Portfolio

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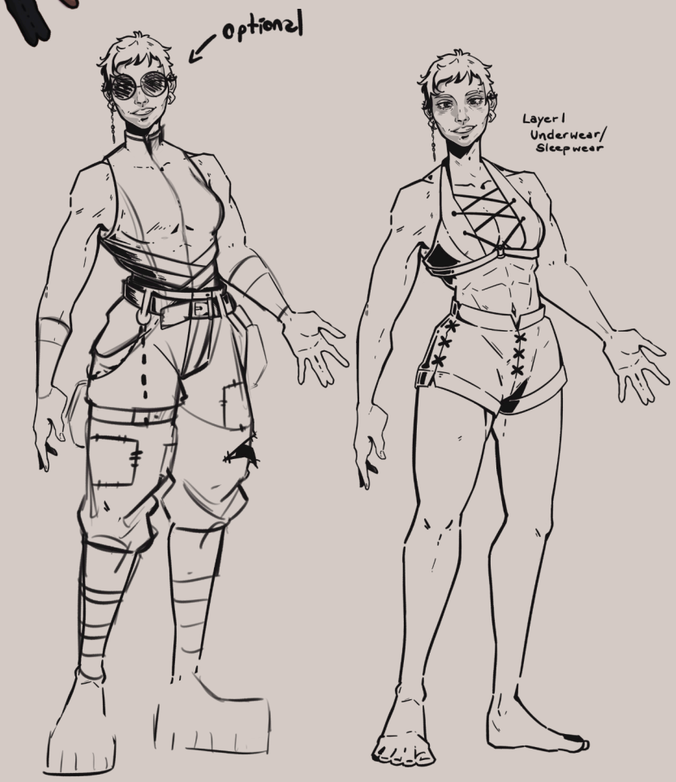
Visual Novel Concept

Livia

The cordial protagonist

"We have a second chance - we can't lose again."



First Ideations/Concepts

Alternative Hair

Expressions

Leo

The Passionate Warrior

"Loss of control is the worst loss in my eyes."

