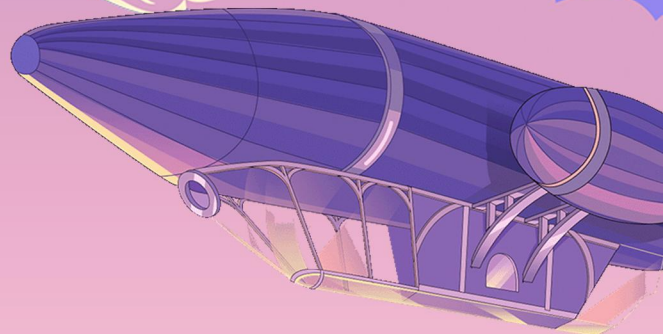
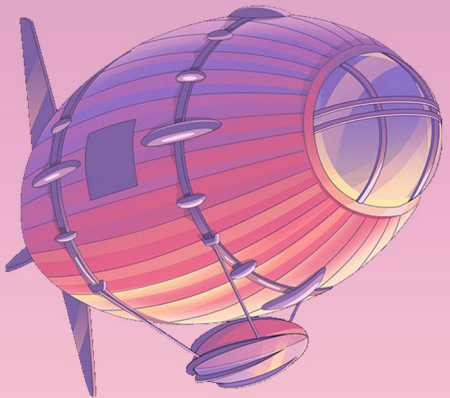




PORTFOLIO





ABOUT US

Your very own game art team

Badass concepts, 2D, 3D & VR worlds, animations and UX/UI
one-stop shop metaverse.
(whatever that means)

CLIENTS



Opera



Teaching.com



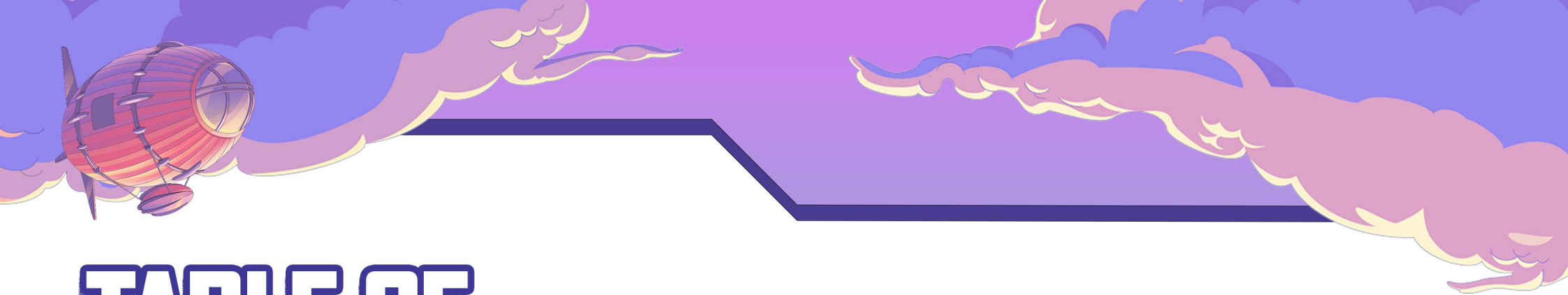


TABLE OF CONTENT

01/ **COVER**

02/ **ABOUT US & CLIENTS**

03/ **TABLE OF CONTENT**

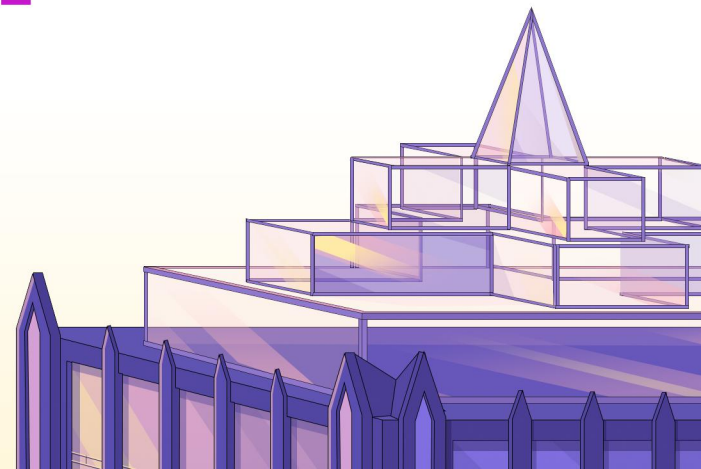
04/ **WORK**

°3D ENVIRONMENTAL DEVELOPMENT //
CHARACTER DEVELOPMENT //
PROPS // TOOLS //

°2D ENVIRONMENTAL CONCEPT ART //
CHARACTER DEVELOPMENT // PIXEL ART //
GAME ASSETS // UIUX

30/ **SHOWREEL**

31/ **GOODBYE**





Concepts, characters, pixel art,
2D and 3D assets, VR, animation,
UI & UX, trailers, FX, icons, logos,
promo material, carpet cleaning



