Demo Reel Breakdown
Macie Landon
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00:03-00:15 | *The Hunt Film & Radio Showcase* (Spring 2024)
A collaborative student animated short film created in 16 weeks.
LAYOUT: Responsible for title card debris scattering
MODELING: Responsible for modeling flora assets (all plants but mushrooms, some trees, and carnivorous plants). Dinosaur footprint sculpt. Radio asset.
SURFACING: Responsible for surfacing some flora assets. Radio asset.
VIDEO EDITING: Responsible for title card text editing and shot organization.
SOFTWARE: Modeling, UV mapping, environment scattering in Blender. Surfacing in Substance Painter. Video editing in Premiere Pro and After Effects. Rendered with Renderman.
TEAM: Sera Albers (Lighting, animation, modeling, surfacing), Ariana Flores (Character, modeling, surfacing, layout), Izzy Novelli (SFX, layout, modeling), Martin Corrall (VFX, modeling, layout).

00:16-00:19 | *Moon Cinematic* (Fall 2024)
A personal project focused on animation and cinematography.
Responsible for all aspects (animation, modeling, surfacing, environment, lookdev, lighting, video editing).
SOFTWARE: All aspects using Blender. Some color grading in Premiere Pro.
CREDITS: Moon albedo from NASA images.

00:20-00:30 | *Dubit's GRAMMY Week Experience Assets* (Spring 2022)
Commissioned by Dubit for the GRAMMY Awards Roblox experience to design assets players could purchase and earn in-game.
MODELING: Responsible for all aspects.
SURFACING: Responsible for all aspects.
SOFTWARE: Modeled, UV mapped, some surfacing in Blender. Final surfacing in Substance Painter. Rendered with Blender.
CREDITS: Item concepts by artist at Dubit.

00:31-00:35 | *Area 47 Thumbnail* (Spring 2022)
Commissioned by CreepySins studios for Roblox experience splash art.
LAYOUT: Responsible for all aspects (posing, debris, scene layout).
LIGHTING: Responsible for all aspects.
COMPOSITING: Responsible for all aspects.
SOFTWARE: Layout, rendering, and lighting in Blender. Compositing and post-processing in Adobe Photoshop.
CREDITS: Rigs, models, and environment by artists at CreepySins studios.

00:36-00:41 | *Area 27 Thumbnail* **(Spring 2020)**
Commissioned by CreepySins studios for Roblox experience splash art.
LAYOUT: Responsible for all aspects (posing, debris, scene layout).
LIGHTING: Responsible for all aspects.
COMPOSITING: Responsible for all aspects.
SOFTWARE: Layout, rendering, and lighting in Blender. Compositing and post-processing in Adobe Photoshop.
CREDITS: Rigs, models, and environment by artists at CreepySins studios.

00:42:-00:51 | *Cucuy's Playhouse Character* **(Fall 2024)**
The antagonist in a collaborative student game design project created in 16 weeks.
MODELING: Responsible for all aspects.
SURFACING: Responsible for all aspects.
RIGGING: Responsible for all aspects.
ANIMATION: Responsible for all aspects.
SOFTWARE: Modeling, rigging, UV mapping, animations in Blender. Surfacing in Substance Painter. Rendered with Blender.
CREDITS: Concept by teammate Zachary Tyson.

00:52-00:59 | *Flannel* **(Fall 2022)**
A personal project challenging myself to learn Roblox's Layered Clothing technology to then upload and sell as a virtual avatar accessory on the platform's digital marketplace.
MODELING: Responsible for all aspects.
SURFACING: Responsible for all aspects.
SOFTWARE: Modeling in Marvelous Designer and Blender. Surfacing in Substance Painter. Rendered with Renderman.

(01:00-01:08) | *SeaWeaver Main Menu Animation* **(Fall 2023)**
The main menu screen at the start of a collaborative student game design project created in 16 weeks.
LIGHTING: Responsible for all aspects.
LAYOUT: Responsible for all aspects.
COMPOSITING: Responsible for all aspects.
MODELING: Responsible for seaweed and structure.
SURFACING: Responsible for seaweed and structure.
ANIMATION: Responsible for all aspects.
SOFTWARE: Modeling, surfacing, lighting, layout, animation in Blender. Some surfacing in Substance Painter. Rendered with Blender.
CREDITS: Large rocks from Quixel Megascans. Coral assets by teammate John Estes.