- Textured the scene in Mari with Photoshop overpaint for a stylized Warcraft look, supplemented by Substance Painter for supporting texture layers.
- Rendered the final scene using Maya's Arnold renderer.
- Composited shots in Foundry Nuke.

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The Animation Workshop, “King's Passage” (VFX Project)

3DEqualizer / Maya / Arnold / Nuke / Mari / Substance Painter / Photoshop

A 4-5 month final project for the VFX Professional Training Course, taking a single sequence through the full VFX pipeline end to end: a carriage passing through a dark forest between garrisons is ambushed in pursuit of the king's gold, gathered from old battlefields, when the attackers try to force open the giants' chest.

- Tracked live-action plate footage of the forest ambush sequence in 3DEqualizer.
 - Built hero prop assets (the carriage and treasure chest) and background environment assets in Maya.
 - Textured hero and background assets in Mari and Substance Painter, and painted digital matte paintings in Photoshop.
 - Assembled the scene, shaded, and lit the sequence in Maya, rendering with Arnold.
 - Composited in depth in Nuke, integrating live-action plate with CG elements.
 - Produced presentation turntables and breakdown materials in After Effects, showcasing the full pipeline.
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ShardVFX “Disposable Society” (Wateva Music Video)

Cinema4D / Blender / Photoshop / Nuke

Served as Art Director and led concept art for this music video, defining the world's landscapes, environmental backgrounds, skies, and overall visual look and tone, working as part of a small ShardVFX team.

- Directed the overall visual look and tone of the video's world, keeping environment, lighting mood, and atmosphere consistent across shots.
 - Created concept art for the landscapes and environments used throughout the video in Photoshop.
 - Built environmental backgrounds and sky/atmosphere work in Cinema4D and Blender to establish the world's visual identity, composited in Nuke.
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ShardVFX “Universum” (Nublu x Mikael Gabriel, Music Video)

Cinema4D / Photoshop / Nuke

Contributed VFX and concept art for this music video, delivered on a tight 1-2 week turnaround, working alongside a small team.

- Created VFX for the video's effects sequences in Cinema4D, compositing in Nuke.
 - Contributed concept art in Photoshop to help define the video's visual style.
 - Delivered under a compressed 1-2 week production schedule, finishing the edit in After Effects.
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ShardVFX “Headlights” (WATEVA, Music Video)

Unreal Engine / Photoshop / Nuke

Built a post-apocalyptic city drive-through for this lyric video, using Unreal Engine 4 for fast render turnaround, with lyrics timed to appear smoothly on the road and environment objects in sync with the music. Heavily inspired by Blade Runner and Mad Max.

- Built and rendered the post-apocalyptic city environment in Unreal Engine 4 to meet fast turnaround render times.
 - Implemented on-road and object-based lyric typography, timing text appearance to the music.
 - Composited final shots in Nuke, with supporting 2D work in Photoshop.
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ShardVFX “Karl Kosmos” (Commercial)

3DEqualizer / Cinema4D / Nuke

Served as on-set VFX Supervisor for this Saku commercial, advising on effects feasibility and shoot-day considerations, then handled tracking, liquid simulation, and compositing in post.

- Acted as on-set VFX Supervisor, advising the director and crew on effects feasibility and shoot-day considerations.
 - Tracked footage in 3DEqualizer (3DE4) for accurate camera solves.
 - Simulated liquid effects in Cinema4D.
 - Composited final shots in Nuke.
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FrostFX “Bitcasino” (Commercial)

Photoshop / After Effects

Served as Art Director for this Bitcasino commercial at FrostFX, creating concept art and matte paintings to define the spot's visual look.

- Directed the commercial's overall visual look through concept art in Photoshop.
 - Painted digital matte paintings to support the environment and backgrounds, finished in After Effects..
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ShardVFX “Christmas” (Commercial)

Maya / Nuke

Led Art Direction for this Inbank commercial, combining 3D modelling and compositing work in the final shots.

- Directed the overall visual look and art direction for the spot.
 - Modeled 3D assets in Maya.
 - Composited final shots in Nuke.
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