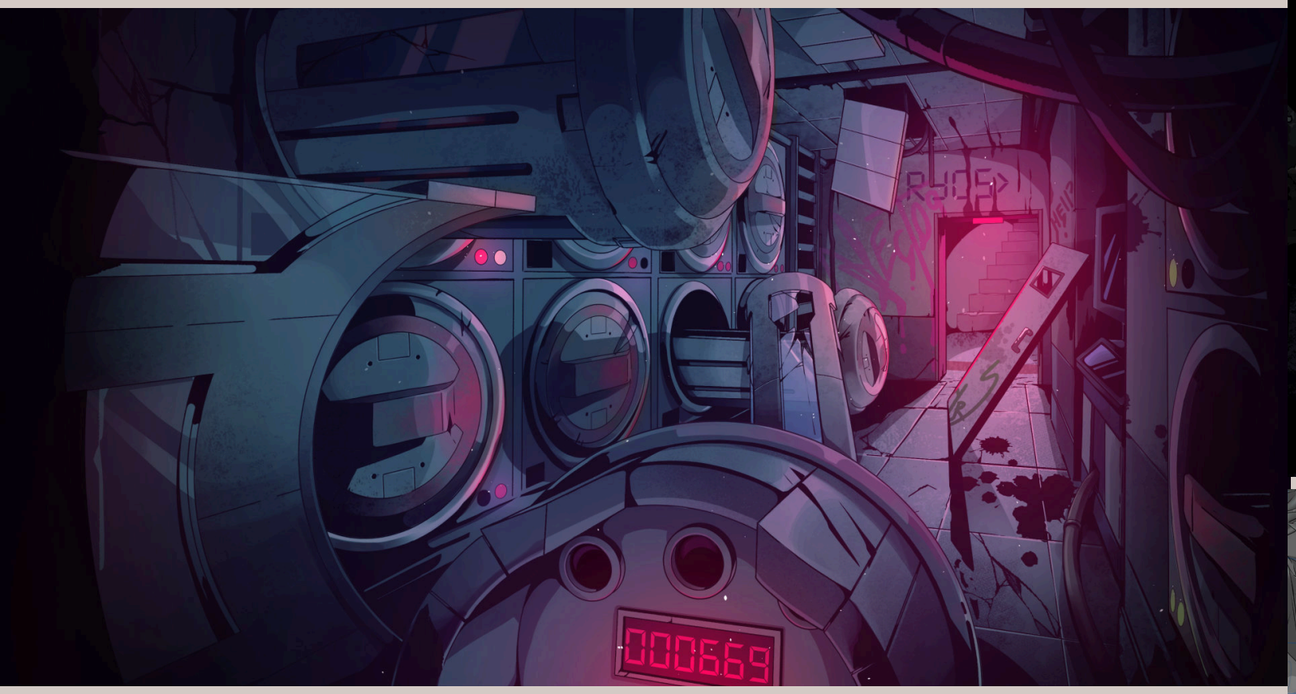
First Ideations/Concepts

Alternative Hair

Expressions

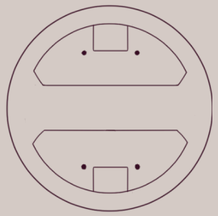
Backgrounds

01 Hospital Basement
02 Ruined Hospital



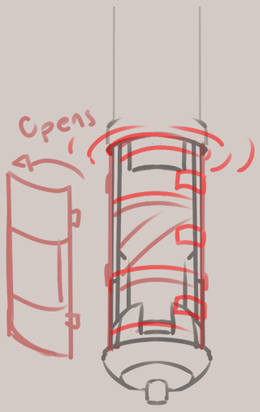
Cryonic Capsules

The players' character is found after being put in a cryonic sleep stasis and the game begins.

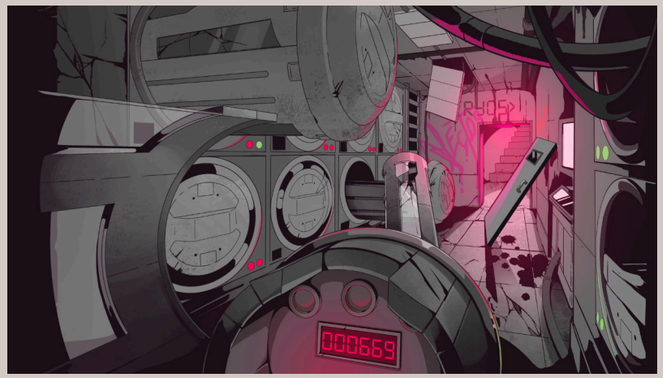


Front

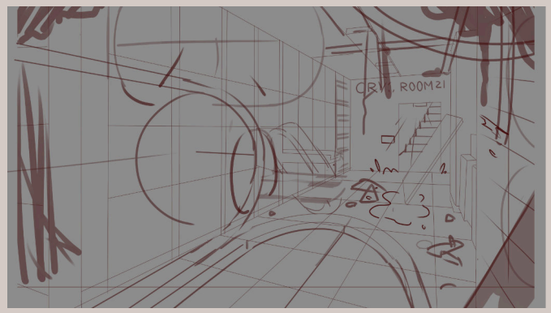
Top



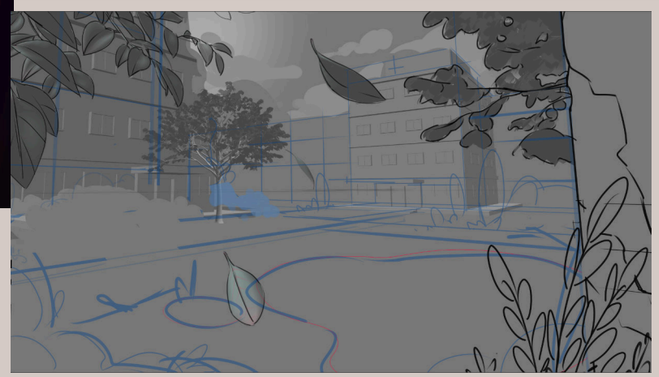
Open



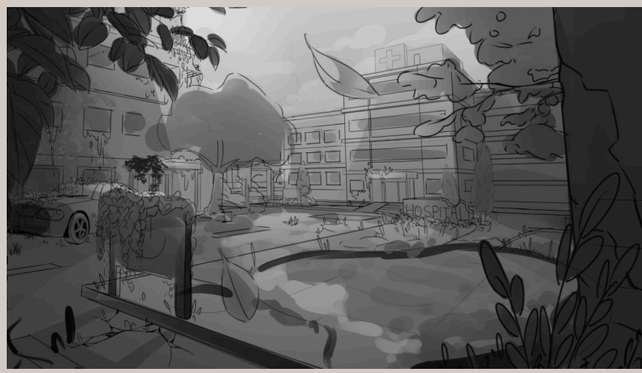
Grayscale with Line Art/Light Points



Sketch



Rough perspective sketch with 3D model base



Refined Sketch & Lighting Test

Finished Line Art + Grayscale

Sandcastle TD

Game Introduction Animatic

Starting the game

Opening the game for the first time will start a short animatic, to ease & immerse the player into the game. The orange haired character „Sandy“ will continue to explain features to the player.

