

Max Glascott

Selected Work

Supernatural	2019 - 2025
VERMILION	2026 - present
PepsiCo Westfield	2016
Idle Mile	2026 - In Development
PAX 2013 — Magic: The Gathering	2013
Design / Branding	2026

TRIPP	2017 - 2019
Show Visual	2014
Unannounced	2026 - in development
Wonders of the Universe	2012
Black Cloak	2015

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.



META · WITHIN

Supernatural

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

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

VR

Unity

Tech Art

Team Lead

Quest





TRIPP, INC.

TRIPP

LEAD ARTIST — 2017 — 2019

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.

VR

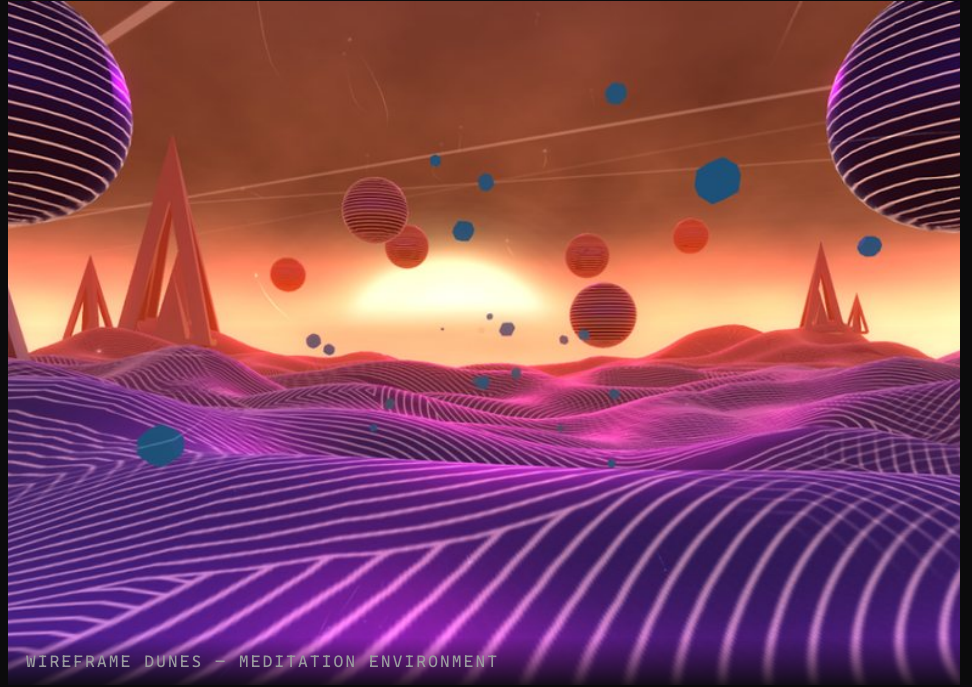
Unity

Pipeline

Art Direction



STYLIZED CAVERN ENVIRONMENT



WIREFRAME DUNES - MEDITATION ENVIRONMENT



TERRAFORM GARDEN ENVIRONMENT



BREATH EXERCISE



vermilion

VERMILION LLC

VERMILION

DIRECTOR / CO-FOUNDER — 2026 — PRESENT

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 — wordmark, system, and release formats.
- Client work for GPJ / Google Cloud, Lightsail VR / Meta, and Applied VR.
- Building internal tooling around AI-assisted production for rapid iteration.
- Two games in development: a multiplatform cozy idle title and a sci-fi action rogue-lite.
- Visit vrmln.co

