

MAX GLASCOTT
LOS ANGELES METRO
2026

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INDEX

Selected Work

[01]	Supernatural	2019 - 2025
[02]	TRIPP	2017 - 2019
[03]	VERMILION	2026 - present
[04]	Show Visual	2014
[05]	PepsiCo Westfield	2016
[06]	Unannounced	2026 - in development
[07]	Idle Mile	2026 - In Development
[08]	Wonders of the Universe	2012
[09]	PAX 2013 — Magic: The Gathering	2013
[10]	Black Cloak	2015
[11]	Design / Branding	2026

Technical art and creative lead with 20+ years across VR, real-time 3D, experiential installation and post production . Building the bridge between artists and engineers.



[03] META · WITHIN

Supernatural

TECHNICAL ART LEAD (MANAGEMENT) → SENIOR VR DESIGNER · 2019 – 2025

VR / UNITY / TECH ART / TEAM LEAD / QUEST

A VR fitness platform taken from early concept to a flagship Quest title, and through acquisition by Meta. Joined as an early design hire, left as the lead running technical art.

- Led technical art across fitness and multiplayer modalities — full-stack asset ownership from model and material through animation, VFX , SFX and UI.
- Managed and mentored a team spanning technical art, environment art and sound design.
- Partnered with graphics engineering on an HDR authoring pipeline and custom lighting toolset, letting environment artists ship high-quality lit content inside a bespoke framework.
- Co-directed and supervised motion cap for final in-engine tutorial implementation
- Translated UI/UX design and mechanics from art dept to eng, coordinating and developing launch ready implementation


Supernatural
Supernatural
BOX TO THE BEAT




MULTIPLAYER TUTORIAL - STEREO > MOCAP > UNITY ▸


MOTION CAPTURE STAGE — PERFORMANCE CAPTURE FOR MULTIPLAYER MODALITY



[05] TRIPP, INC.

TRIPP

LEAD ARTIST · 2017 – 2019

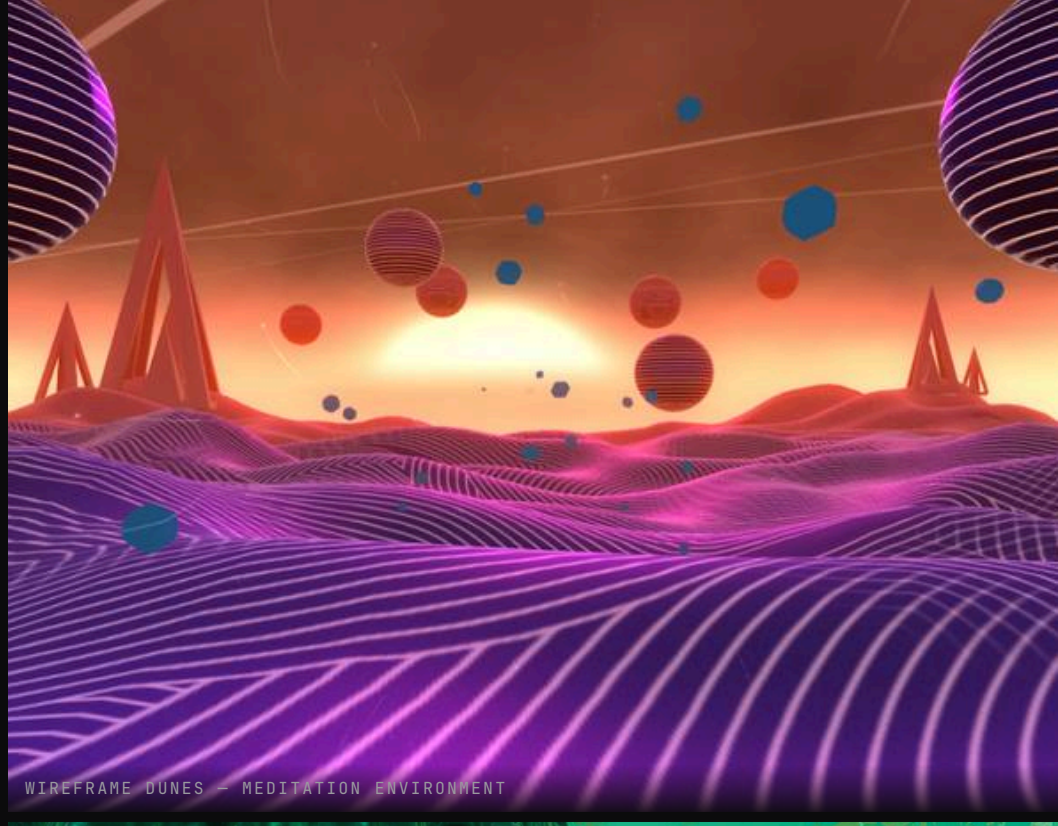
VR / UNITY / PIPELINE / ART DIRECTION

Early-stage XR startup. Built the artist pipeline from nothing: the toolsets, conventions and look that the product shipped on across headsets and mobile.

- Designed the initial art pipeline and authoring conventions alongside engineering and leadership.
- Established the visual language for psychedelic, meditative real-time environments.
- Delivered across a range of headsets and mobile platforms under startup constraints.



STYLIZED CAVERN ENVIRONMENT



WIREFRAME DUNES — MEDITATION ENVIRONMENT



TERRAFORM GARDEN ENVIRONMENT



BREATH EXERCISE



[07] VERMILION LLC

VERMILION

DIRECTOR / CO-FOUNDER · 2026 – PRESENT

STUDIO / CREATIVE DIRECTION / BRAND / GAME DEV / CURRENT

Multidisciplinary indie studio co-founded with a longtime collaborator. Games, creative technology work-for-hire, and self-published art and music.

