

Portfolio

Contents:

1. Character Design/Illustration
2. Concept Art
3. 3D Project Development
4. 3D Project Final Renders
5. Observational Drawings: Animals
6. Observational Drawings: People
7. Observational Edinburgh Studies
8. 2D Animated Project
9. 2D Animated Project
10. California State Summer School Of The Arts (CSSSA)
11. 2D Personal: Future Therapist
12. Life Drawing
13. Life Drawing
14. Life Drawing
15. Animation Showreel



Character Design and Illustration.

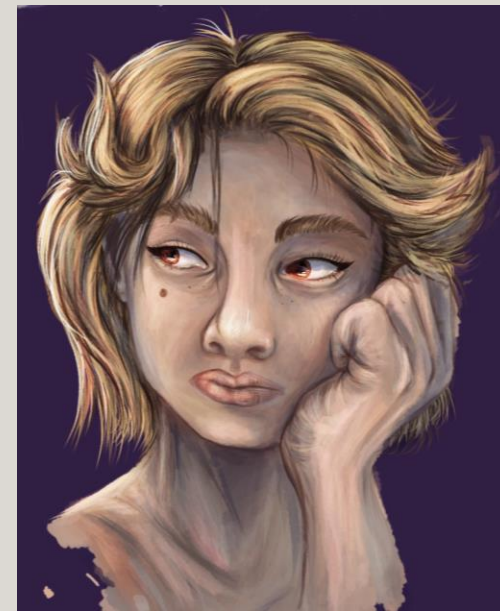
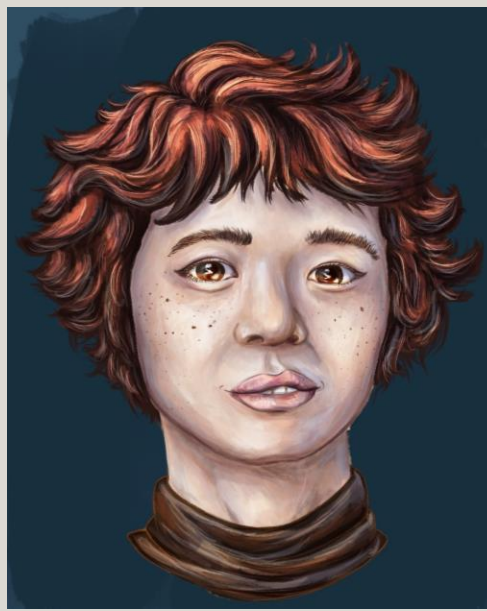
Digital paintings, reference images used.

