



MARIUS PLOCK

3D Artist and Consultant

CONTACT

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EDUCATION

Dipl. Animation Artist

Filmschool Baden Württemberg
2003 - 2008

UI/UX Designer

Technical University Munich
2002 - 2003

LANGUAGES

GERMAN (C2 native)

ENGLISH (C1)

SKILLS

PROFESSIONAL

Virtual Fashion Design
Character Design and Creation
3D Modeling / Texturing / Asset Creation
Engineering Data Handling
GenAI Model Training
CI Design
Video Editing / VFX
3D Print Preparation and Prototyping

Teamlead CAD Data Preparation BMW
Pipelining Volkswagen CAD Data Vis.

PROFILE

I'm a dedicated and ambitious visualisation generalist with a talent to combine creative and technical objectives on a wide variety of project types.

I graduated with diploma of the renowned Animation Institute of Filmschool Baden-Württemberg and have subsequently worked as a 3D Artist in the CGI industry since then.

I take pride in using avant-garde technology, including GenAI, to bring ideas to life by building a bridge between design and engineering in a proactive team.

WORK EXPERIENCE

GenAI Artist *[Since 2024 / Accenture]*

- Creation of robust ComfyUI Workflows, utilizing numerous LLMs.
- Research of integrability of GenAI workflows in classic CGI workflows.

ComfyUI / Sora2 / QWEN / WAN2.0 / Magnific / NanoBanana

Realtime Scene Artist *[Since 2022 / Accenture]*

- Setup and management of Unreal Engine Scenes for BMW / Mercedes Benz
- Responsible for asset design, creation and pipeline.
- Responsible for shading / lighting / rendering.
- Responsible for compositing in Nuke.

Unreal Engine / Nuke / Substance Painter / Designer, Cinema4D

Virtual Fashion Designer and Character Artist *[Since 2022 / Accenture]*

- Creation of fully rigged virtual characters with clothing für VR environments.
- Responsible for asset design, creation and pipeline.

Character Creator / Marvelous Designer / Substance Painter / Cinema4D / Unreal Engine

Realtime Design Visualisation for BMW configurators *[2018 - 2022 / Accenture]*

- Curation of VR models / DigitalTwins of fully featured BMW cars.
- Integration of model updates from CAD data.
- Managing and updating of product logic for configurators.
- Responsible for BMW 8er, BMW Xer
- Onsite Work for BMW Design (Munich), including design presentations in Unreal Engine and Autodesk VRED

Catia / Deltagen / Autodesk VRED / Unreal Engine / Cinema4D



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SKILLS

TECHNICAL PRO

Cinema 4D
C4D Character Rigging / Animation
C4D Modeling / Texturing
Redshift GPU Rendering
Marvelous Designer / CLO 3D
SUBSTANCE Painter / Designer
Adobe CC
NUKE
Character Creator
Unreal Engine:
Scene / Shading / Anim / Rendering

TECHNICAL AI

ComfyUI with WAN / QWEN / ETC
Sora / NanoBanana
Claude / ChatGPT

TECHNICAL INTERMEDIATE

Autodesk VRED
Dassault Systems Deltagen

TECHNICAL NOVICE

Dassault Systems CATIA
Autodesk Maya
Autodesk 3DS Max

ENGAGEMENT

Alumnus of the Animation Institute
Member of the OpenLab Augsburg
Former Boyscout (St. Georg, Friedberg)

HOBBIES

Filmfestivals
Concerts
Art exhibitions
Comics
Vintage computing
Scribbling and sketching
Biking

WORK EXPERIENCE CONTINUED

Realtime Design Visualisation for Rolls Royce Design [2017-2018 / Mackevision]

- Curation of VR models / DigitalTwin
- Integration of model updates from CAD data.
- Managing and updating of product logic.
- Onsite Work for Rolls Royce Design (Munich), including design presentations in Autodesk VRED

Catia / Deltagen / Autodesk VRED

Realtime Artist / Process Consultant for Automotive [2010 - 2016 / Mackevision]

- Curation of VR models / DigitalTwin / Pipelining / CAD data handling
- Onsite work for Daimler Stuttgart / Mackevision Stuttgart
- Onsite work for BMW Munich for DigitalTwin creation for BMW and MINI fleets
- Onsite work for Mackevision Detroit for General Motors
- Onsite work for Hyundai Seoul for DigitalTwin pipeline establishment
- Support of onsite team (vVW+, Wolfsburg) with pipeline establishment
- Documentation of processes and progress
- Communication link between Mackevision and vVW+ for DigitalTwin projects

Catia / Deltagen / Autodesk VRED / Cinema4D / Maya

Realtime Artist [2008 - 2009 / Mackevision]

- Curation of DigitalTwin automotive models for Daimler
- Creation of DigitalTwin automotive models for BMW and MINI from design data
- Pipelining in cooperation with Autodesk Munich

Catia / Maya / Autodesk ShowCase / 3DSMax

REFERENCES

Armin Pohl

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