

curriculum vitae

info

Name: Adrianna Polcyn
technical art supervisor - vfx, volumetric capture, digital humans, 3d scanning, image processing, xr projects, film directing
Email: hellgod@wp.pl
Born in Elk, Poland, 1992
Based in Perth, Scotland
www.adize.pl

professional experience

film

freelance work

[2010-present] film director, producer, vfx artist

- [2024] [Lungs](#) (short film, dir. Adrianna Polcyn) - writer, director, producer
- [2024] [These Walls](#) (short film, dir. Jared Garfield) - video plate clean-up (digital film)
- [2022] [Podium](#) (short film, dir. Hamidah Duffus) - video plate clean-up (digital film)
- [2022] [Vibrant Youth Worldwide](#) (music video) - camera operation, directing
- [2021] [The Visit](#) (short film, dir. Ebele Tate) - video plate clean-up (analogue film)
- [2021] [Kiss Chase](#) (short film, dir. Ebele Tate) - video plate clean-up (analogue film)

volumetric capture / virtual production / vfx

[2017-2024] [Dimension Studio](#)

[2024] Technical Artist Supervisor
[2017-2024] Volumetric Capture Team Lead

- [2024] [Those About To Die](#) - Peacock/Amazon Prime TV series - lead content operator for virtual production; digital crowd assets - volumetric capture shoot supervision, processing and post-production for a large-scale production (custom houdini pipeline)
- [2023] [Nike Force 9 - Haaland](#) - AR app - volumetric capture post-production supervision
- [2022] [HBO: Avenue 5 Season 2](#) - HBO TV series - volumetric capture post-production supervision
- [2022] [Volumetric Crow Humans in Augmented Reality](#) - AR app - volumetric assets processing, 8th wall app development
- [2022] [Sad Night Dynamite - Vol. II](#) - music video - volumetric capture post-production supervision
- [2022] [Charlotte Tilbury: Welcome to a Virtual Party](#) - AR app - volumetric capture post-production supervision
- [2022] [WOW Inc: Contour](#) - short film - volumetric capture processing and post-production supervision
- [2022] [I Wanna Dance With Somebody](#) - feature film - digital crowd assets - volumetric capture processing and post-production for a large-scale production (custom houdini pipeline)
- [2022] [On the Morning You Wake](#) - VR documentary - volumetric capture processing and post-production supervision
- [2021] [Green Planet AR with Sir David Attenborough](#) - AR app - volumetric capture processing and post-production supervision
- [2021] [Sky Scope 2.0: Back in full swing](#) (Golf Open 2021) - live sport analysis broadcast - volumetric capture processing and post-production supervision
- [2021] [Coldplay x BTS: 'My Universe'](#) - music video - volumetric capture stage set-up, operation, processing and post-production
- [2021] [HOM x Simone Rocha AR Pop-Up Book](#) - AR app - volumetric capture stage set-up, operation, processing and post-production
- [2021] [SOMM - Interactive AR Installation at the V&A](#) - volumetric capture processing and post-production
- [2020] [Balenciaga - Afterworld: The Age of Tomorrow](#) - fashion VR game - volumetric capture stage set-up, operation, processing and post-production
- [2020] [SK Telecom - Changdeok ARirang](#) - AR app - volumetric capture stage set-up, operation, processing and post-production
- [2020] [Capital Up Close Presents Anna-Maria with Barclaycard](#) - AR app - volumetric capture shoot supervision and processing
- [2020] [Sam Smith x Spotify Diamonds AR](#) - AR app - volumetric capture shoot supervision, processing and post-production
- [2020] [These x C&A x London Fashion Week with Adnan Abbas](#) - AR app - volumetric capture shoot supervision, processing and post-production
- [2020] [Covid-19 Immersive Healthcare training for NHS](#) - volumetric capture shoot supervision, processing and post-production
- [2019] [National Theatre: All Kinds of Limbo](#) - VR experience - volumetric capture post-production supervision
- [2019] [Jaff Wayne: The War of the Worlds](#) - VR experience - volumetric capture stage operation, processing and post-production
- [2019] [Sky Sports: Golf Open 2019](#) - volumetric capture stage set-up on location, operation, processing and post-production
- [2019] [Virtual Viking - The Abnash](#) - VR experience - volumetric capture stage operation, processing and post-production
- [2018] [Timo Kamel: VIP](#) - music video - volumetric assets creation, postproduction - project lead
- [2018] [Madonna: 2019 Billboard Music Awards](#) - live broadcast performance - volumetric capture stage operation
- [2018] [American Express x Wimbledon Campaign with Andy Murray: AR Champions Rally](#) - AR app - volumetric capture processing and post-production
- [2018] [Burger King: Tinkle on a Whopper](#) - AR app - volumetric capture stage operation, processing and post-production
- [2017] [Sky VR: A Discovery of Witches - Hiding in Plain Sight](#) - VR game - volumetric capture stage operation, processing and post-production