Top Images: Nov 2020-Dec 2020

Bottom left: Jan 2021

Bottom Centre: July 2021

Bottom right: Jan 2022



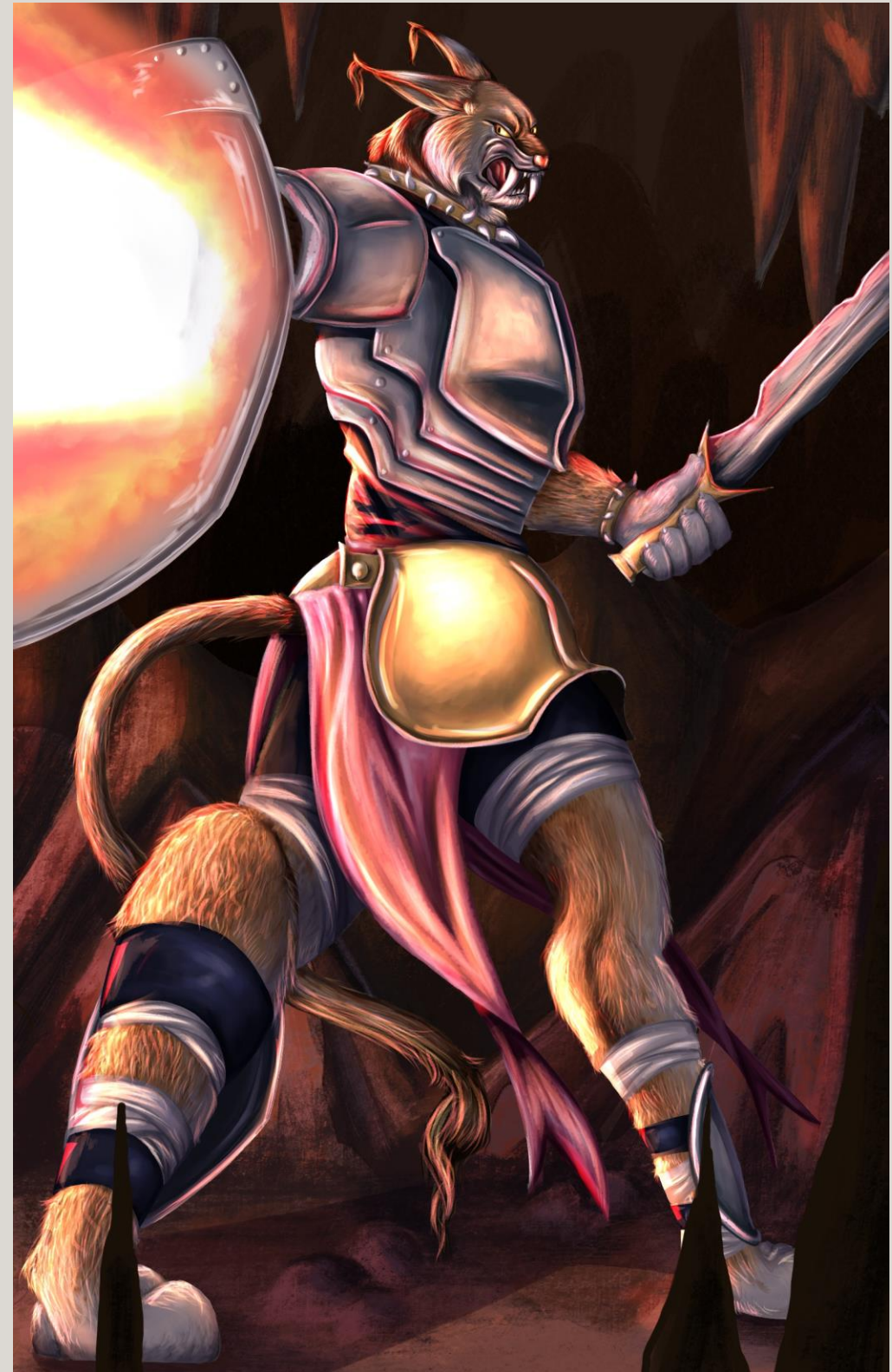
Concept Art

Digital paintings

Right: Oct 2021

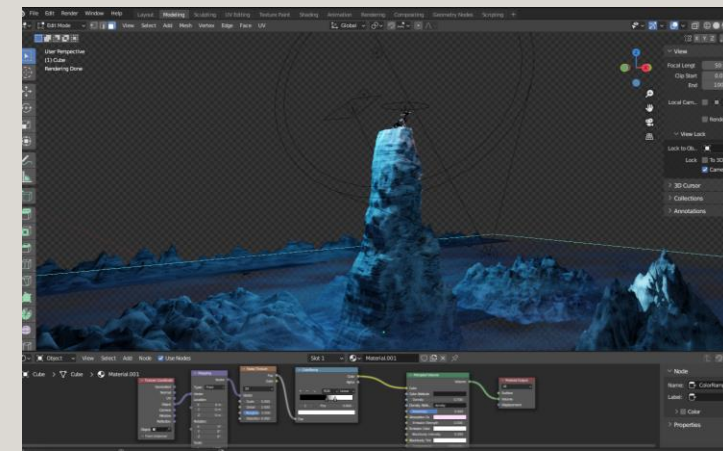
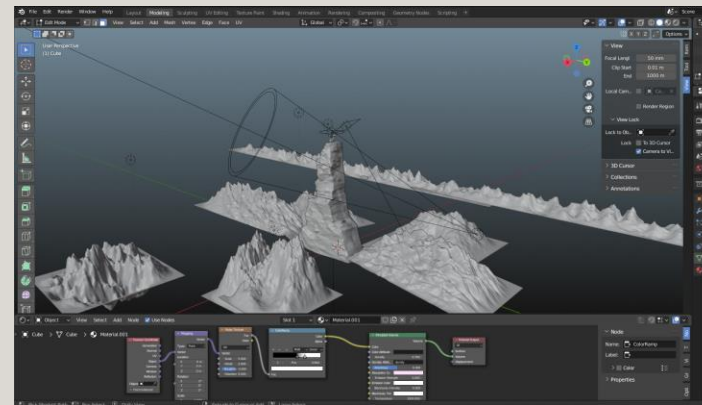
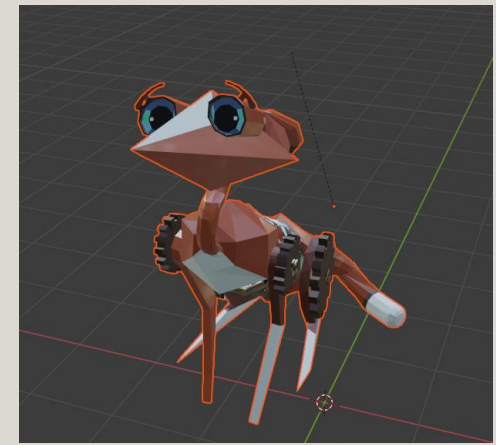
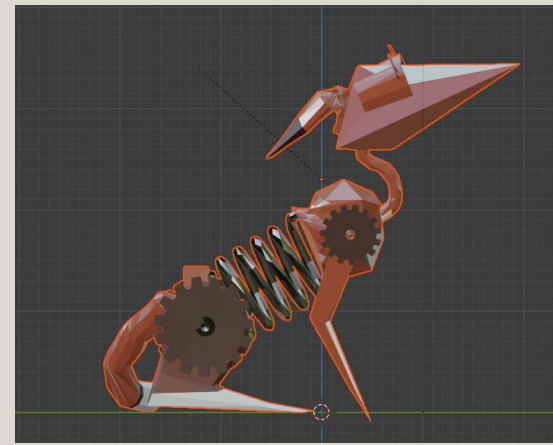
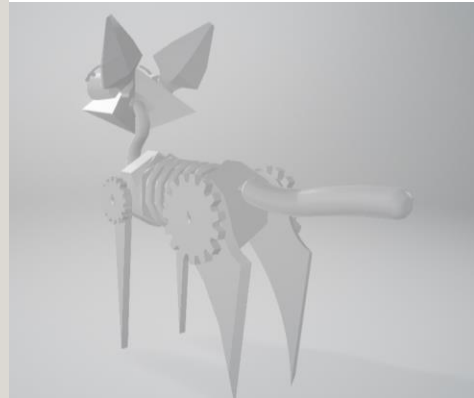
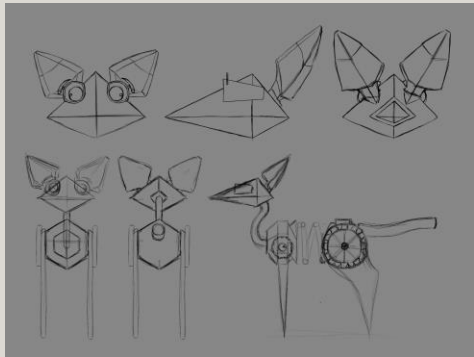
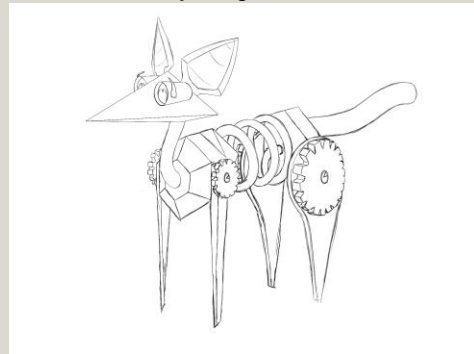
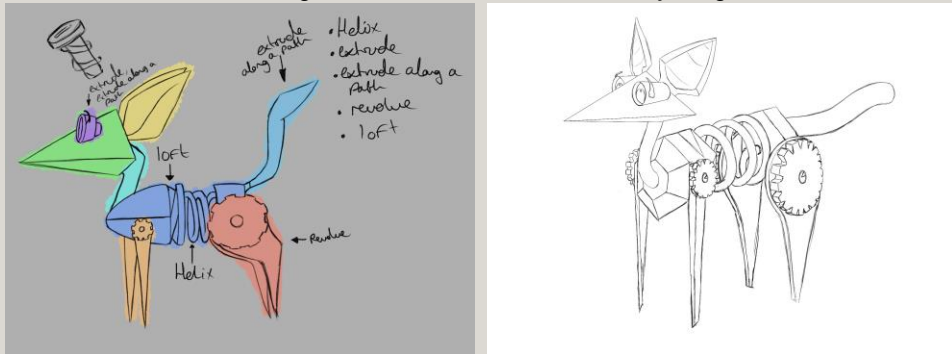
Bottom left: May 2021

