

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 Corral (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.

00:52-01:02 | *PC-98* (Spring 2026)

A class final project challenging myself to create a detailed hard-surface model by myself.

MODELING: Responsible for all aspects.

SURFACING: Responsible for all aspects.

SOFTWARE: Modeling in Blender. Surfacing in Substance Painter. Rendered with Blender.