Studio

Creative Direction

Brand

Game Dev

VERMILION

TUDIO. WE MAKE GAMES,
ARE DEVELOPING OUR
VIEW PROJECTS FOR

T WORK

CONTACT

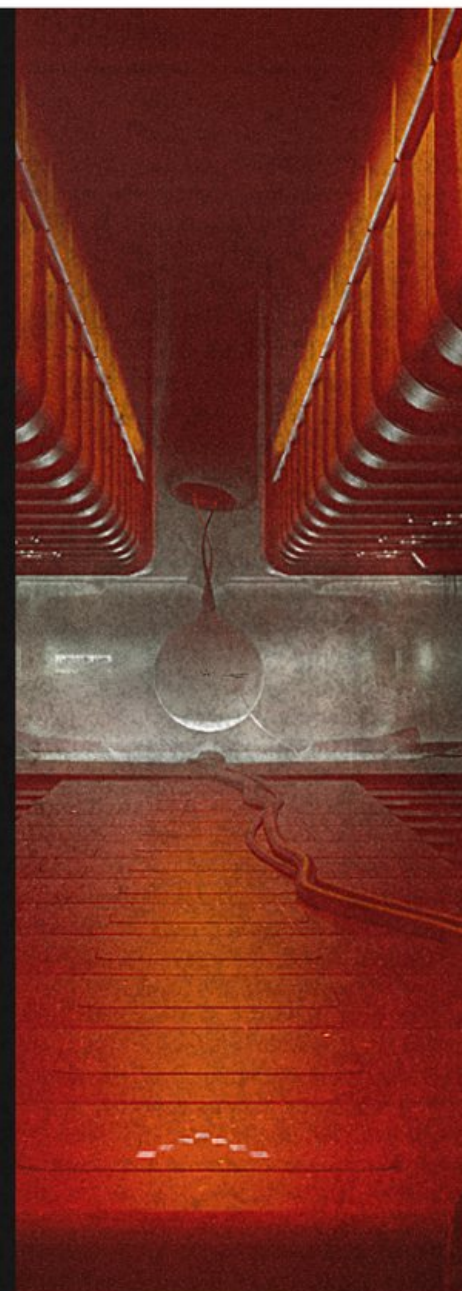
VRMLN.CO - STUDIO SITE

SE[001]