Top left: April 2020

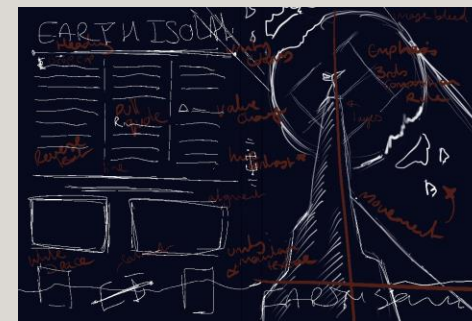
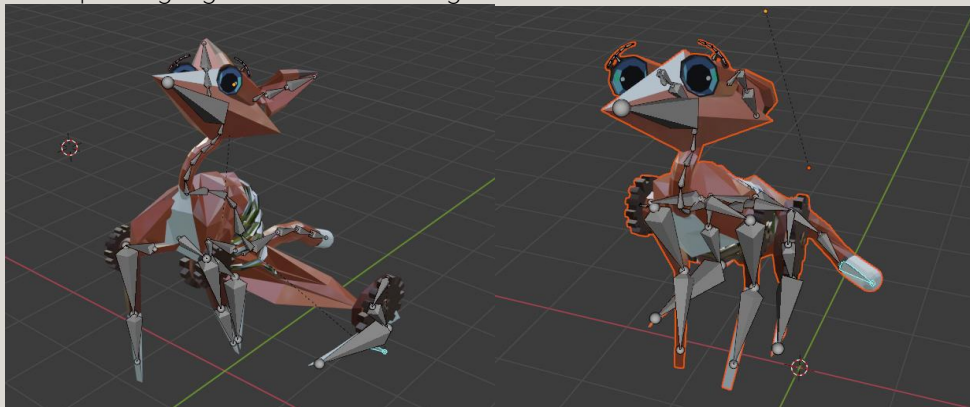


Earth Isolate: Adv Higher Project (Since Aug 2021)

The creation of an adventure video game with the final brief of animating the teaser trailer for its release. The game was to be marketed to a young adult audience.



The initial model for "Ziggy" was created on a CAD program and had to be imported into blender. This resulted in areas of inside mesh being pulled out by the rig as the character was being positioned. Below are the before and after of the broken and fixed rig. Across is the development process for a still image to be used for the promotion of the game. This image was created by fusing 3D modelling and 2D matte painting together to create a single and cohesive artwork.



Earth Isolate: Final Renders



Observational Drawing: Animals

A selection of sketchbook work.

Right bottom: Jan 2022, Ink

Centre Bottom: Jul 2021, Watercolour and ink

Left: Dec 2020

Centre Top: Oct 2021, Watercolour and ink

Right Top (Series): Jan 2021, Graphite



Observational Drawing: People and objects

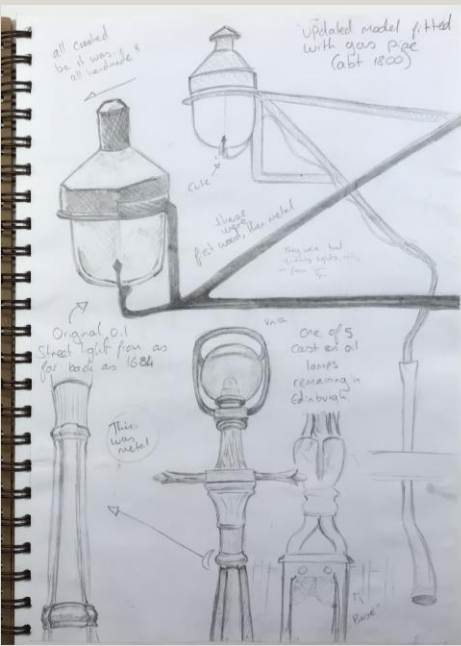
All drawings created between Jul-Dec 2021



Observational Drawing: Edinburgh Research Alba's

As part of the development of an animation set in Edinburgh I created observational studies of the environment and architecture of the city as well as it's history. I was inspired by artists such as Sylvain Chomet and his take on the design of city in the 2010 film "The Illusionist".