- Creative direction and brand identity for the studio
- Two games in development in parallel with corporate client roster
- Visit vrmln.co

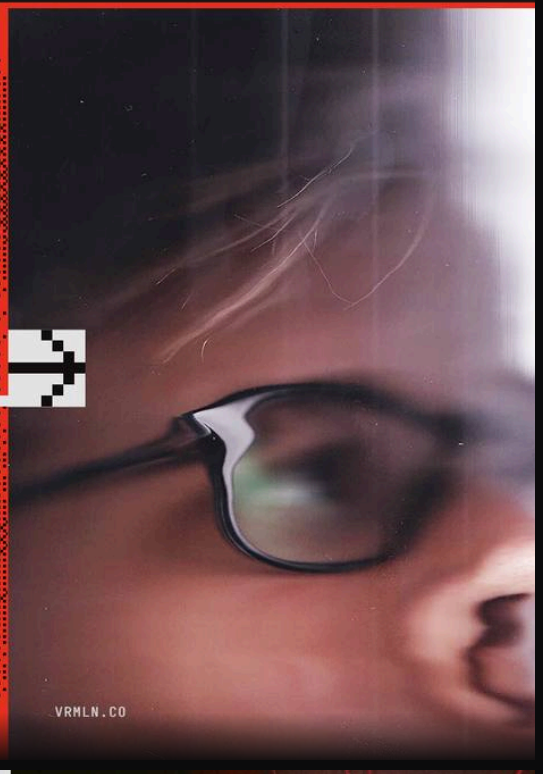
ABOUT PROJECTS CLIEN

VERMILION

MINABLE TWITCH / 01 OF 01

ABOMINABLE
TCH

h is the long standing
of lead artist, Max G. Visit
andcamp to explore over



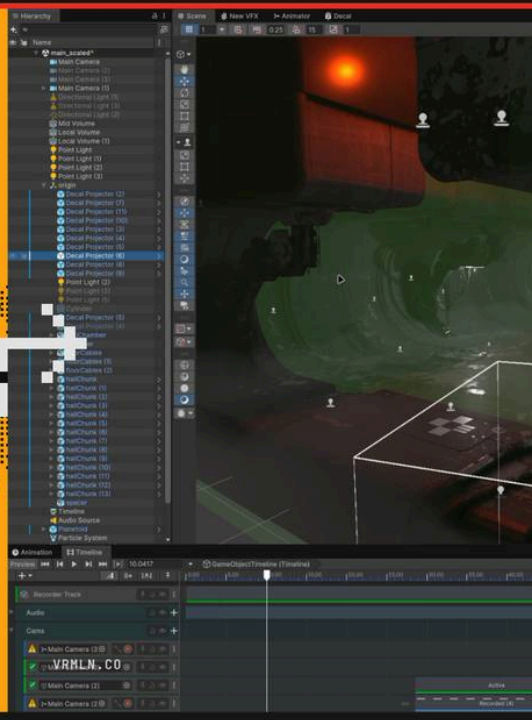
SITE DESIGN

ABOUT PROJECTS

/ 02 OF 03

APSE

elapse series. Watch
finish.



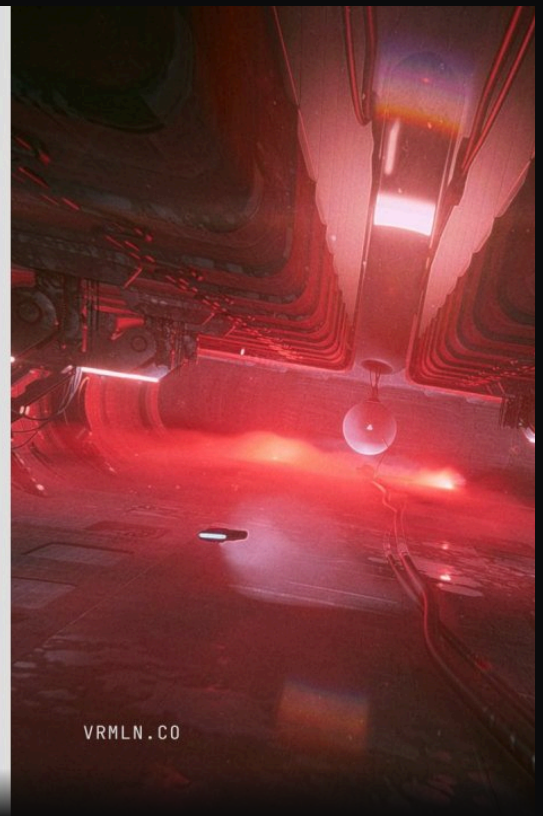
COLOUR, ONE
K, ONE BIG
OD.

n indie game studio and creative technology
ed in los angeles and chicago.

nd nothing decorative for its own sake.

E

STYLEGUIDE BUILDOUT



R / PAIRS

TRAST IS KEY

is ink, at 24px and up or 19px bold. Smaller copy sits in an ink label.
2 contrast. 4.5:1 for body text, 3:1 for large text and marks.

BONE ON INK
OR CHARCOAL

vermilion

14.9:1

13.97:1 on charcoal.
Any size.

INK ON
BONE-GROUND

vermilion

14.35:1

Any size.

VERMILION
ON INK OR
CHARCOAL

vermilion

4.38:1

4.11:1 on charcoal.
Marks and
display only.

