

# Morgan Ogburn – Recommendations

Art Director / Concept Artist / 3D Artist / Lighting - Games, TV & Film

## Scott Hyman

**Vice President of Publishing, CREAT Studios**

"Morgan gave CREAT the much-needed aesthetic push it needed to compete. He quickly assessed our products' needs and forged a plan to set them right while working around technical difficulties. More importantly, he managed, advised and protected his art staff to bring out their best and most efficient work, even with my frequent last-minute marketing requests. His problem solving abilities and ever-positive attitude made working with Morgan a true pleasure, and I hope to work with him again."

## Paul Steed

**Creative Director, UTV Ignition**

"Morgan makes a profound difference on any project with talent, speed, technical acumen and genuine investment in what he does. While working with me on a groundbreaking FPS he quickly assumed the role of production designer and art director with very little knowledge of the project. Morgan got us ahead of schedule, conceived and implemented a better art pipeline that allowed three environment artists to successfully handle artwork from eighty outsource artists. He will always go the extra mile and become an integral part of the team, never making it about himself or his own goals. Morgan is a fearless artist that always delivers as visionary, leader and friend. I look forward to working with him again soon!"

## Frank Bonniwell

**President / Animation Supervisor, Studio Nouveau Inc.**

"I have had the pleasure of working with Morgan for a number of years now. I have always been tremendously impressed and amazed by his creativity, professionalism and technical knowledge. I was proud to promote him to VFX Art Director and Looks Development Supervisor.

Morgan has an uncanny ability to fully mentally visualize and then communicate any fictional world we are creating. In my opinion Morgan represents the future of art directors: visionary concept artists who have also mastered the complex tools of our trade. By combining with his technical knowledge of digital tools in modeling, texturing, lighting, shaders, etc, he successfully art directs others on the production to a high degree of artistic quality because he understands all the steps to fully create all assets and shots for a film or games production.

He's humble, works hard, is communicative, maintains a professional, positive attitude and works well with other artists. He is able to work in any capacity and I am happy to recommend him for both production artist roles, concept and storyboard roles, as well lead roles in games and film."

## Beverly Garland

**Art Director, Titanic Entertainment**

"I hired Morgan to create concept art for my company's project, "NetStorm: Islands at War," published by Activision. We wanted an illustrative art style for our 3D architecture that was a departure from the norm. Morgan carefully studied our fiction and our preferences, and then turned around and created some gorgeous and imaginative concept pieces that set a wonderful tone for the rest of our virtual world. It would not have been as good a project without his contribution!"