Orçun Akman

Senior 3D & 2D Motion Designer · Maxon Master Trainer

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PROFILE

Senior 3D and 2D motion designer with 20+ years across Turkey, Australia and the UK, with a signature in futuristic interfaces (FUI/HUD) and large-scale shows. Created the 3D animation for the Royal Australian Navy centenary projection show on the Sydney Opera House and Harbour Bridge, and animation for the Doha 2011 Arab Games opening ceremony. Maxon Master Trainer, and builder of Cavalry Bridge, a free two-way live link between Cavalry and Cinema 4D. Started out building interfaces in code in 1996, and still designs like someone who knows how they work.

SELECTED WORK

Cavalry Bridge · self-initiated tool, 2026. A two-way live link between Cavalry and Cinema 4D: splines with position, scale and rotation animation one way, object silhouettes as animated shape layers the other. Python and JavaScript, coded with AI assistance; released free on GitHub with registered Maxon plugin IDs.

Futuristic interfaces series · self-initiated, 2023–2026. FUI and HUD pieces: planet and data interfaces, scanning UI and glitch screens.

Royal Australian Navy centenary, International Fleet Review, Sydney · Imagination Australia, 2013. 3D designer: created the 3D animation for the whole projection show on both sides of the Sydney Opera House and the Harbour Bridge pylons, and art-directed some scenes. The show won Best Achievement in Design, Look or Theming at the Australian Event Awards 2014.

12th Arab Games opening ceremony, Doha · Digital Pulse, 2011. After Effects animation for the first two sections of "Journey to Light", a show that set a world record for the largest stadium projection surface.

Lidl Ireland "Beefgrudgery" · TBWA\Ireland and Piranha Bar, 2021. Animation and 3D across social and out-of-home assets.

EXPERIENCE

Founder and Senior Motion Designer · Orc Design Ltd, UK 2017–present

3D and 2D animation for agencies and brands, including Burberry Creative Productions, ITV Studios, Saatchi & Saatchi, Hogarth Worldwide, Piranha Bar, Transport for London, Octagon, Prodigious UK, Media Zoo, Kindred Group, Frukt, IMG Media, Cylndr and Spring Studios.

Master Trainer · Maxon 2021–present

Certified to train Cinema 4D at the highest level and to certify other trainers. Webinars and live sessions for the Cinema 4D community.

Freelance Cinema 4D Instructor (Maxon-certified) · FGA Architecture (Maxon distributor), Istanbul 2014–2017

Taught Cinema 4D to FGA's clients and in scheduled courses; Cinema 4D supervisor and technical problem-solver for client studios.

Freelance Motion Designer · Turkey 2013–2017

Motion graphics, product visualisation and video mapping for Atlas Multimedia, Digital Panorama, Hogarth and Basthead.

Freelance Motion Designer · Orc Design, Sydney 2011–2013

3D and 2D animation for Imagination Australia, Digital Pulse, Fluid Post (Nick TV), Verve Creative (Kimberly-Clark, Sage, Australian Institute of Company Directors), Brains Design (Telstra, Adobe, Westpac), Projecta, IGEA Group, Cornerstone Media, Spring in Alaska and Lucid Edge.

Motion Designer · Cine5 TV, Turkey 2010

3D Designer · Ad Stop, Istanbul 2009

Projection Mapping Designer · Zebra Production, Turkey 2009

Projection mapping content for pharmaceutical medical meetings, for Pfizer, AstraZeneca, Sanofi-Aventis and Novo Nordisk.

DVD and Blu-ray Menu Designer · Atlas Multimedia, Istanbul 2004–2009

Designed 600+ DVD menus and 14 Blu-rays; carried out some of the first Blu-ray menu design and authoring research in Turkey; worked on restorations of classic Turkish films.

Earlier 1996–2004

Web design and development from 1996; ASP developer at Pixel Plus (c. 2003); technical assistant at Şafak Stüdyoları (c. 2003–2004).

TEACHING

Maxon Master Trainer (2021) and Maxon-certified Cinema 4D instructor since 2014. Webinars for Cinema 4D Türkiye and live sessions with FGA on Cinema 4D, including AI in 3D workflows. Offers Cinema 4D training for studio teams and individual designers, built around real FUI, HUD and show pipelines.

SKILLS

3D: Cinema 4D, Redshift, Octane, Arnold, X-Particles, Pyro, simulation, MoGraph, procedural modelling

2D and compositing: After Effects, Cavalry, Red Giant, Trapcode, Sapphire, Photoshop, Illustrator

Specialisms: FUI/HUD design, projection mapping and show content, product visualisation

Technical: Python and JavaScript scripting, pipeline tools

AI tools: ComfyUI and Stable Diffusion (since 2022) for look development and texture generation; AI-assisted coding for pipeline tools

EDUCATION

Anadolu University, Turkey · Bachelor of Business Administration, 2010

Türker İnanoğlu Foundation (TÜRVAK), Istanbul · Cinema and Television Technical Director, 2004

LANGUAGES

Turkish (native) · English (fluent)