STYLEGUIDE BUILDOUT

08



[09] PRYSM · M1 INTERACTIVE

Show Visual

MODELING / RENDERING / CONTENT / PERFORMANCE · 2014

VENUE / LED / CINEMA 4D / UNITY

Large format content for permanent install, events and live shows. Built for passive playback as well as interactive / reactive performance.

— Stack: Cinema 4D, Octane, Unity 3D (live playback, simulations, controller implements) , Resolume Server and mapping

Show Visual



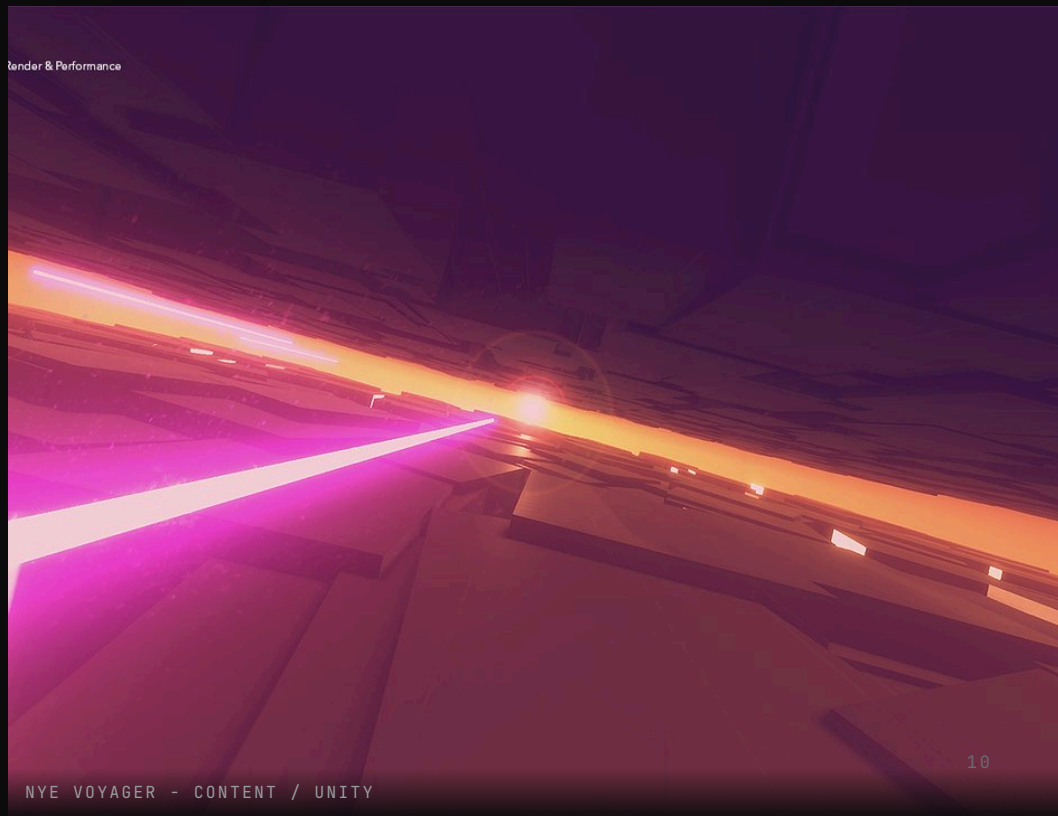
ROOM WIDE



CONTENT SYSTEM — GEOMETRIC UI LANGUAGE



NYE VOYAGER - SHOW FLOOR CHICAGO



NYE VOYAGER - CONTENT / UNITY



[11] PEPSICO · IMAGINARY FORCES

PepsiCo Westfield

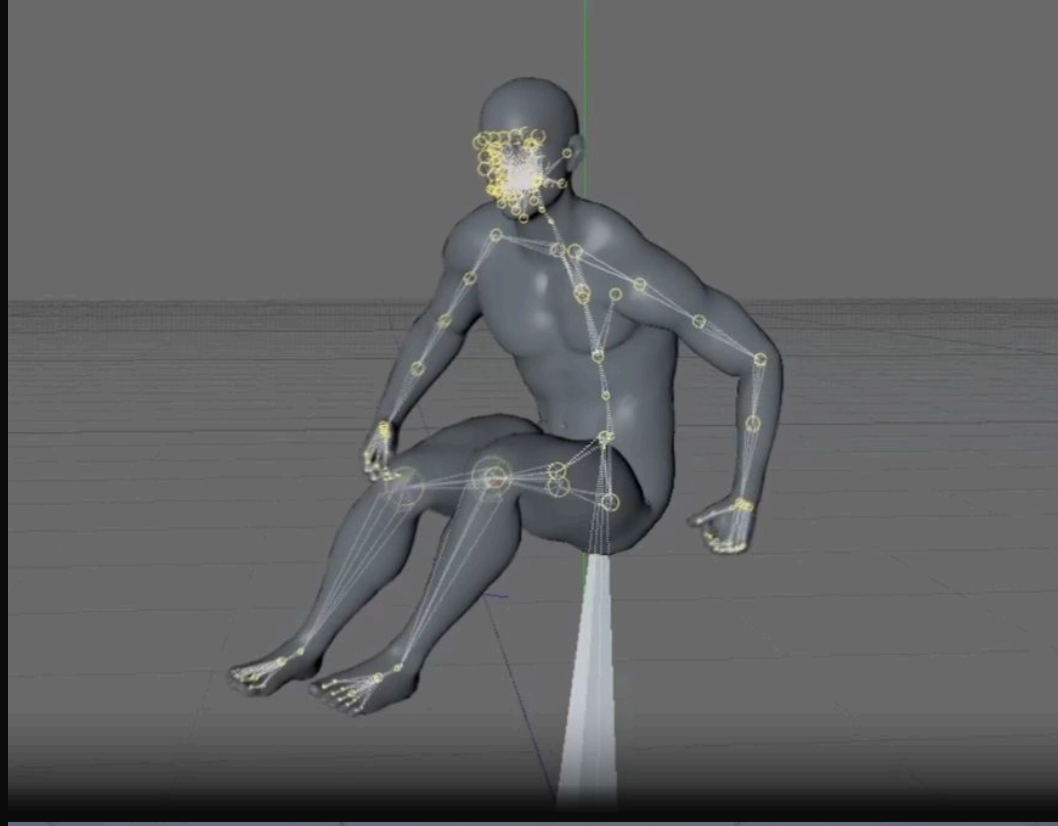
ANIMATOR · 2016

LED / INSTALLATION / MOTION

PepsiCo's brand expression at Oculus in NYC. 19 gigantic digital screens, 14 unique brands, 350,000 daily commuters. I was a contract animator at Imaginary Forces working on character animation, particle simulation, materials and rendering.

- Design / Animation / Simulation / Rendering
- Stack: Cinema 4D / Octane / XParticles / AE (composite)
- View more at Imaginary Forces