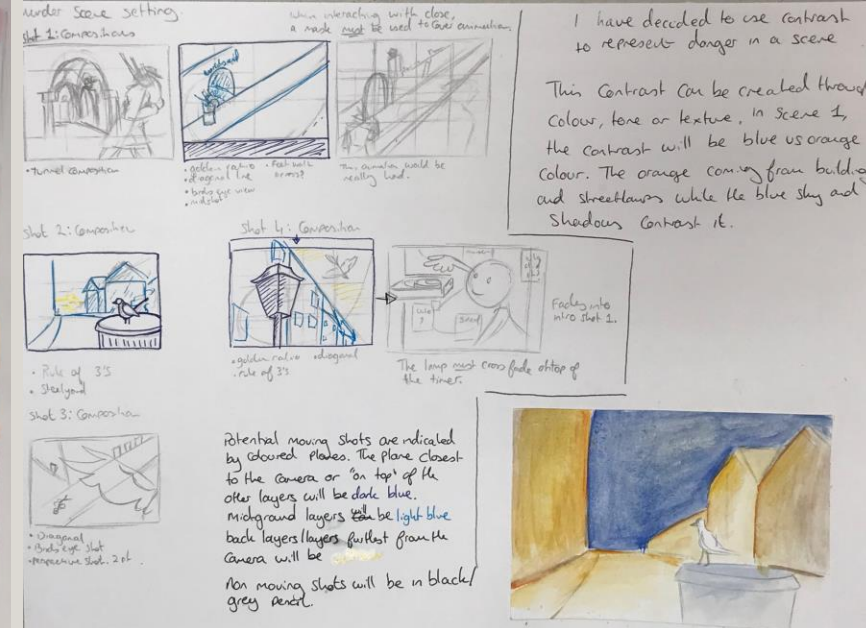
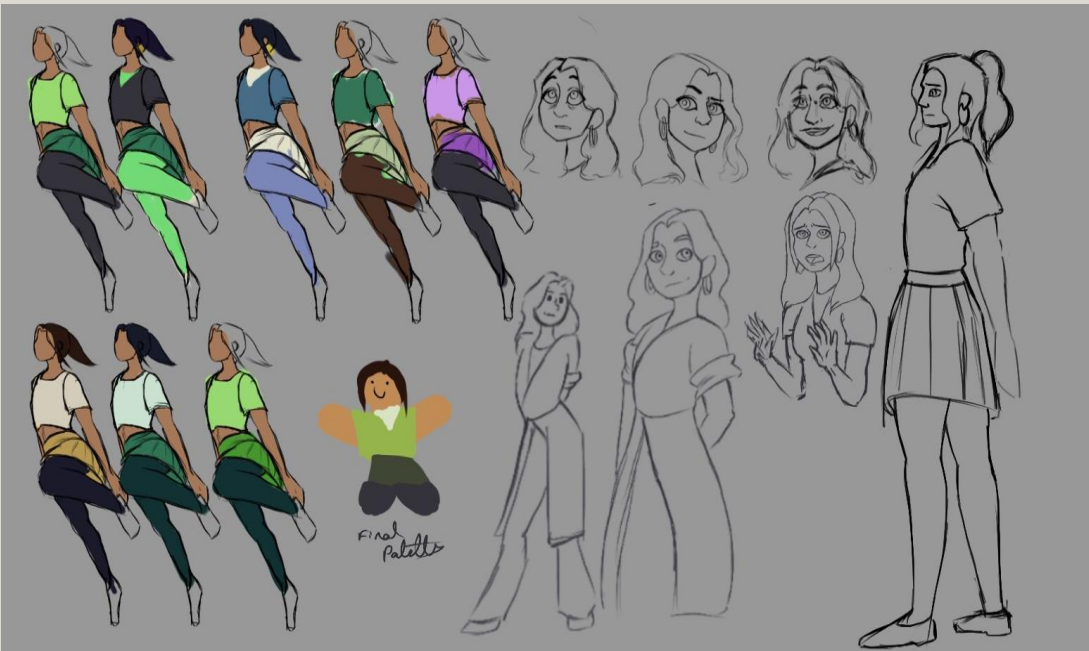
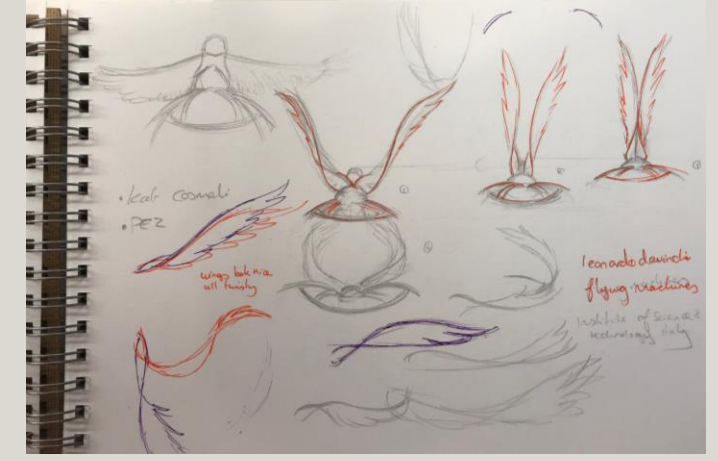
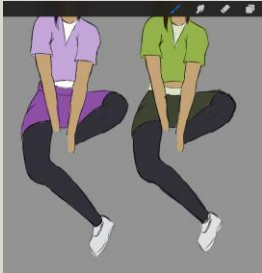
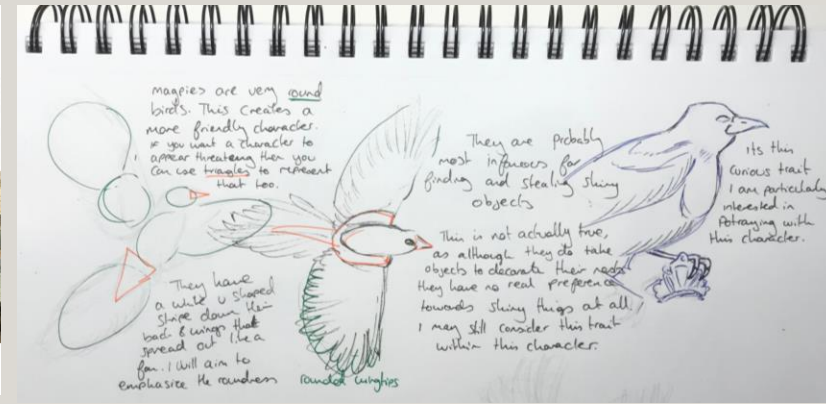
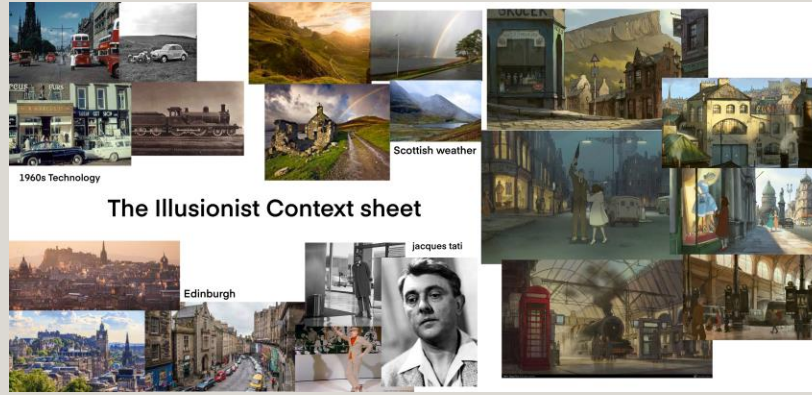
All artworks completed between Aug-Nov 2021. Variety of mediums used, such as oil pastel, watercolour, ink, graphite and digital painting.



2D Animation Project: Alba's

The development of storyboards, shot compositions and character designs for "Alba's" an animated story set in Edinburgh I created for my Adv higher Art project.

All works complete between Sep 2021-Dec 2021



2D Animation Project: Alba's

The brief of this project was to design and animate the intro sequence to this animated TV series. These are some of the final assets used in the process.