Rough Idea

Tutorial Character „Sandy“

First Version of the character, from a pitch deck

Character sprite for „story“ sequences

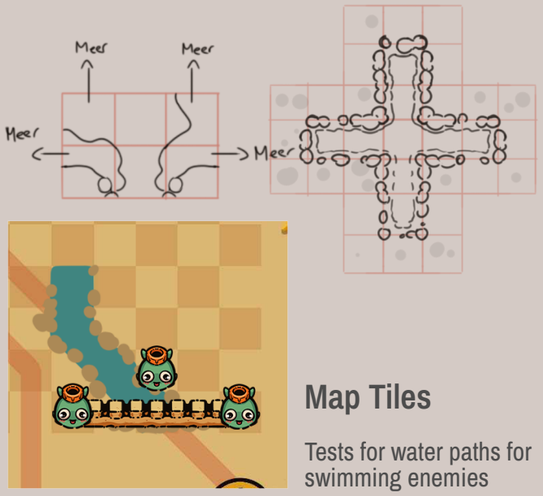
Expressions

Icons/UI Elements

Gameplay

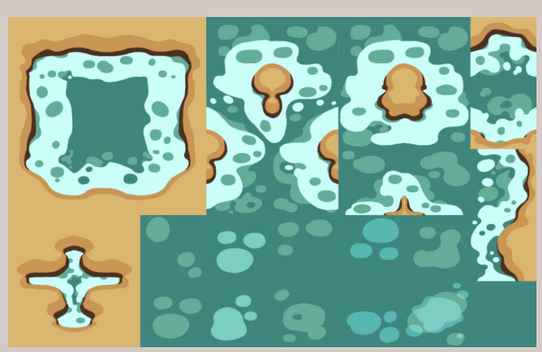
Tower Defense Screen

Playing the game



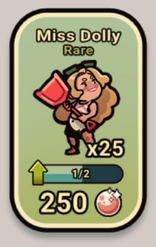
Map Tiles

Tests for water paths for swimming enemies



Tile Set

Props

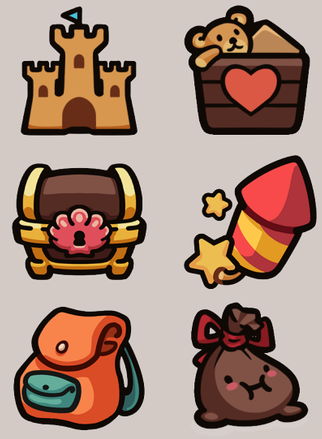


Map Selection Screen

Generic UI Panel

Other UI Design

Shop UI Mock Up (right) & Panel Mock Ups & Assets



Some Icons

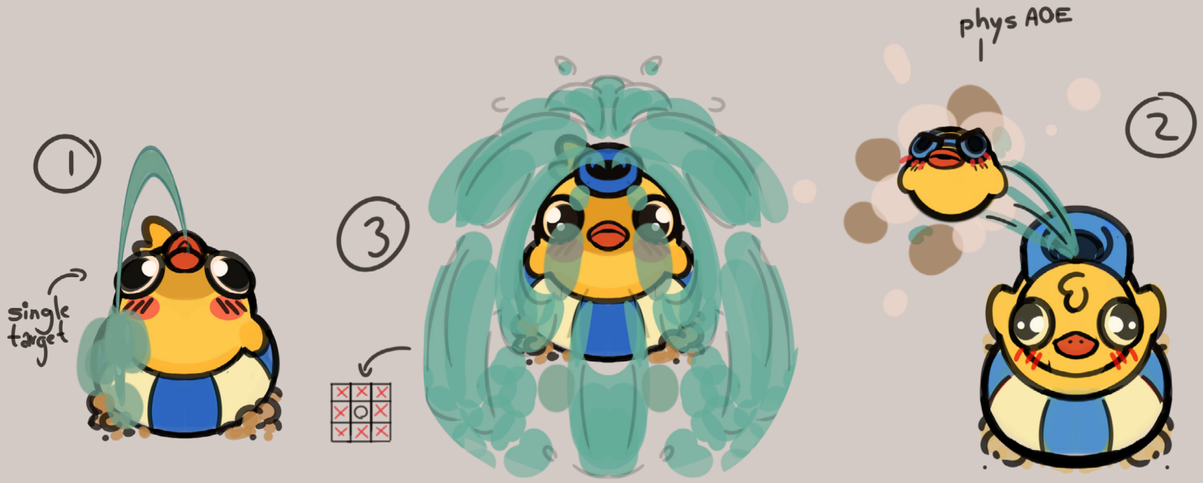
Character & Special FX Animation

Toys & „Meanies“

Toy Example „Rubber Ducky“

Find animation samples under this link: *Animations Drive Folder*

Upgrades/Upgrade Concepts



Design Concepts/Attack Concepts

Special Effects & UI Effects

A lot of the special effects are done frame by frame & other particle and UI animations are done within Unity itself or with the help of After Effects. Follow the link to view Animations;