vermilion
#E73121

DEVELOPSE 001 - DEVELOPMENT BROADCAST SLATE





PRYSM · M1 INTERACTIVE

Show Visual

MODELING / RENDERING / CONTENT /
PERFORMANCE - 2014

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

Venue LED Cinema 4D Unity



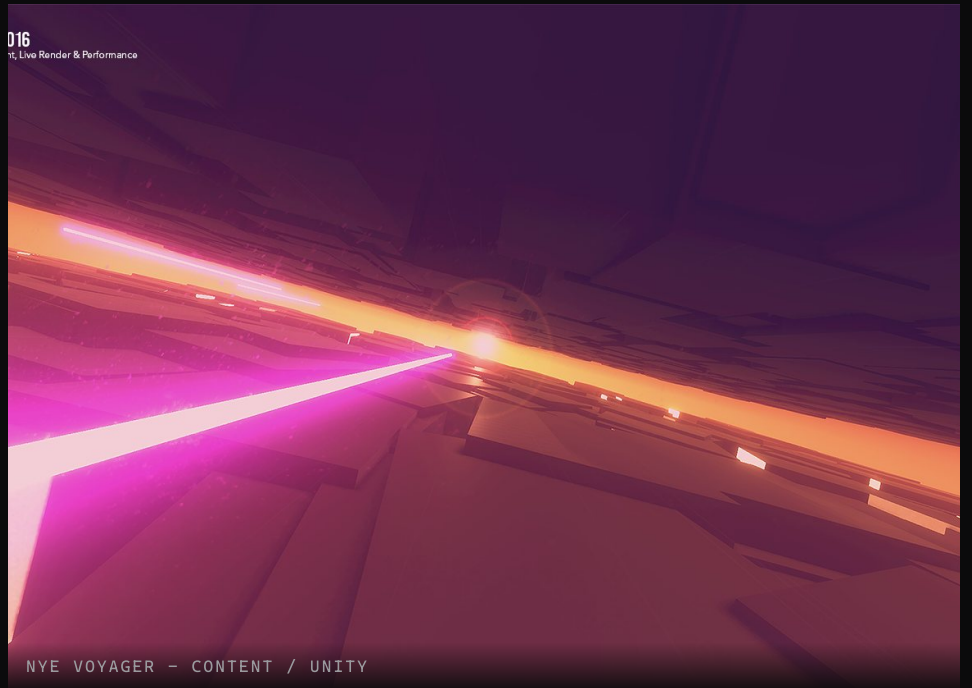
ROOM WIDE



NYE VOYAGER - SHOW FLOOR CHICAGO



CONTENT SYSTEM - GEOMETRIC UI LANGUAGE



NYE VOYAGER - CONTENT / UNITY



PEPSICO · IMAGINARY FORCES

PepsiCo Westfield

ANIMATOR - 2016

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

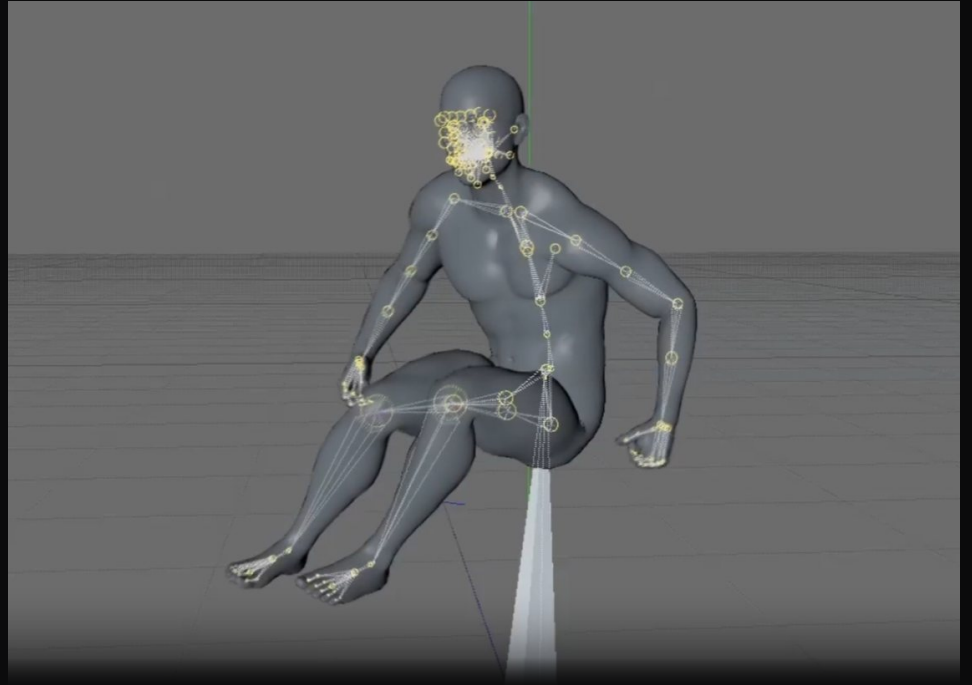
— Stack: Cinema 4D / Octane / XParticles / AE (composite)

— View more at [Imaginary Forces](#)