[2018-2017] Timeslice Films Ltd - VFX artist, compositor

- [2017] [The Nutcracker](#) - feature film - assistant DI with a custom toolset in Adobe After Effects for multicam sync and stitching
- [2017] [The Grand Tour](#) - TV series - multicamera rig output stabilisation with a custom pipeline in After Effects
- [2016] [Outlander](#) - TV series - assistant DI with a custom toolset in Adobe After Effects for multicam sync and stitching
- [2016] [Royal Navy - THREE SIX ZERO](#) - educational content - 360-degree video cleanup and stitching

architectural visualisation

[2014-2018] [touch3d media](#) - 3d artist

- [2016] [Arzan House Drumossie Homes Visualisation](#) - 3d modelling in 3ds max, lighting, animation and rendering in VRay, compositing in After Effects
- [2014] [Discovery Well Integrity - Gorevega](#) - technical animation - AE motion graphics, compositing, editing

volunteering

- [2024] [The Library of Innexproffray](#) - museum guide
- [2016-present] [Glastonbury Festival](#)

education

university degrees

- [MA Film](#) (Rein dance Film School under De Montfort University) - graduated 2020: Screenwriting, Directing and Visual Development
- [MA Digital Effects](#) (Bournemouth University) - graduated 2016
- BSc (Hons) Computing for Graphics and Animation (Robert Gordon University) - 1st Class Degree - graduated 2015
 - Robert Gordon University Class Award 2015
 - Robert Gordon University Class Award 2014
 - ConocoPhillips Prize for Academic Excellence 2013

additional courses and certifications

- [2024] Python programming course - pending
 - Issuing authority: Robert Gordon University
- [2019] Producer's Foundation Certificate
 - Issuing authority: Rein dance Film Festival
- [2019] Screenwriter's Foundation Certificate
 - Issuing authority: Rein dance Film Festival

languages

- Polish (mother tongue)
- English: British Council: Certificate in Advanced English
- Italian (B1 Level)
- French (A2 Level)

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Dual citizenship (Polish and British), which allows me to work with no VISA in the UK and the EU countries.

Driving license - categories A and B.

skills

volumetric capture

- software
 - Microsoft Mixed Reality proprietary software
 - IOI Studio Cap (volumetric stage operation)
 - Arcturus HoloEdit Suite
 - Houdini in-house volumetric capture tools
 - volumetric capture plugins for real-time playback
- RnD in volumetric capture, testing new software and plugins available on the market
- volumetric capture digital human skeletonisation techniques
- volcap stage set-up, operation and supervision during the shoot
- stage maintenance
- capture and post-production software troubleshooting
- volumetric capture texture editing
- volumetric capture assets rendering
- artist recruitment and training

3d

- houdini
 - COPs
 - SOPs
 - TOPs
 - HDA creation
 - rendering, compositing, procedural effects
- 3ds Max
 - modelling
 - material creation
 - rendering with VRay
- Unreal Engine
 - scan to metahuman pipeline
 - composure compositing toolkit
 - Off-World Live Streaming toolkit
 - sequencer control
 - animation
 - rendering
- markerless motion capture
 - Capcuty
- photogrammetry
 - knowledge about best capture practices
 - meshroom, reality capture, houdini photogrammetry pipeline, cloud compare
 - gaussian splatting
 - working in several different scripts, apps and softwares ([INRIA](#), [2020](#), [Relightable3DGaussian](#), [Supersplat](#), [Postshot](#), [Luma AI](#), [Scaniverse](#) etc.)
 - preparation and processing of images
 - gaussian splat model training from images and 3d renders
 - point cloud clean up
 - meshing
 - relighting
 - rendering
 - real-time playback in a number of different engines (Unreal Engine, Unity, web-based engines)

photography/cinematography

- working with physical cameras
- understanding of physical camera intrinsic, such as different camera lenses, sensor sizes, aperture, f-stop
- working with digital and analogue film cameras, including basic drone operation
- understanding of lighting the scenes in the real world and 3d scenarios
- working with multi-cam systems, gopro, DSLR, video, 100+ cameras

web design

- HTML and CSS
- three.js
- WordPress cms
- webGL

360° video and images

- Nuke Cara VR
- Kolor Eyes
- Kolor Autopano Video Pro
- Mettle Sky Box Studio
- Synthesys
- PT GUI

camera tracking

- Nuke 3d tracking
- PF Track
- Boris FX Mocha

2d

- Adobe After Effects
- NukeX
 - rotoscoping
 - compositing
 - video plate clean-up
 - tracking
- Adobe Premiere Pro
- DaVinci Resolve
- BorisFX Silhouette (Particle Illusion, Mocha Pro)
- Adobe Photoshop
- Adobe Lightroom
- Adobe Illustrator
 - poster design
 - graphic design
- ProCreate (iPad)
 - poster design
- AI ML tools
 - Stable Diffusion
 - Topaz Gigapixel
 - Topaz Video AI
 - Nuke AI tools (copycat, AI upscaling)
 - Depth estimation tools such as RobustVideoMatting and BackgroundMattingV2
 - Boris FX Silhouette ML Tools (automatic masking, retiming, denoising footage)
 - Luma AI

programming languages

- basic javascript
- VEX (Houdini)
- basic python (course pending)
- basic experience using version control solutions, including git, perforce

software and plugin testing

- feedbacking to software developers

other skills

- helping to define technical roadmap for teams and business development
- presenting ideas to clients, answering client technical queries, advising clients on post-production techniques and shoot requirements
- project management tracking software: Monday.com, Trello
- automation of workflows, pipelines
- work organisation: folder structure and file naming conventions
- managing the team of artists in production and post-production
- recruiting CG artists
- client-facing documentation
- in-depth documentation of workflows
- help in budgeting, scheduling and resourcing small film pro-, production and post-production (experience with up to 50 people crew)
- being proactive and solution-orientated
- great interpersonal skills and interest in psychology - listening, supporting mental health, and creating a positive, open-minded, safe and professional workplace environment
- understanding of and interest in new trends and developments in the computer graphics field, including new AI tools, updates in software features and new 3d workflows and formats