

Marcos Ausejo

Contact

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Based in Madrid

Skills

3D
Blender: modelling, rigging, shading, geometry nodes, cloth and hair simulation. Substance Painter. Character animation.

Motion and video
Motion graphics, compositing, video editing.

AI and real time
Midjourney, Runway, TouchDesigner.

Adobe
Full Creative Cloud suite: Photoshop, Illustrator, InDesign, Lightroom, After Effects, Premiere Pro and more.

Design
Retouching, photography, visual identity, art direction.

Languages
Spanish Native
English Advanced

Education
2021–2026
BA in Audiovisual Communication
Universidad Complutense de Madrid.
Thesis: “Más allá de la pantalla única: narrativa espacial, simultaneidad y espectador en la instalación audiovisual contemporánea”. Grade 9.5.

Ongoing training
Blender, generative AI, illustration.

mahuebo
3D artist and motion designer

3D artist and motion designer working across animation, installation, image and AI. I take projects from the idea to the final delivery, for music, fashion, brands and exhibition spaces.

Selected work and recognition

2026	r3d Winner, V SMTH + MMMAD International Digital Art Open Call One of five winning works from 114 entries. Shown on LED screens in 13 shopping centres across Spain, January to April 2026. Concept, direction and production.
2026	MMMAD x Bizum Commission Piece for the exhibition at the Bizum 10th anniversary event, curated by MMMAD Art. 3D vertical loop.
2026	FITC Lazarillo Commission, 52nd FITC, Manzanares Festival poster and a series of seven prints for the International Festival of Contemporary Theatre.
2026	Sala Siroco, Madrid Solo exhibition Audiovisual installation across twelve screens, with live DJs. Practical part of my degree thesis.
2025	El cardenal Commission 3D character for the presentation of a fashion collection. Modelling, animation, rendering and support on creative direction.
2025	Canalla Magazine Vol. 2 Creative direction Creative direction and editorial design, combining 3D, AI and photography.
2024	Recycled J, “Tan Frío” Music video, ~500,000 views 3D avatar of the artist: modelling, rigging, shading, animation and rendering.
2024	MMMAD Art International Open Call Selected 3D animation shown on Clear Channel screens in Madrid.

Experience

2026–27	IED Madrid Lecturer, Art Direction and Artificial Intelligence Subject in the Master in Graphic Design.
2024–now	IED Madrid Generative AI workshops Designed and taught Workshop Week (20 h) and two Summer Camps.
2025–now	PEFC España Communication and social media Social media, photography and video, graphic content and institutional communication for a national organisation. Support at events.
2025	Enigma Promotional video Promotional reels for the Madrid party, with an AI, manipulation and editing workflow.
2024	CREAV (UCM) Motion graphics, internship Designed, animated and published content for the university’s social media. September to December.

Freelance

Music	Covers, AI visuals, posters and full campaigns for Bebesilla G, 413x, Hilan and David Muntanate, among others. Art direction, 3D assets and post-production for independent music videos.
Fashion	Editorial and fashion retouching. 3D avatars for campaigns by Qchimiére, El Cardenal and Raul Serrano.