LED

INSTAllation

motion



DEFECTOR



VERMILION LLC

Unannounced

CREATIVE DIRECTION / ART - 2026 - IN
DEVELOPMENT

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 vrm.ln.co

Game

Concept

Unity

Sci-Fi

Unannounced



CORRIDOR ENVIRONMENT CONCEPT



IN-ENGINE



HARD-SURFACE ORTHOGRAPHIC STUDY



VERMILION

Idle Mile

DESIGN LEAD / TECH ART - 2026 - IN
DEVELOPMENT

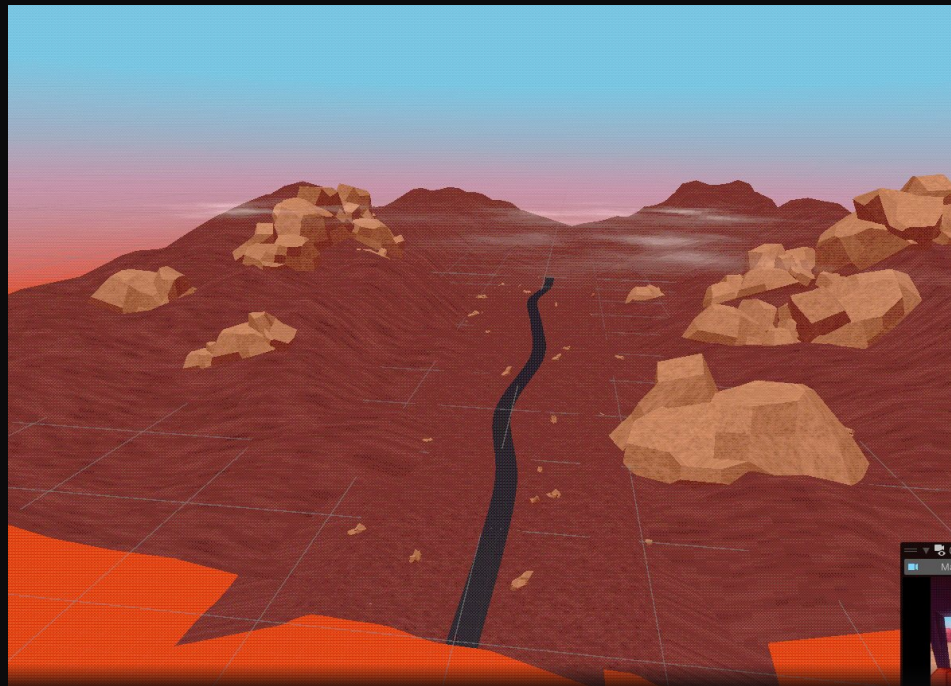
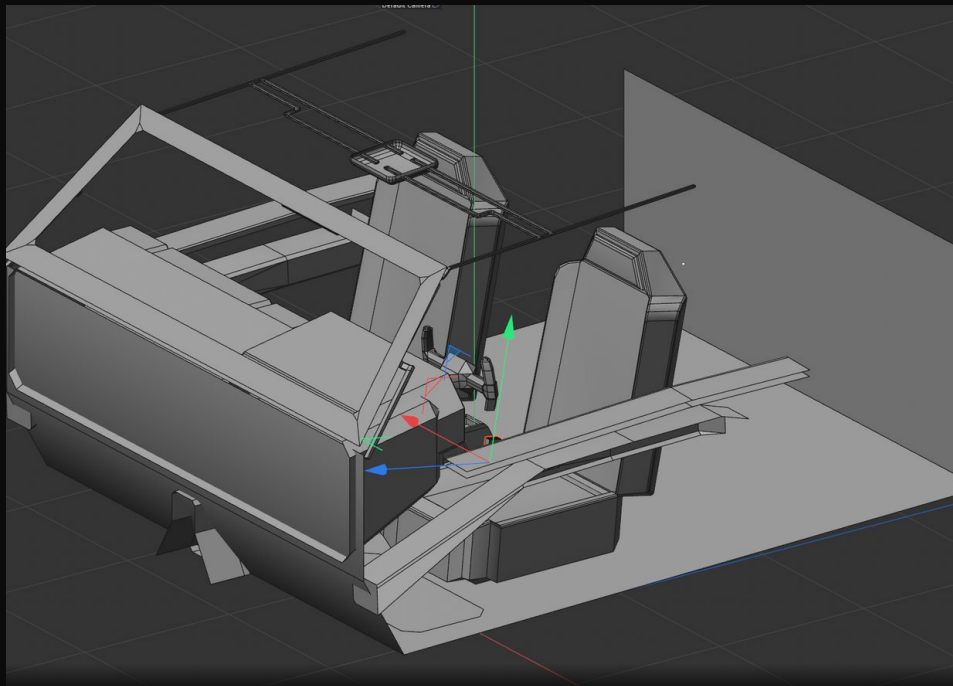
Idle Mile is a chill lofi incremental game that spans thousands of miles of unique biomes. Relax and take it all in. Collect salvage, upgrade your vehicle, listen to an all original library of music, and keep your eyes on the road...