PepsiCo Westfield






IN EVERY WAVE



[13] VERMILION LLC

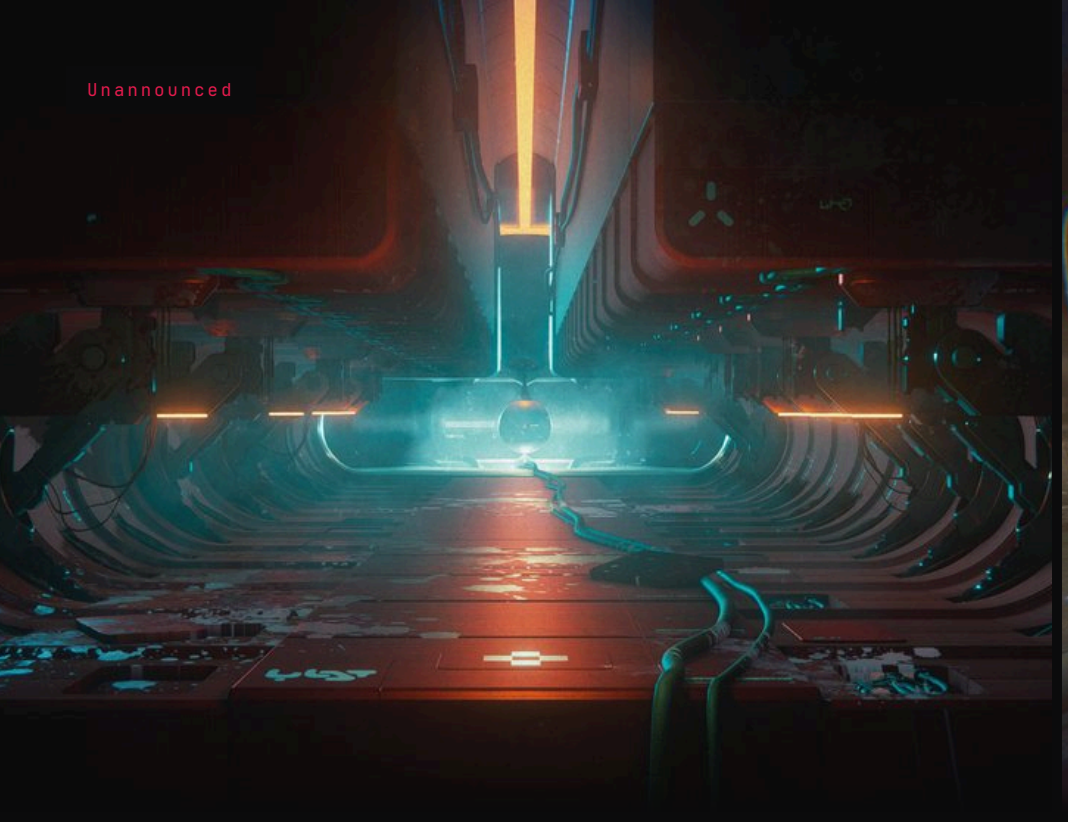
Unannounced

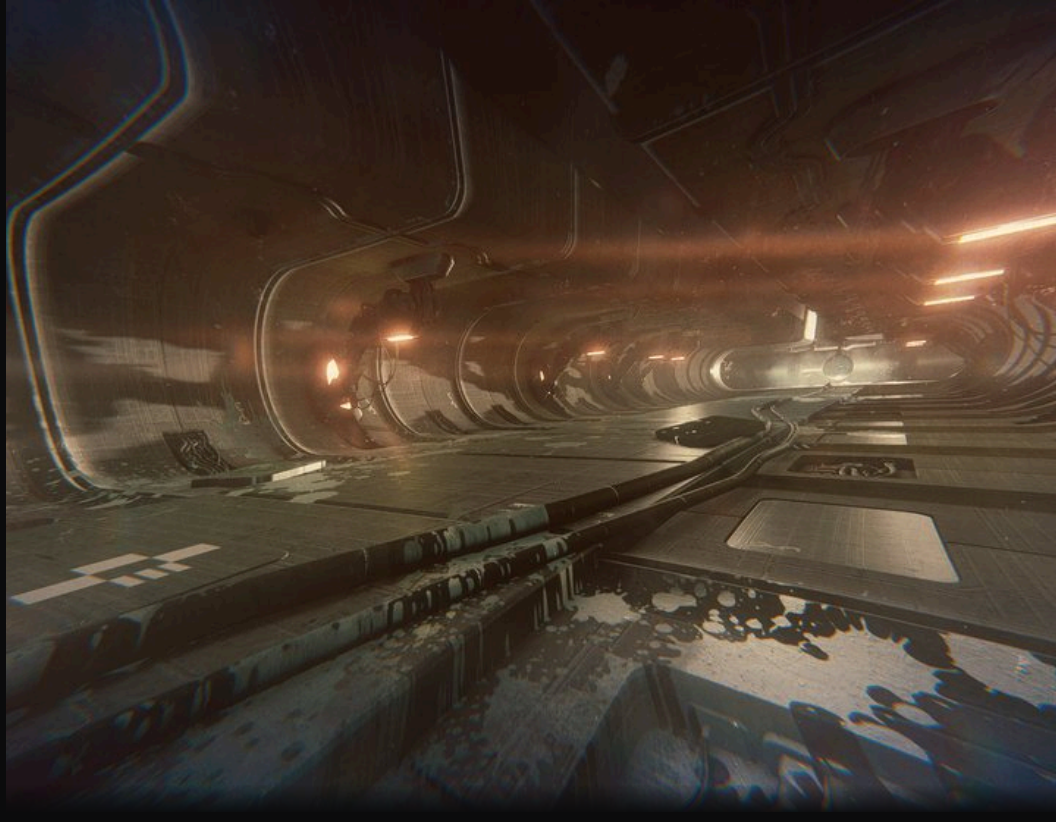
CREATIVE DIRECTION / ART · 2026 – IN DEVELOPMENT