 **3D**
ENVIRONMENT DEVELOPMENT //

01



02



01 From 2D Concept

02 to 3D Environment Development



3D ENVIRONMENT DEVELOPMENT //
ELEVEN TABLE TENNIS //





STYLIZED PROPS //



STYLIZED STAFF //



STYLIZED SHIELD //



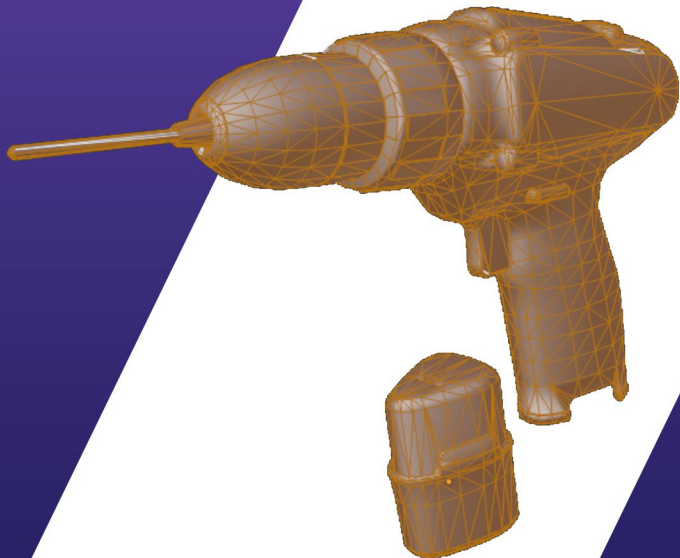
STYLIZED PROPS //



// STYLIZED WEAPON //

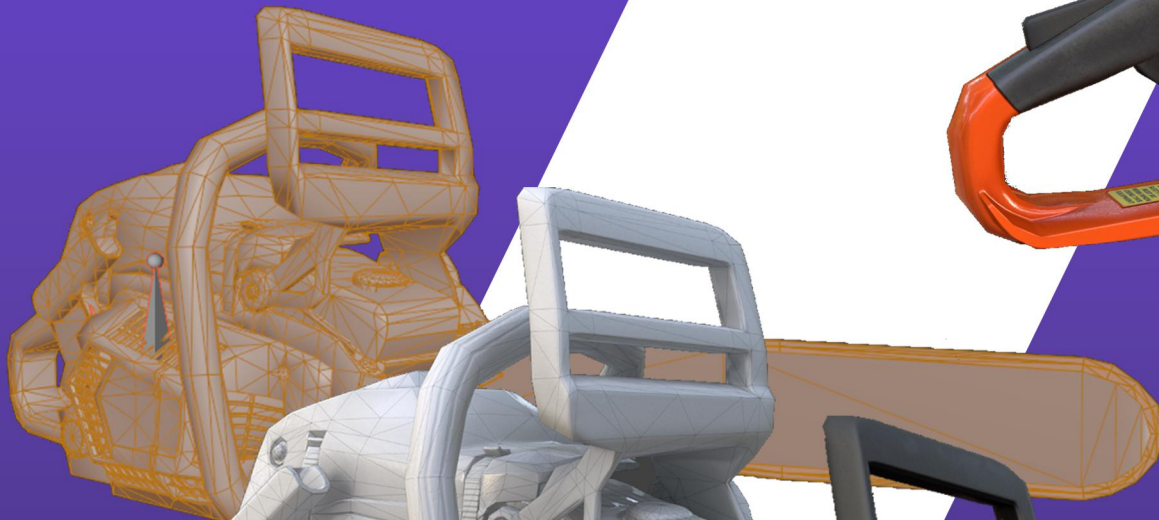


TOOLS MODELING //