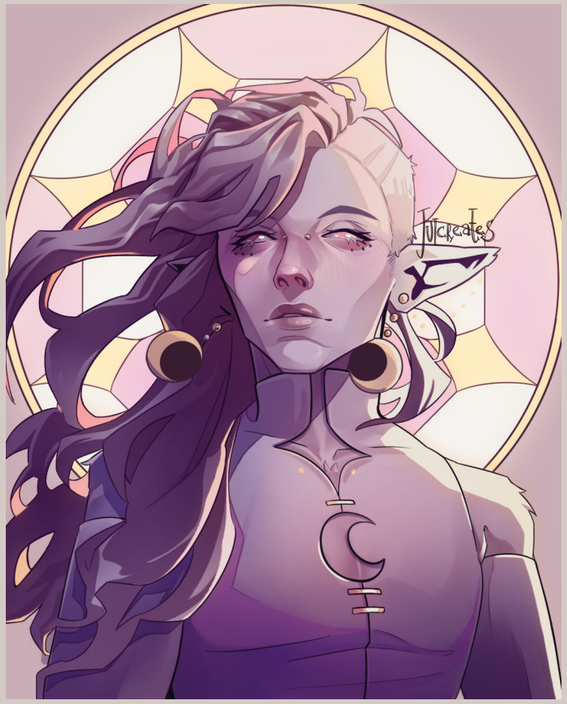
Personal Work

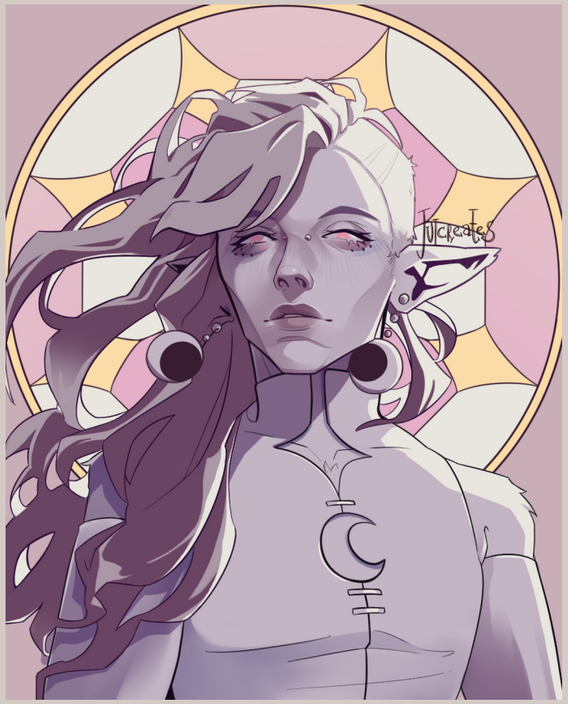
Lux

The Hermetic Mage

Refined Sketch

Final Shading/Uncoloured





Line Art & Some Shading

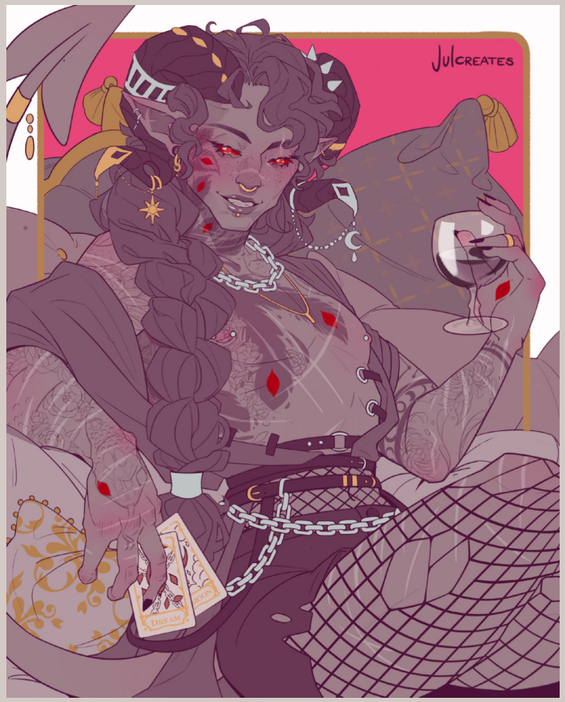
Character Reference Sketches

Mollymauk Tealeaf

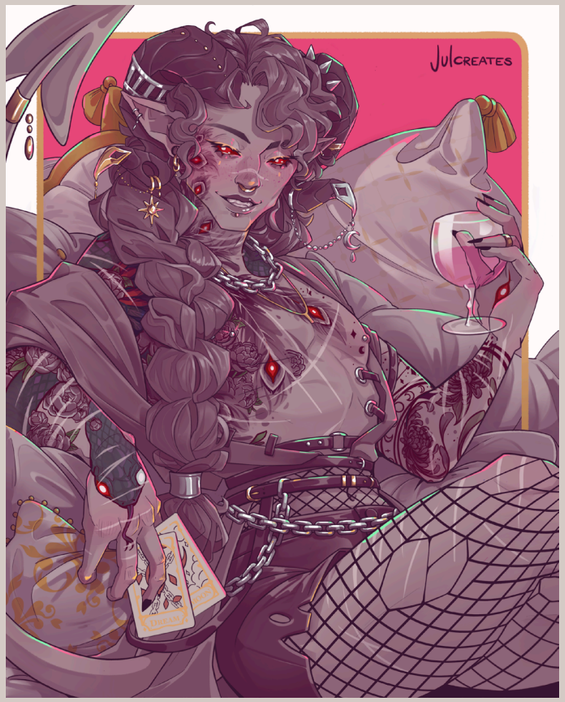
Critical Role Fanart

Refined Sketch

Line Art Character



Line Art & Values



Shading

Painterly Styles

Character Commission

Colouring Thumbnails

Grayscale

Steam Capsule Commission *„Pythagoras“*

Layouts

Pose Sketch

Character Commissions

Game Studio Samples

Idle Ant Colony

Jungle Area Background

Sketch