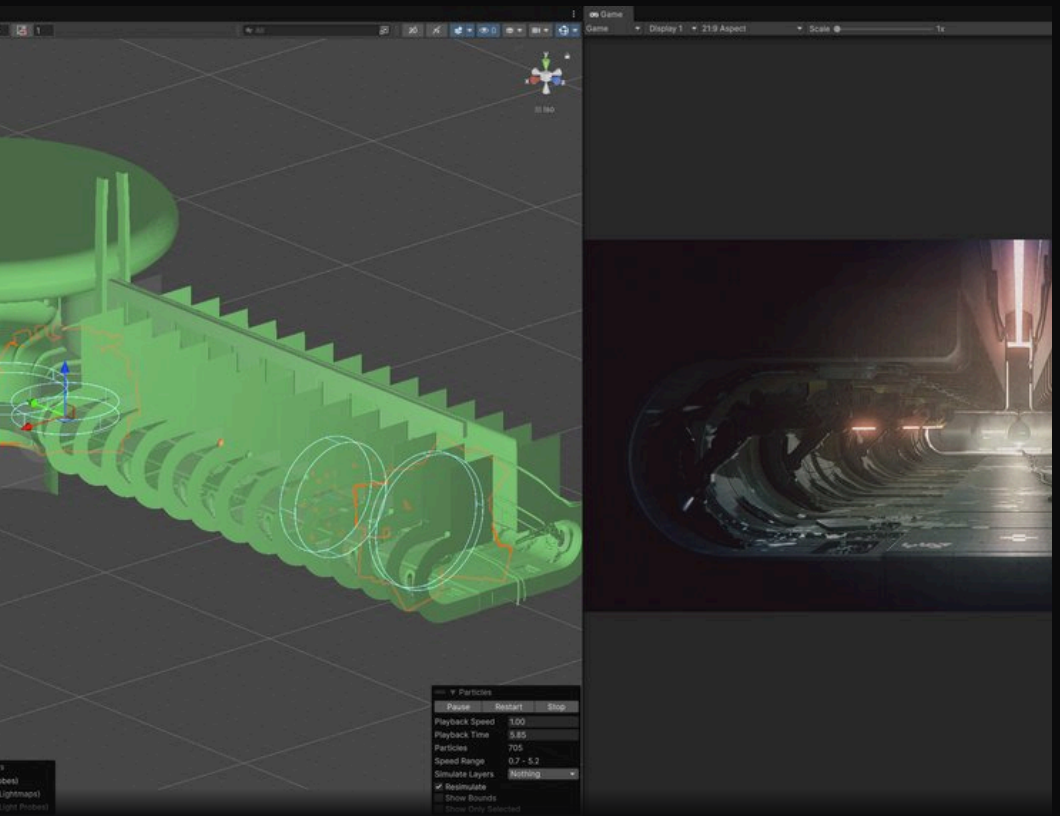
GAME / CONCEPT / UNITY / SCI-FI / CURRENT

Sci-fi action rogue-lite in development, with a long-term strategy layer wrapped in a cryptic narrative. Concept art through in-engine environment.