TOOLS MODELING //





CHARACTER DEVELOPMENT //





ENVIRONMENT CONCEPT ART //



2D // KINGDOM OF NEKUL // ENVIRONMENT // CONCEPT ART



2D // UMON EMPIRE//
ENVIRONMENT // CONCEPT ART



2D // CITY OF ANGELS //
ENVIRONMENT // CONCEPT ART



ENVIRONMENT CONCEPT ART //

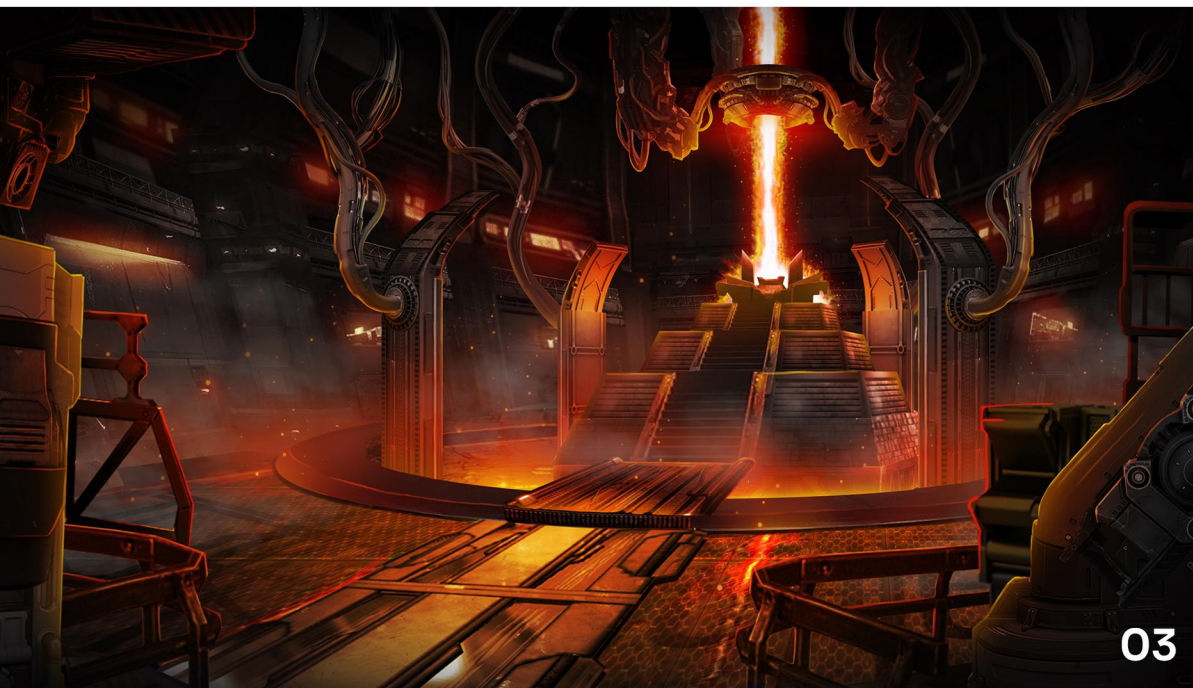
2D // PROJECT37_//
ENVIRONMENT // CONCEPT ART