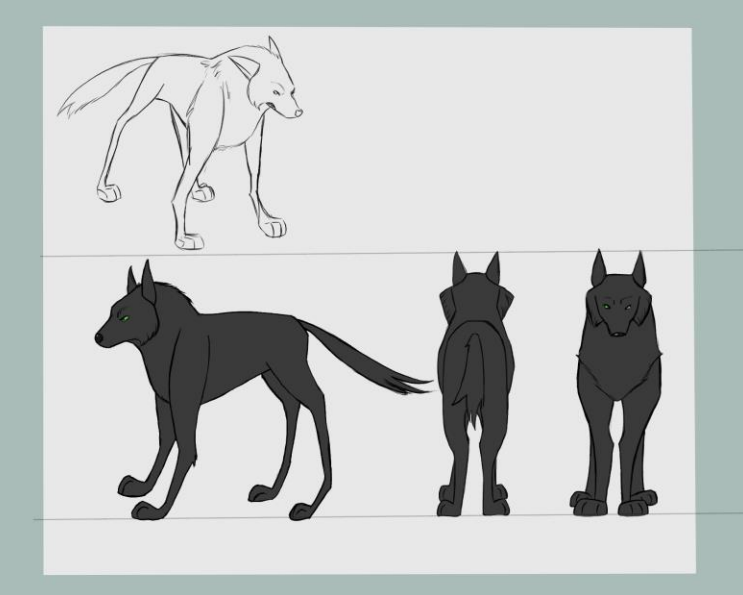
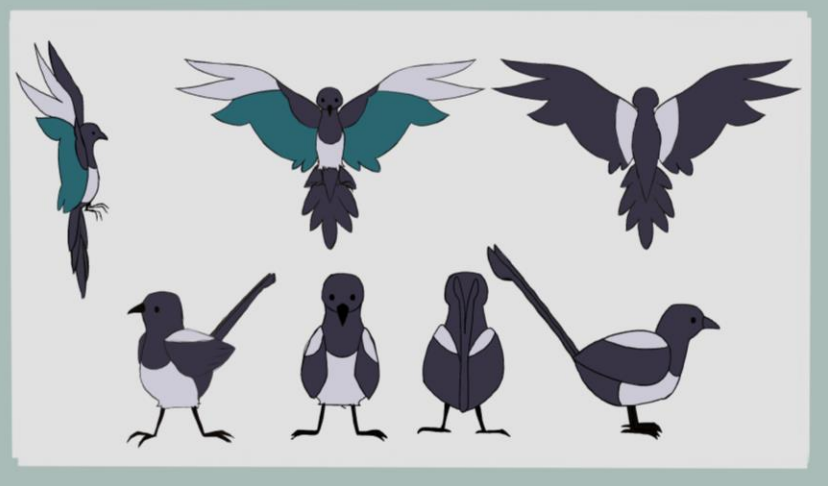
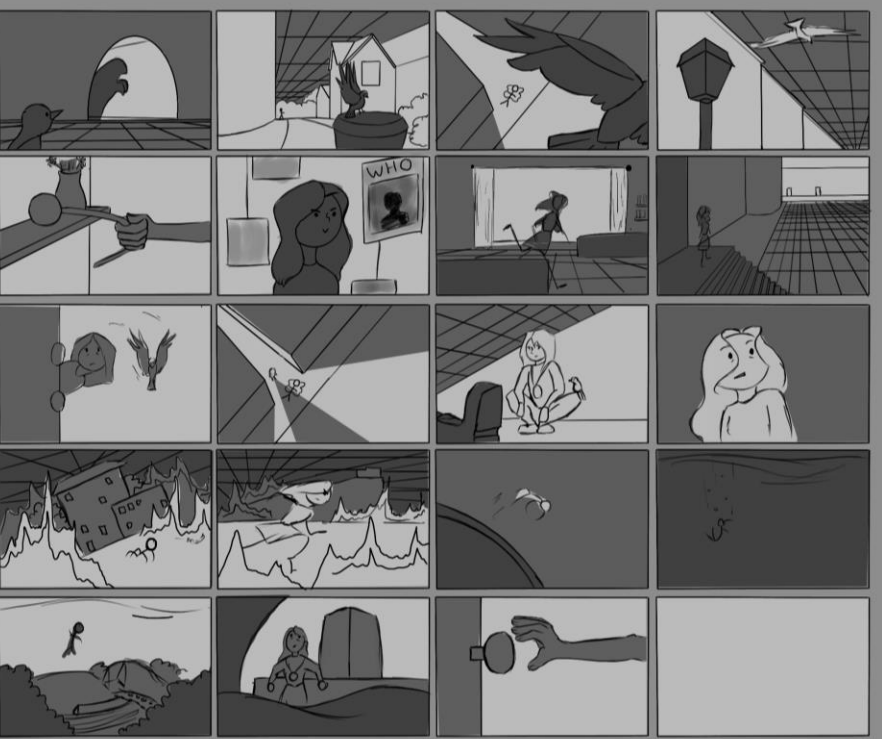
The development stages of a background for a camera pan shot completed 16th Feb 2022.

The second last storyboard created for the animated sequence including plane grid's for each shot to show camera angle, horizon line and depth.

Two completed character sheets

All works complete between Sep 2021-Dec 2021

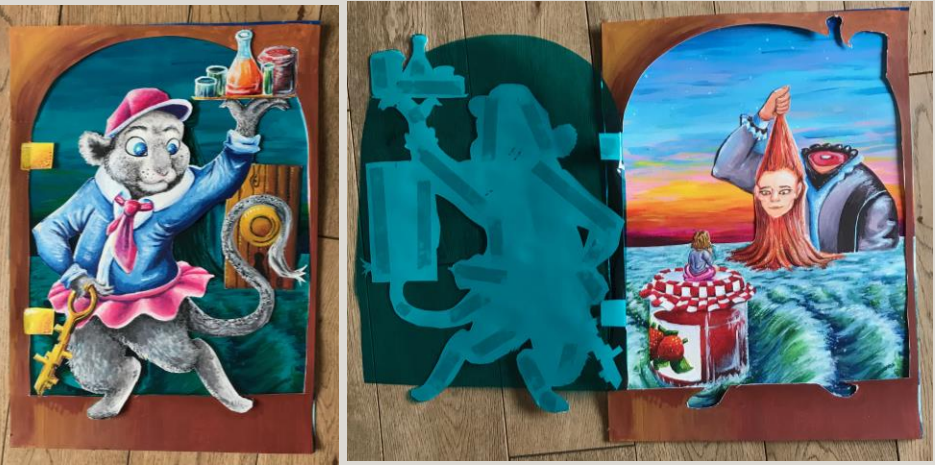
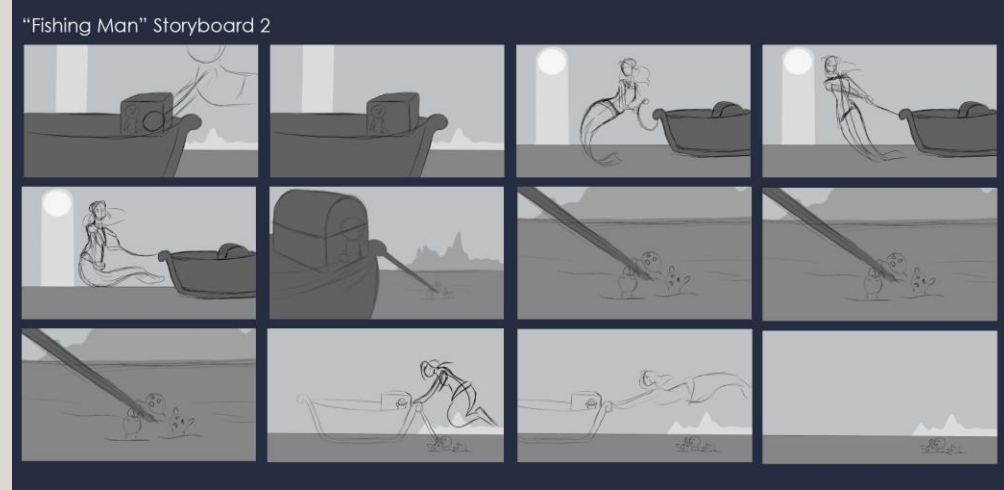
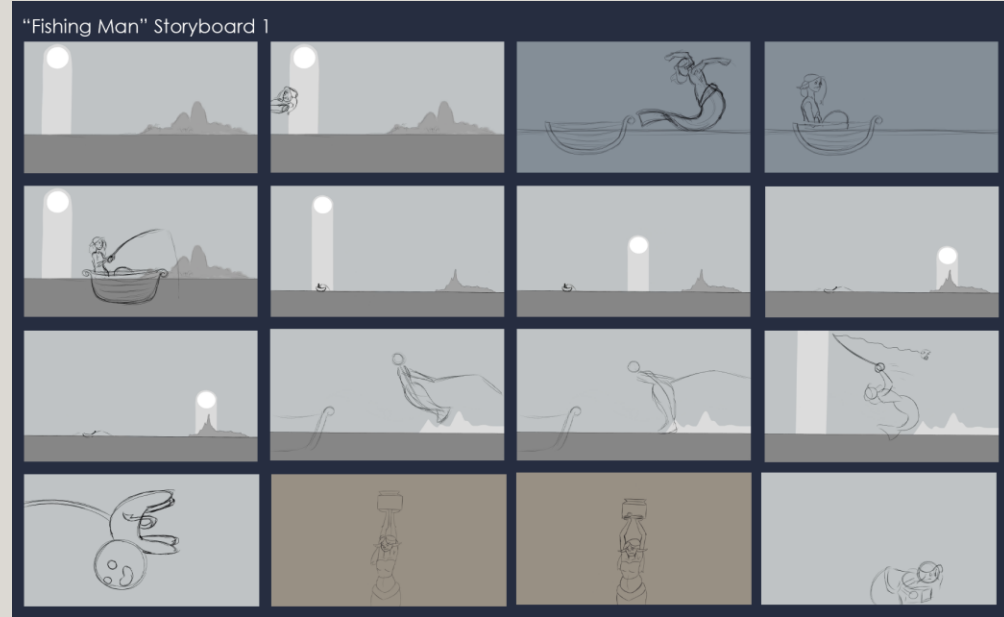
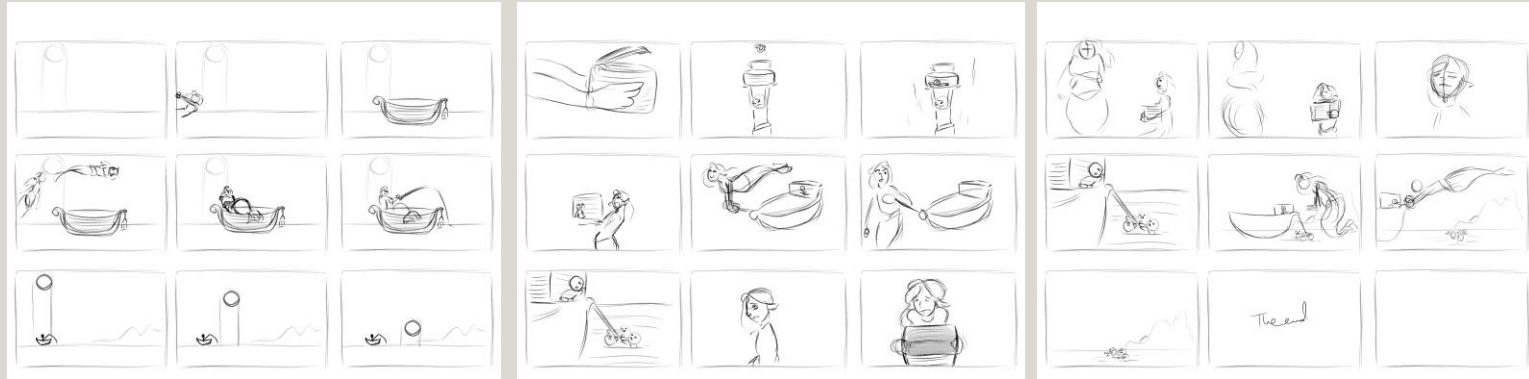
All works are digital.