- Visual development: Concept, key art, lookdev
- Art Stack: Cinema 4D, Redshift, Substance Painter, Nomad Sculpt, Plasticity, Adobe Suite
- Dev Stack: Unity 3D 6.4+ , URP 17+, Shader/VFX Graphs, C#
- Visit vrmln.co


Unannounced




Particles
Pause
Restart
Stop
Playback Speed 1.00
Playback Time 5.85
Particles 705
Speed Range 0.7 - 5.2
Simulate Layers Nothing
Resimulate
Show Bounds


UOMMVFBQUEP
JMKTG46752B
3OIHXDJ5IF0M
NM3BIIXPJHGM
GN27



[15] VERMILION

Idle Mile

DESIGN LEAD / TECH ART · 2026 - IN DEVELOPMENT

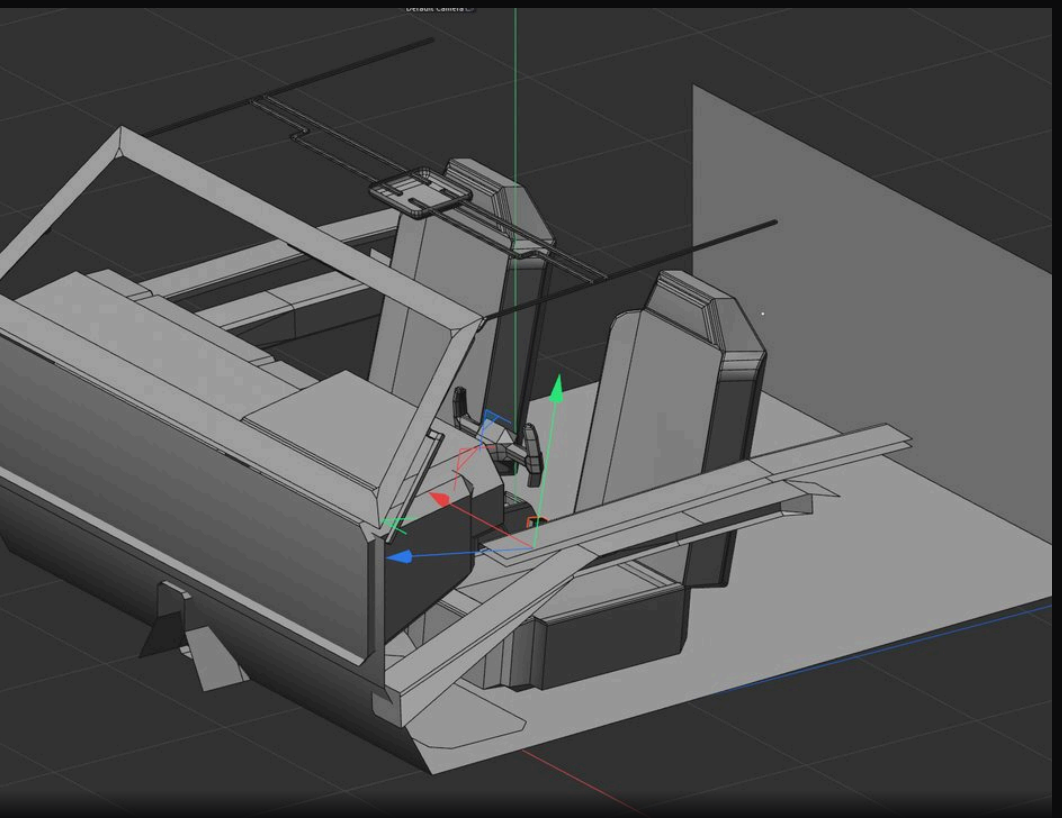
GAME / UNITY / INDIE / CURRENT

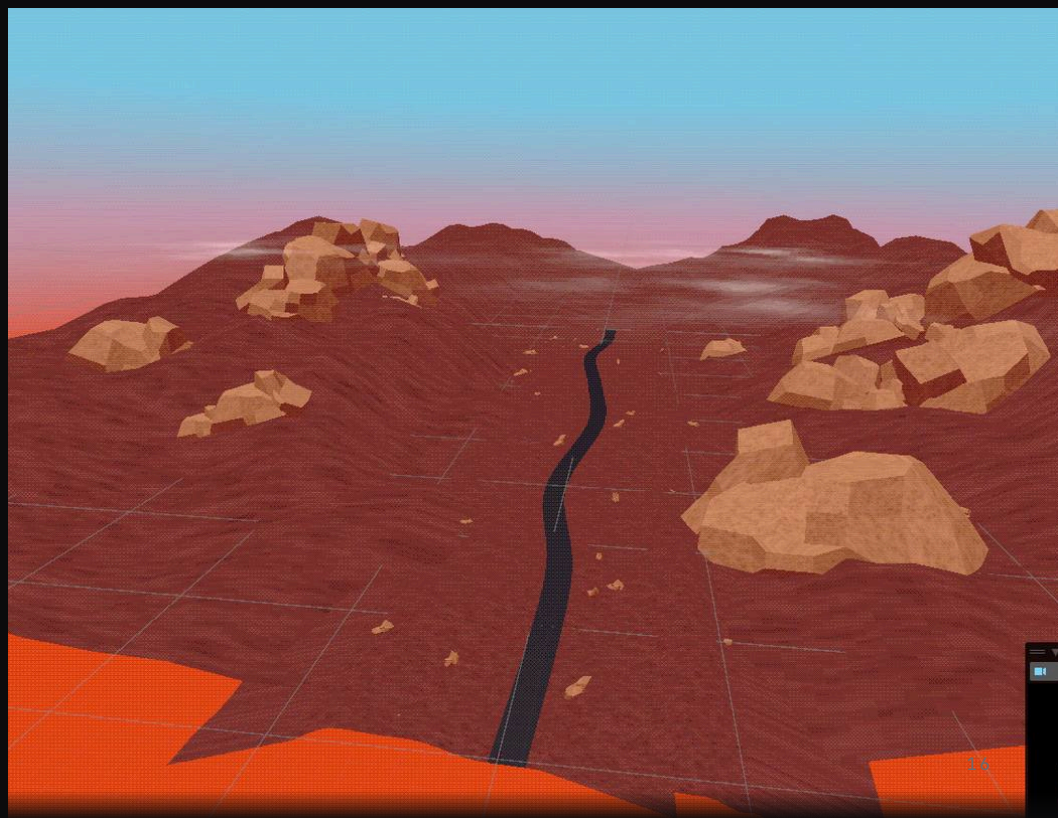
Idle Mile is a chill lofi incremental game that spans thousands of miles of unique biomes. Relax and take it all in. Collect salvage, upgrade your vehicle, listen to an all original library of music, and keep your eyes on the road...

