



Martin Crouch is a motion graphics designer with over 20 years experience in a broad range of design disciplines.

He began his design career focussing on print based design, and worked for many years in boutique design companies and advertising agencies. In 1999 Martin's focus shifted to visual effects for film and motion graphics and he completed an MA in Digital Media at the Australian Film Television and Radio School in 2000.

In 2002 Martin worked within the Art Department of "Matrix 2/3", creating screen graphics for on-set playback. He went on to supervise the creation of all screen graphics for "Superman Returns" in 2004. Soon after, Martin accepted a position at Fox Sport Australia as Art Director, heading up a team of 5 broadcast designers, where he remained until 2010. Since then Martin shifted his attention back to the creation of on set screen graphics for film and television.

In July of 2012, Martin was contracted as the Screen Graphics Designer for the Twentieth Century Fox production of "The Wolverine", and was responsible for all on-set screen graphics.

In March of 2013, Martin was contracted by Rising Sun Pictures as the Screen Graphics Designer for the post production of "I, Frankenstein".

From October 2013 to March 2014 Martin was contracted as the Screen Graphics Designer for the Playmaker production of The Code, a six part Australian political drama being broadcast by the ABC in late 2014.

In 2015 Martin was again called upon to supervise the screen graphics design and implementation for the 2nd series of The Code for the ABC.

In 2016 Martin was contractd by Fox Studios as the Screen Graphics Supervisor for Alien: Covenant, shot at Fox Studios Australia. And in 2017 Martin was contracted by Legendary Pictures as the Screen Graphics Supervisor for Pacific Rim: Uprising.

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| 2017 | "Aquaman" Screen Graphics Supervisor- Warner Brothers |
| 2017 | "Pacific Rim: Uprising" Screen Graphics Supervisor- Legendary Entertainment |
| 2016 | "Alien: Covenant" Screen Graphics Supervisor- 20th Century Fox |
| 2015 | "THE CODE" Series 2 – ABC Screen Graphics Designer – Playmaker Media |
| 2014 | "San Andreas" Screen Graphics Designer – Warner Brothers |
| 2014 | "THE CODE" Series 1 – ABC Screen Graphics Designer – Playmaker Media |
| 2013 | "I, FRANKENSTEIN" Screen Graphics Designer – Rising Sun Pictures |
| 2012 | "THE WOLVERINE" Screen Graphics Designer – 20th Century Fox |
| 2006 | PREMIER MEDIA GROUP/FOX SPORTS Supervising Broadcast Designer/Art Director |
| 2005 | ANIMAL LOGIC Senior Broadcast Compositor |
| 2005 | "SUPERMAN RETURNS" Screen Graphics Supervisor – Warner Brothers Australia |
| 2004 | "STEALTH" Screen Graphics Designer. |
| 2002 | "THE MATRIX REVOLUTIONS"s Senior Screen Graphics Designer – Warner Brothers |
| 2001 | "THE MATRIX RELOADED" Senior Screen Graphics Designer – Warner Brothers |
| 2000 | PXL Art Director |

2000 Master of Arts: Visual Effects for Film + Television
Australian Film Television and Radio School.

1994 Bachelor of Design, Visual Communication
University of Technology, Sydney.