MARYYANN LANDLORD

ANIMATION - RESEARCH - INTERACTION

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EDUCATION

University of Southern California   fall 2016 - present

Master of Fine Arts - John C. Hench Division of Animation & Digital Arts

Carnegie Mellon University   fall 2012 - spring 2016

Bachelor of Fine Arts - Electronic Time Based Media
Minor - Animation and Special Effects

SKILLS

Maya
Zbrush
Adobe CC Suite
Unity
Oculus Rift
HTC Vive
Hololens

EXPERIENCE

USC Mobile Environmental Media Lab - Animator / Researcher   fall 2016 - present

Creating models, animation, and visual direction for various VR and AR projects (eg experimenting with interactions in AR between digital characters and people). Supervised by Professor Scott Fisher. Working closely with computer scientists and Interactive Media students from USC.

Disney Research - Digital Artist Intern   summer 2015 - summer 2016

Created content for various numbers of research projects involving animation, 3D modeling, and motion graphics. Contributed to interactive Disney Research projects presented at SIGGRAPH 2015 and GDC 2016. Coauthor of paper "Designing Animated Characters for Children of Different Ages" presented at Interaction Design and Children (IDC) 2016.

World Economic Forum - CMU HCI Researcher / Digital Artist   summer 2015 - fall 2015

Translated, animated, and designed Chinese version of CMU's HCI virtual learning peer project, Alex, in collaboration with Professor Justine Cassell. Showcased project at World Economic Forum in Dalian, China.

PROJECTS

Sanjaru Depths - Animator / 3D Artist   spring 2017

Created visual style, models, and animation. Organized pipeline for developing AR projects in Microsoft Hololens. Project encourages players with headsets to collect visual clues to match audio clues collected by players without headsets.

Memory Slugs - Animator / 3D Artist   fall 2015 - spring 2016

Interactive VR animation utilizing multiple Oculus Rifts to deliver a novel storytelling structure, where the virtual space reacts to the direction of the viewer's gaze. Explored VR as platform to facilitate social interaction by encouraging multiple participants to verbally share their experiences.

Facial Performance - Motion Capture Artist/3D Artist   spring 2015

Explored facial motion capture of human expressions onto nonhuman characters. Learned different strategies of mapping convincing movements onto vastly different models made in Maya.

Vane - Animator/Concept Developer   spring 2015

Project uses the Adroid phone's gyroscope and accelerometer to detect movement from the viewer. Using familiar devices to promote interaction between viewer and animation.