— Visit vrmln.co


Idle Mile
XP
274
TRIP
267
SALVAGE
6863
SPEED
56 MPH
FUEL
100/100
GARAGE
UPGRADES
COOLDOWN 36
VRMLN.RADIO
RADIOHEAD SUCKS









[17] ADLER PLANETARIUM · M1 INTERACTIVE

Wonders of the Universe

LEAD DESIGNER / FRONT-END DEVELOPER · 2012

INSTALLATION / PROJECTION / INTERACTIVE / MUSEUM

Permanent interactive gallery at the Adler Planetarium. Projection-mapped walls and sensor-driven interactives in Unity. Touch screen applications driven by AS3 multi-display flash apps deployed thru Air.

- Motion graphics and interaction design for a projection-mapped gallery environment.
- Kinect-driven interactive floor with real-time response to visitor movement.
- Content system spanning nebula, galaxy and deep-space exhibits.
- View more Here



VISITORS AT THE DEEP-SPACE WALL


KINECT-DRIVEN INTERACTIVE FLOOR



ORION NEBULA EXHIBIT CONTENT


CORRIDOR CONCEPT



[19] WIZARDS OF THE COAST · M1 INTERACTIVE

PAX 2013 — Magic: The Gathering

LEAD DESIGNER / MOTION · 2013

LARGE FORMAT / LED / TRADE SHOW / MOTION

While at M1 Interactive, we built large-format projection mapped content for the Wizards of the Coast trade floor presence at PAX - a curved wall driven by a kinect that let users walk up and throw fireballs across a 30ft span in a literally explosive skill based interactive.