California State Summer School of the Arts (CSSSA)

Below is one of the illustrations I made for my application into CSSSA. We were given the brief "A piece of art based of the lyrics to White Rabbit by Jefferson Airplane". My submission was an interactive acrylic painting using gel paper to create an opaque background. The course took place Jul 2021

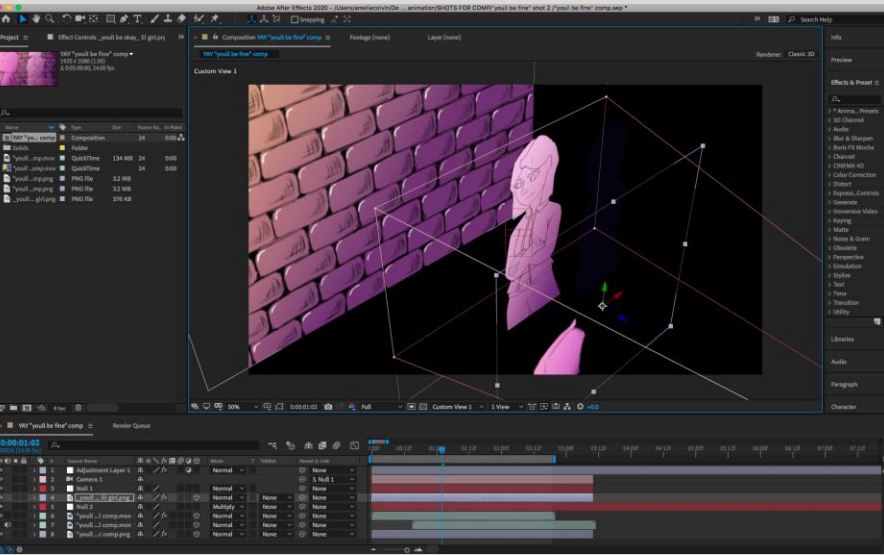
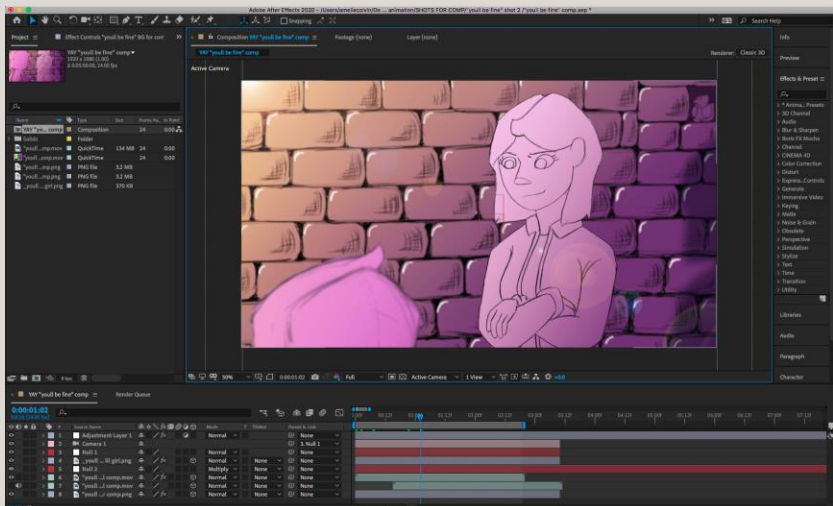
Our last project at CSSSA was the development of a short film created with the knowledge we had learned over the month. My short film was a hybrid of digital animation and watercolour backgrounds. <https://youtu.be/xZ9x5MpxOr4>



2D Animation Personal Project: Future Therapist

Between the months on May-Sep 2021 I developed my short film "Future Therapist" with a particular interest in developing my sense of colour, storytelling and technical knowledge of Adobe After effects. I intended to submit the film into the "Young Animator of the Year UK" competition and hence used time saving strategies to help progress the film faster. These included the condensed colour palette, sketchy art style and focus on light to create form without having to add more details to the characters or backgrounds. This film was a great way to strengthen my understanding of using 3D cameras in 2D shots and improving the quality of the clean up process with effects.