— Visit vrmln.co

game

unity

indie





ADLER PLANETARIUM · M1 INTERACTIVE

Wonders of the Universe

LEAD DESIGNER / FRONT-END DEVELOPER - 2012

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.

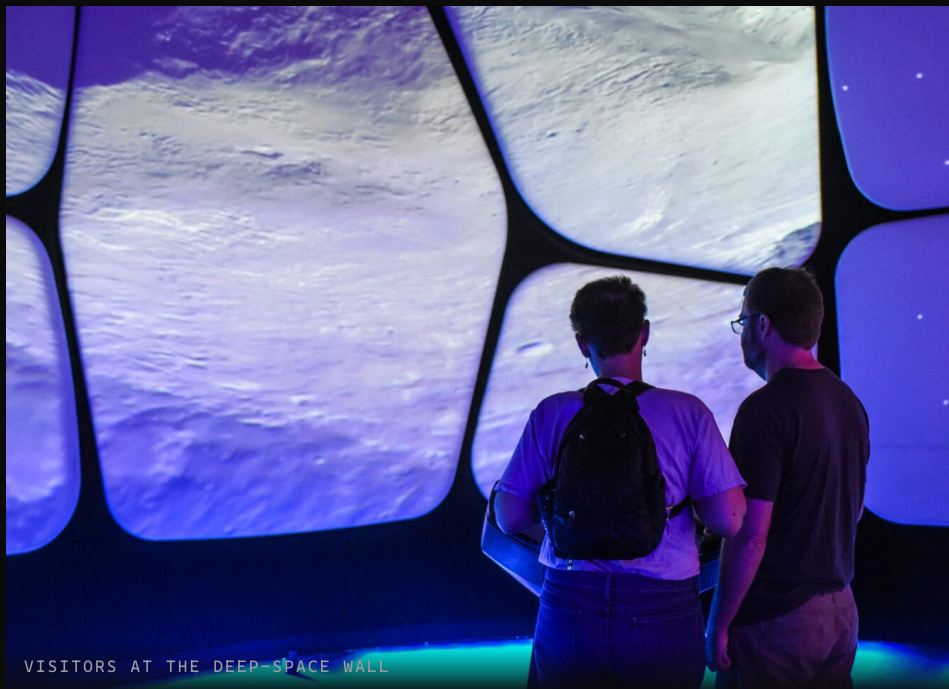
- Motion graphics and interaction design for a projection-mapped gallery environment.
- Kinect-driven interactive floor with real-time response to visitor movement.
- Content system spanning nebula, galaxy and deep-space exhibits.
- View more [Here](#)

