



adize.pl

Personal Information

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3D technical artist supervisor
VR filmmaking, 3D/4D scanning, 360 & multi-cam arrays
Houdini expert
CGI educator and consultant

Work History

[2019 - present] adize - freelance visual and technical artist and educator. Collaboration with different volumetric capture studios (including Metastage, Nikon Tokyo Creates, Dimension, Wild Capture, Move4D, ClearAngle, PrismAI), VR, AR and film projects

[2025 - present] Perth Theatre and Concert Hall, Perth - part-time - casual technician - rigging truss and steel deck stages, rigging lighting, spotlight operation

[2025 - present] Gordons Events, Perth - part-time - professional cleaning at outdoor events

[2024][2013-2015] Touch3D, Aberdeen - architectural visualisation, working with CAD drawings, 3D geometry and texture creation, final image rendering in 3ds max and Corona

[2016 - 2024] Dimension Studio / Timeslice Films, London - Technical artist supervisor, volumetric capture team lead - digital crowd assets, volumetric capture operation, processing and post-production for large-scale productions, custom Houdini pipelines, content operation for virtual production, multi-cam systems on-set operation

Education

university degrees

[2019-2020] MA Film (Raindance Film School under De Montfort University) – graduated 2020, Screenwriting, Directing and Visual Development

[2015-2016] MA Digital Effects (Bournemouth University) – graduated 2016

[2011-2015] BSc (Hons) Computing for Graphics and Animation (Robert Gordon University) – 1st Class Degree – graduated 2015

languages

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

professional industry conferences

[2026] 4D Gaussian Splatting Summit at Arizona State University - presenter
[2025] 3DBODY.TECH Conference & Expo - participation
[2025] SIGGRAPH Vancouver - supporting Move4D

Relevant Professional Skills

3D scanning, photogrammetry, volumetric capture: stage design and setup, operation supervision and maintenance, capturing, advanced post-production workflows (mocap, relighting, rendering, film, game, AR, VR, VP asset creation and optimisation), Gaussian Splatting end-to-end pipeline: structure from motion tools (Reality Scan, Metashape, Meshroom), capturing, scene training (Postshot, Brush, Lichtfeld Studio, and more) and post-production workflows (Houdini GSOPs, collision and shadow proxies, relighting, colour correction, LODs, rendering - Houdini Octane, Unreal Engine Volinga and more), mocap integration, 4DGS post-production, synthetic GS/photogrammetry data generation, web-based, start-to-finish pipeline design and automation, external apps integration, 360 video to 3D support

Houdini tools: pipeline and technical direction, tools and pipeline design and automation (SOPs, COPs, HDA, TOPs, VEX, Python), external tools integration, USD workflows, Houdini x Unreal Engine bridge, Comfy UI bridge, mocap cleanup, stabilisation, temporal smoothing

Architectural and technical visualisation: hard surface modelling (houses, furniture, technical equipment) in 3ds Max, detailed understanding and modelling from CAD plans, lighting, texture and material creation, vegetation design with Forest Pack, rendering with VRay and Corona

VFX and game-dev tools: procedural/modular assets creation, animation, texturing, retopology, decimation, texture and light baking, workflows automation, LOD pipelines, gltf/glb workflows, rendering and compositing in Octane, Karma, VRay, Corona, Nuke, COPs

On-set: stage technical supervision, rigging truss and decks, working with cameras, lenses, and lighting, multi-cam systems, working with heavy equipment

Additional: team management, project management, defining technical roadmaps for teams and business development, knowledge about analogue and digital photography, 360° video and images, camera tracking workflows, Adobe Creative Suite, video and image editing

Project Highlights

demo content

RadianceFields.com - Jensen Huang NVIDIA intro - 3D Gaussian Splatting post-production (Houdini, GSOPs); **Clear Angle Studios x PrismAI** - 4DGS Advanced Compositing Demo in Houdini and GSOPs; **New World Designs** - 4DGS demo with Tom Felton - Houdini workflow

education/mentoring/consultation

COSTAR Evolve - mentor in 3D Gaussian Splatting; **What The Splat?** - www.whatthesplat.com - Gaussian Splatting training programme creator and course instructor; **Move4D** - volumetric capture demo for SIGGRAPH 2025, Houdini

cultural sector

Library of Innerpeffray - 3D Gaussian Splatting scanning; **Leaf No. 3 - Inspire Libraries** - Nottingham Library VR experience - Unreal Engine Off World Live based VR

music

A\$AP Rocky - HELICOPTER\$ music video - 4D Gaussian Splatting post-production, GSOPs and Houdini Octane; **Coldplay x BTS** - My Universe music video - volumetric capture stage set-up, operation, mocap integration, processing and post-production; **Madonna**: 2019 Billboard Music Awards - live broadcast performance - volumetric capture stage operation; **Sam Smith** x Spotify Diamonds AR app - volumetric capture shoot supervision, processing and post-production

fashion and makeup

Moncler City of Genius - Harrods Advertisement - Shanghai Fashion Week - on-set post-production supervisor, senior Nuke compositor, **Charlotte Tilbury**: Welcome to a Virtual Party - AR app - volumetric capture post-production supervision; **H&M x Simone Rocha** AR pop-up book - Houdini based post-production, asset integration; **Balenciaga** - Afterworld: The Age of Tomorrow - fashion VR game - volumetric capture, shoot supervision and processing, Houdini pipeline for mocap integration

sport

Alo Yoga - Alo Moves XR with Metastage - VR game - volumetric capture, Houdini-based tools for colour correction pipeline, asset optimisation; **Golf Open 2021 and 2019** with Dimension- live sports analysis broadcast - volumetric capture processing and post-production supervision, Houdini pipeline design for mocap integration

shorts, feature films and TV series

Lungs - writer, director, producer; **Wicked For Good, Wicked, I Wanna Dance With Somebody** - digital crowd assets volumetric capture, processing and post-production for large-scale production, custom Houdini pipeline, **Those About To Die** - TV series - lead content operator for VP, **Outlander** - 360 camera rig setup and post-production

Additional Information

dual citizenship (Polish and British) that allows me to work in the UK and the European Union countries. Driving license - categories A and B, driving vans and minibuses