The film won "Young Animator Of The Year – Best 2D Animator" 15-18 category and was shown as part of the Manchester animation festival.



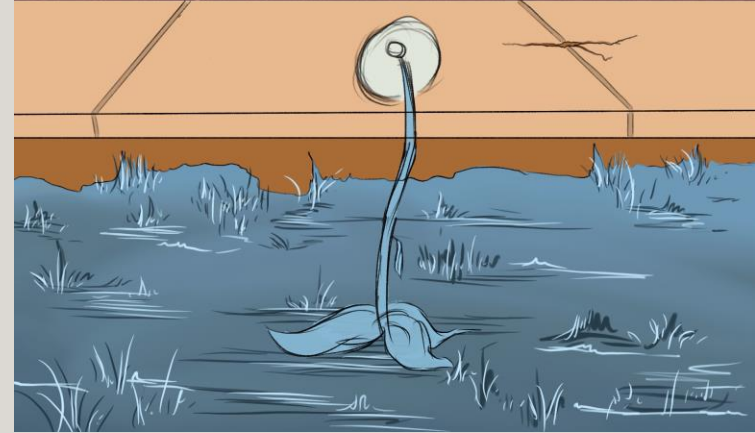
Top Left: Colour Experiments

Bottom Left: 3D Camera Tracking

Right: Panning Background

Top: Final Frames

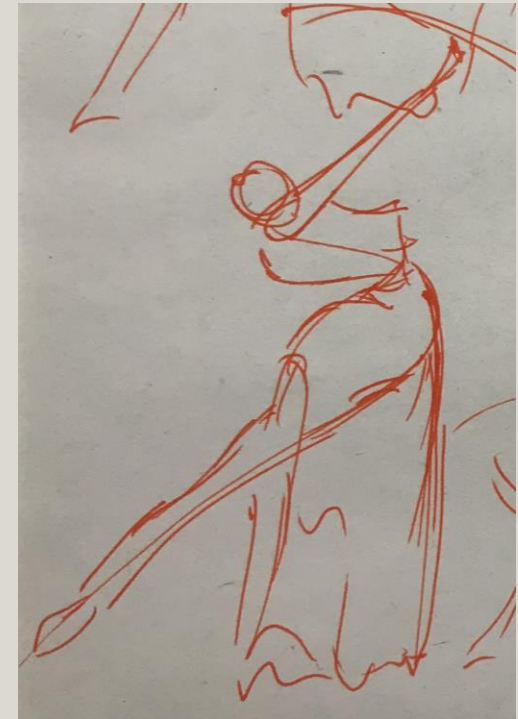
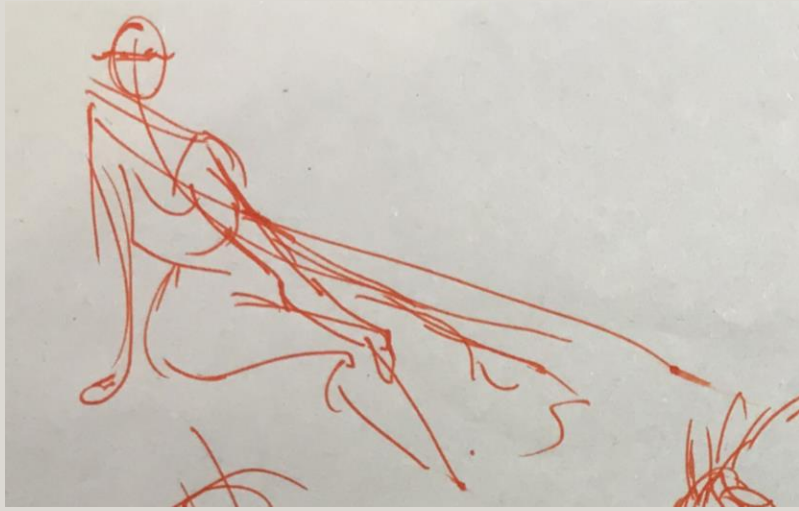
Centre: Light And Shadow Process In After Effects



Life Drawing

30 Secs – 1 Min

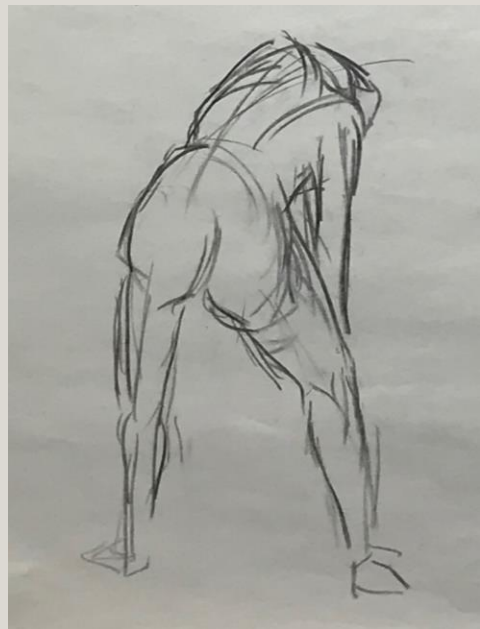
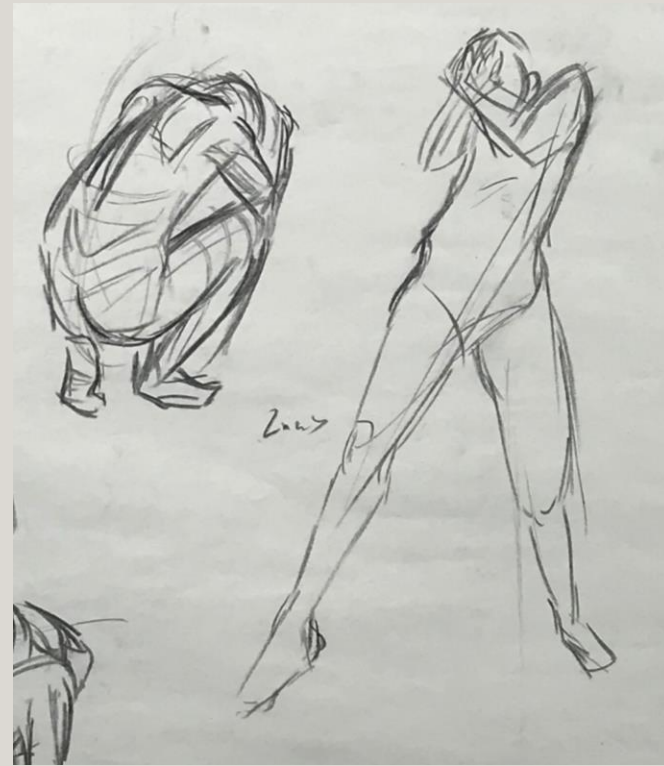
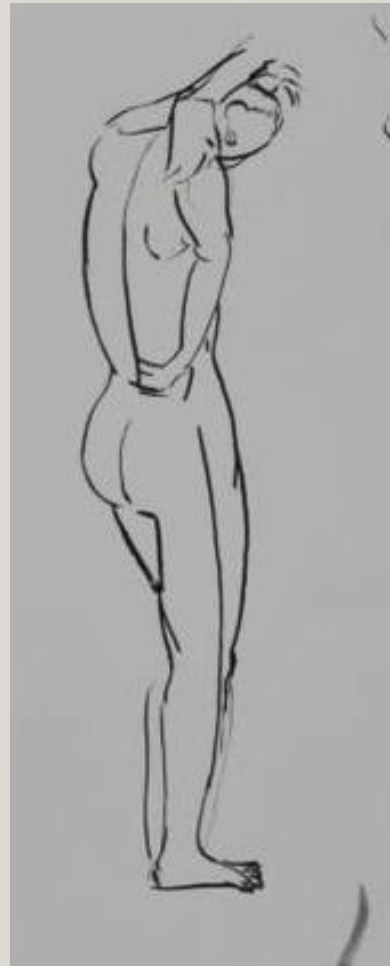
Life drawing completed from Jul 2021 at CSSSA



