RMK MANAGEMENT
VOICES | ACTORS | CREATORS | CREW
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SHIR MANOR

Creative Lead | 3D & Motion Visuals

I'm a Creative Lead specialising in 3D and motion visuals for brand and campaign work. I partner with agencies and marketing teams to take ownership of visual execution when timelines are tight, translating creative direction into clear, high-quality assets that work consistently across formats and channels.

My work typically centres around a strong hero visual supported by a cohesive set of motion and still assets, with a focus on clarity, craft, and dependable delivery.

EXPERIENCE

Creative Lead | 3D & Motion
Jun 2012 – Present

Shir Manor • Melbourne

Lead end-to-end execution of 3D and motion work for campaigns and launches. Own delivery, consistency, and quality across multi-format asset packs.

Selected studio partnerships: BUCK, Xero, OPT/MIST, Grande Experiences, BENGAR Films, KOJO, Pixel Melbourne, Brand Society, VicRoads

Selected brands: Google, Isuzu, Kia, Toyota, Adidas, Nike, Coca-Cola, Brown Brothers, Cadbury, Oreo, Mars, Xero, Telstra, NAB, ANZ, Medibank, Coles, AGL and more

Senior 3D Artist
Nov 2025 – Dec 2025

Xero • Melbourne

Senior 3D role supporting brand and campaign visual execution.

Freelance 3D Motion Designer
Mar 2025 – May 2025

BUCK

3D animation and look development in collaboration with design and production teams.

3D Animator
Apr 2019 – Jan 2025

OPT / MIST

Worked across 3D animation, modelling, rigging, textures, look development, render pipeline, optimisation, motion graphics, storyboarding, compositing, and 2D animation.

3D Artist (Lighting / Rigging / Optimisation)
Dec 2022 – Jul 2023

Grande Experiences • Melbourne

Developed and rigged a universal painting frame system, built materials and lighting, and animated subtle light and shadow moments for a title sequence.

Senior 3D Artist
Feb 2024 – Apr 2024

KOJO

Delivered high-end 3D and motion assets for broadcast, brand, and campaign work in fast-turnaround environments.

EDUCATION

Bachelor of Design (Digital Design) 2011 – 2014

Swinburne University of Technology

CORE SKILLS

- Animation Production
- 3D Animation
- Motion Design
- Look Development
- Compositing
- Storyboarding
- Rigging
- Lighting
- Optimisation

MAIN TOOLS

- Houdini
- Cinema 4D
- Redshift
- After Effects
- Figma