Installation

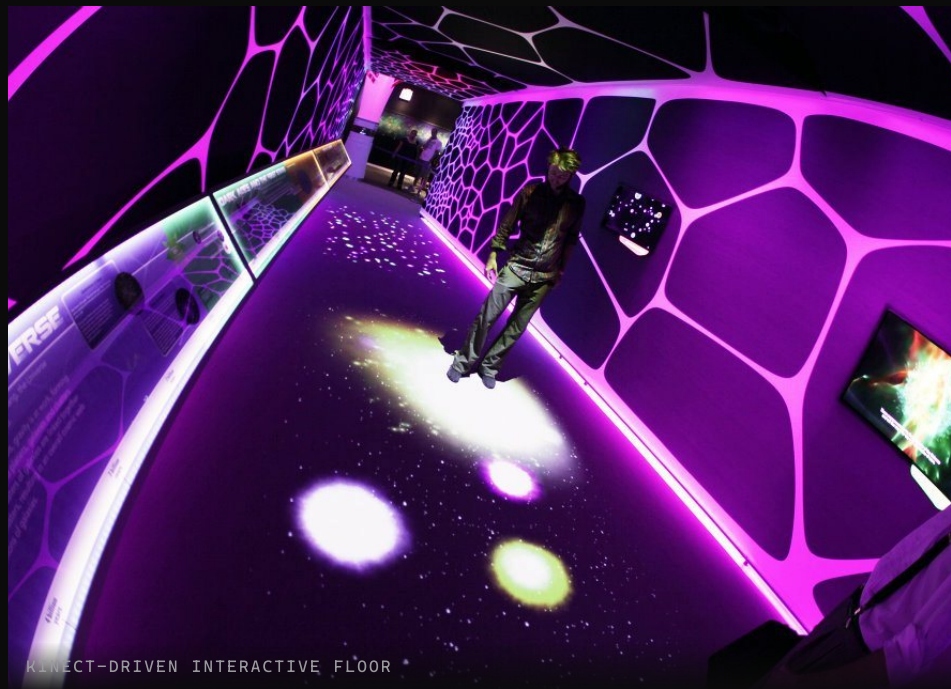
Projection

Interactive

Museum



VISITORS AT THE DEEP-SPACE WALL



KINECT-DRIVEN INTERACTIVE FLOOR



ORION NEBULA EXHIBIT CONTENT



CORRIDOR CONCEPT



WIZARDS OF THE COAST · M1 INTERACTIVE

PAX 2013 — Magic: The Gathering

LEAD DESIGNER / MOTION - 2013

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

Large Format

LED

Trade Show

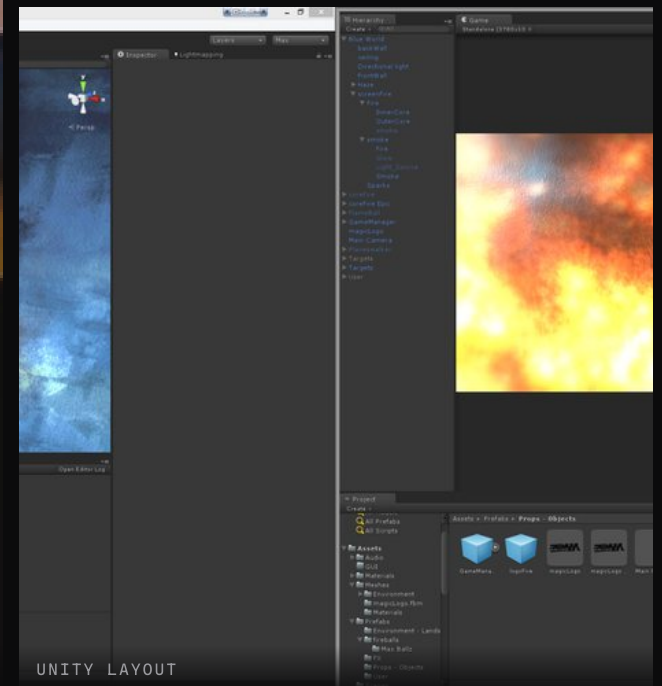
Motion



CONTENT RUN, SHOW FLOOR



BOOTH WIDE



UNITY LAYOUT



LUXLOOP

Black Cloak

CONTENT / TECHNICAL DIRECTION - 2015

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

— Read more at [Luxloop](#)