Life Drawing

1 Min – 5 Min

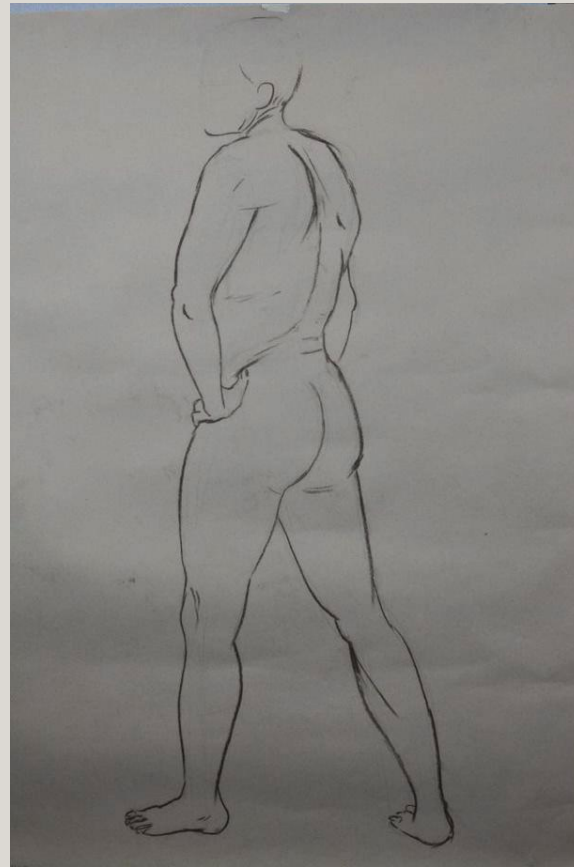
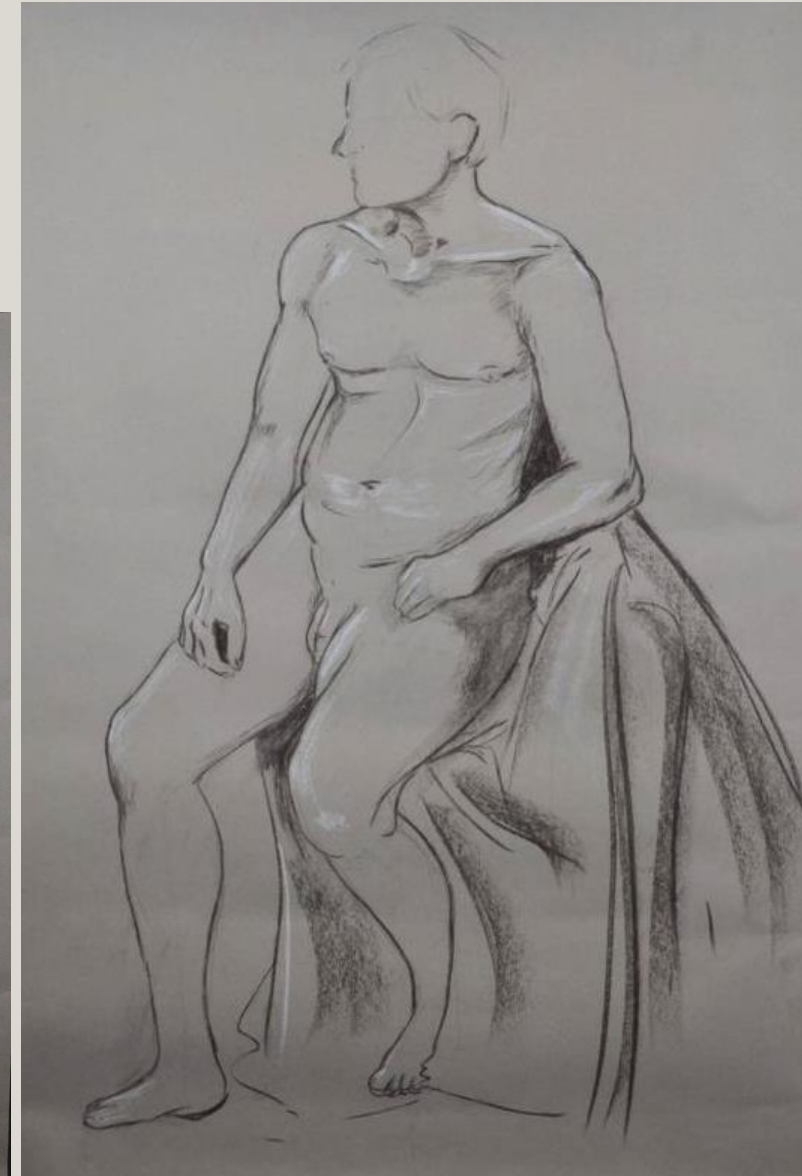
Life drawing completed from Sep-Dec 2021 at Edinburgh College



Life Drawing

10 Min – 20 Min

Life drawing completed from Sep-Dec
2021 at Edinburgh College





Animation Showreel:
https://vimeo.com/_____