First Version (Before Incorporating Feedback)

Oasis Area Backhground

Sketch

Block Out

Event Assets

Manager Ants

Map Items

Idle Trading Empire

Background/Game Screen

Rough Sketch/Placement Guide

Beekeepers' Building

Icons

Building Block out

Reusable Building Pieces

Crafting Idle Clicker

Various Work Samples

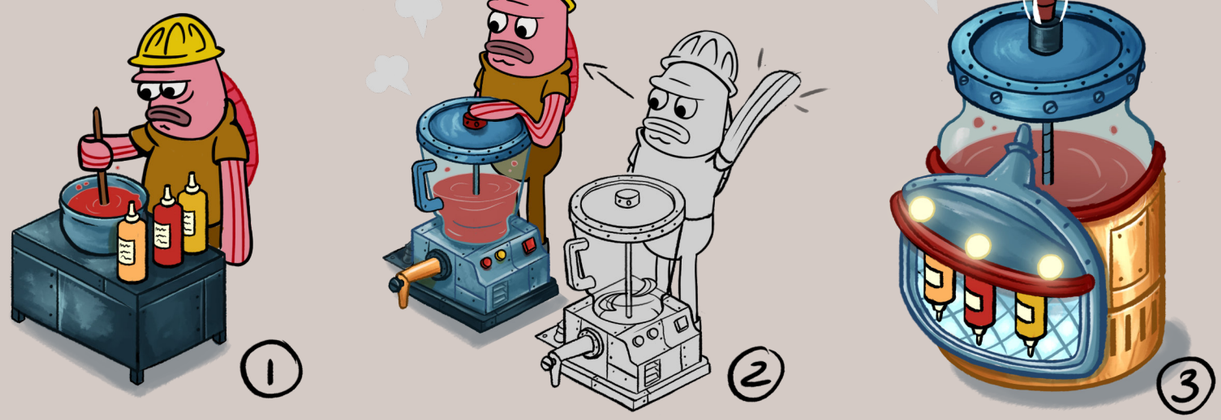
Halloween Themed Screenshots

App Icons

Special UI Icons

Factory Floor Concept

New Event Crafting Items



Machine Upgrade Concepts (“Sauc’o’mat“)

Spongebob Apple Arcade Pitch

Spongbob Idle Game

A pitch done per request by Apple Arcade at Bling

Bling Games Studio