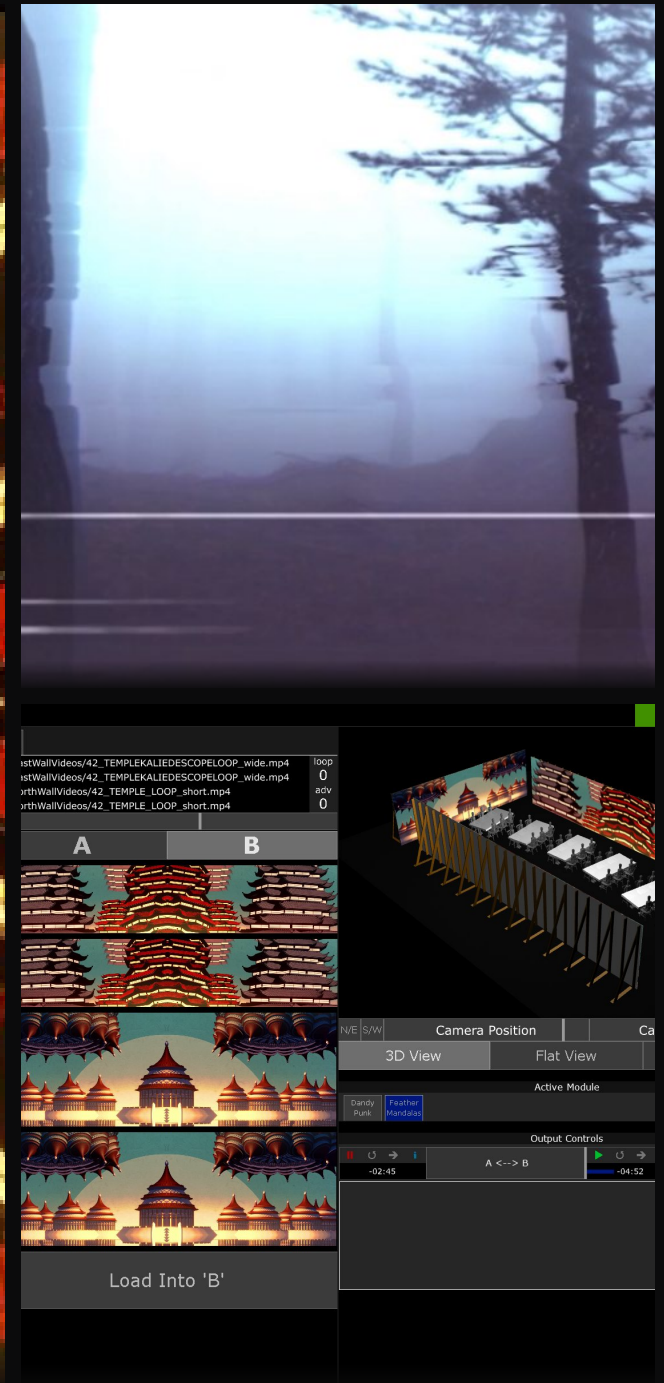
Immersive Dining

Projection

Experiential



WRAPAROUND SCREEN CONTENT





PERSONAL

Design / Branding

TYPE / 3D DESIGN - 2026

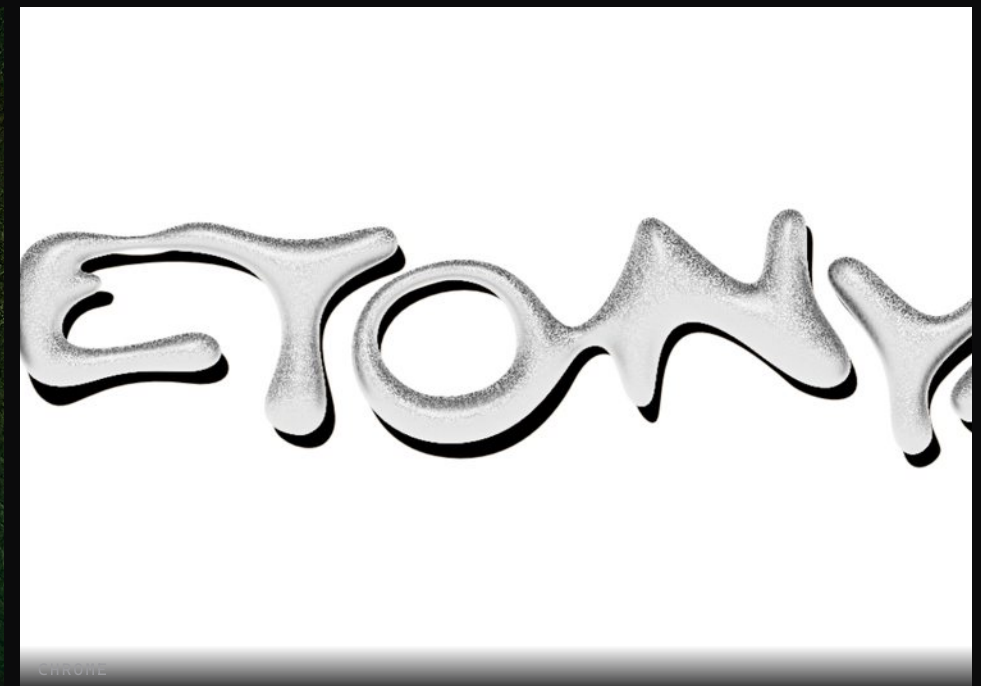
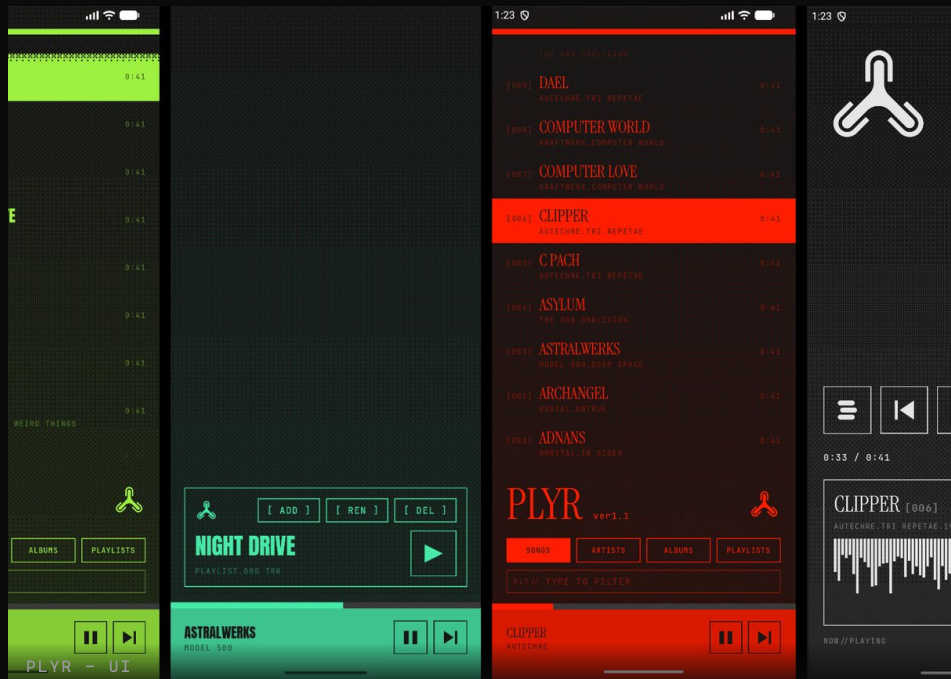
Various product , brand and design exploration for mobile, web, and print

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

Type

Cinema 4D

Look Dev



AVAILABLE - REMOTE / RELOCATION

Let's build something.

Email mg@vrmln.co

Folio maxg.work

Studio vrmln.co

LinkedIn [/in/maxglascott/](https://in/maxglascott/)