- Stack: Unity 3D, Open CV, Kinect SDK
- Live show app support

PAX 2013 — Magic: The Gathering



CONTENT RUN, SHOW FLOOR



BOOTH WIDE







[21] LUXLOOP

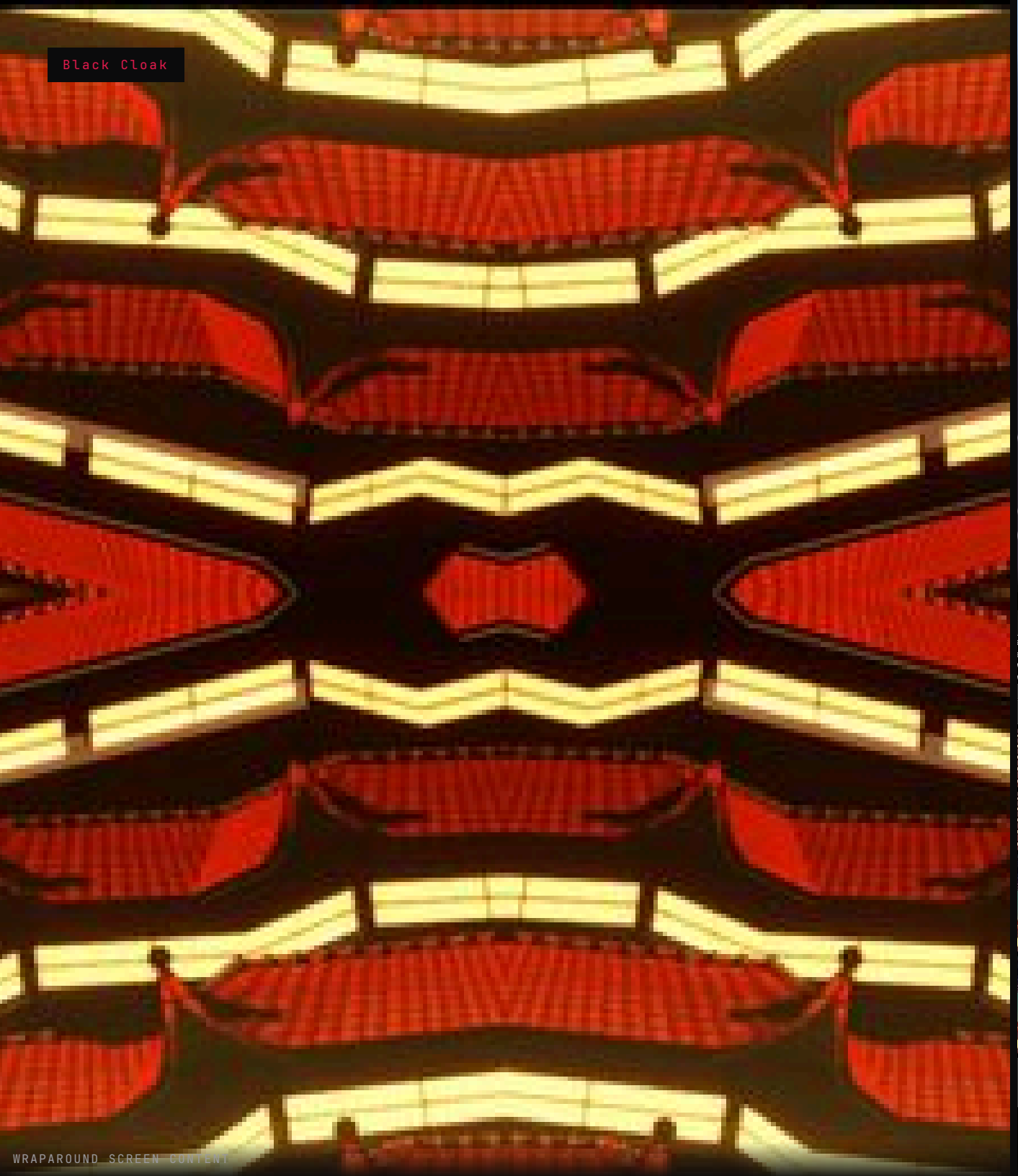
Black Cloak

CONTENT / TECHNICAL DIRECTION · 2015

IMMERSIVE DINING / PROJECTION / EXPERIENTIAL

Immersive dining experience with a wraparound projected environment scored to the courses.

— Read more at Luxloop





allVideos/42_TEMPLEKALIEDESCOPELOOP_wide.mp4
allVideos/42_TEMPLEKALIEDESCOPELOOP_wide.mp4
VallVideos/42_TEMPLE_LOOP_short.mp4
VallVideos/42_TEMPLE_LOOP_short.mp4
loop
0
adv
0
A
B
Load Into 'B'
N/E
S/W
Camera Position
3D View
Flat View
Active Module
Dandy Punk
Feather Mandalas
Output Controls
-02:45
A <--> B
-04:



[23] PERSONAL

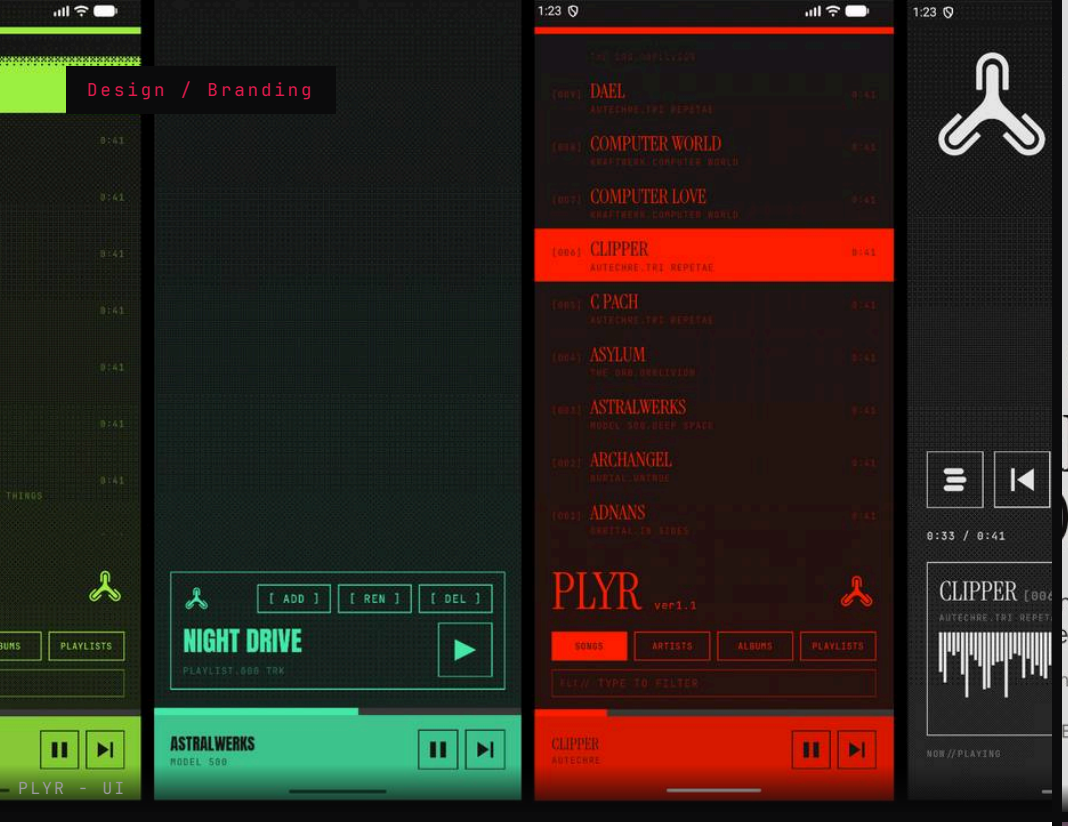
Design / Branding

TYPE / 3D DESIGN · 2026

TYPE / CINEMA 4D / LOOK DEV

Various product , brand and design exploration for mobile, web, and print

— Stack: Cinema 4D, Redshift, Adobe Suite, Figma, Android Studio


Design / Branding
[ADD]
[REN]
[DEL]
NIGHT DRIVE
PLAYLIST.000 TRK
PLAYLISTS
ASTRALWERKS
MODEL 500
PLYR - UI
1:23
DAEL
COMPUTER WORLD
COMPUTER LOVE
CLIPPER
C PACH
ASYLUM
ASTRALWERKS
ARCHANGEL
ADNANS
PLYR ver1.1
SONGS
ARTISTS
ALBUMS
PLAYLISTS
CLIPPER
0:33 / 0:41
NOW //PLAYING


COLOUR, ONE
K, ONE BIG
D.
indie game studio and creative technology
ed in los angeles and chicago.
nd nothing decorative for its own sake.


VRMLN.CO


CHROME


SUPERNATURAL MARKETING COMPOSITE



AVAILABLE · REMOTE / RELOCATION

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