ENVIRONMENT CONCEPT ART //



2D // AGE OF MAN - POPULATION//
ENVIRONMENT // CONCEPT ART



ENVIRONMENT CONCEPT ART //

01 2D // SCIFI METROPOLIS //
ENVIRONMENT // CONCEPT ART

02 2D // BATTLEFIELD //
ENVIRONMENT // CONCEPT ART

03 2D // KINTSUGI - BOSS AREA//
ENVIRONMENT // CONCEPT ART



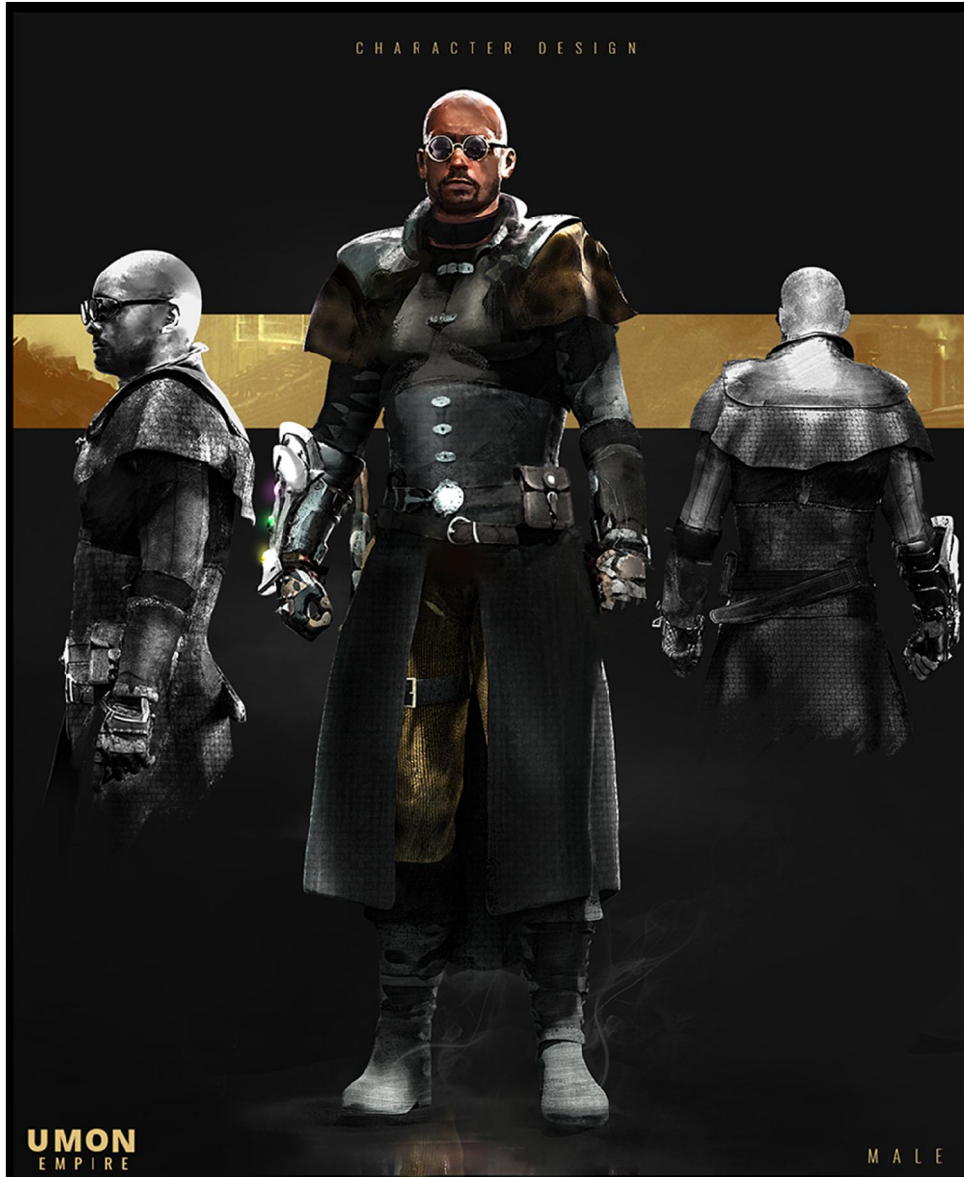
ENVIRONMENT CONCEPT ART //

2D // PROJECT37_//
ENVIRONMENT // CONCEPT ART



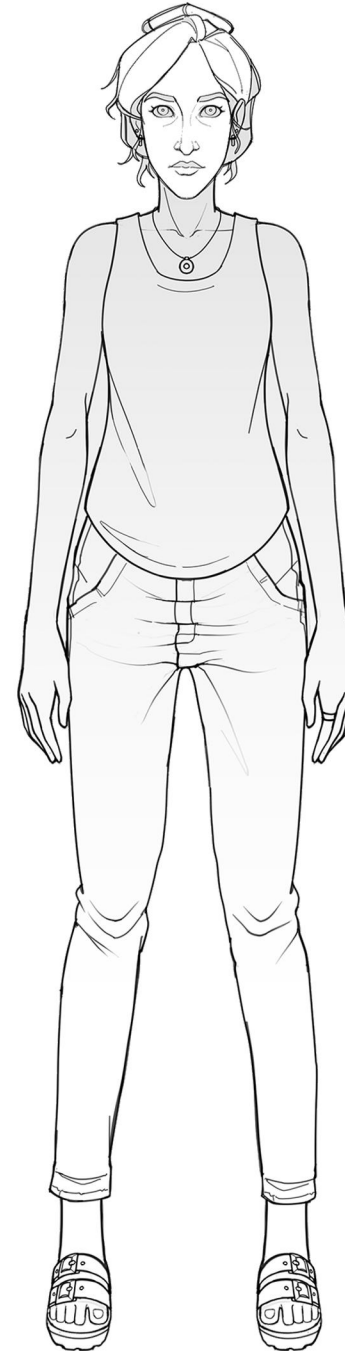
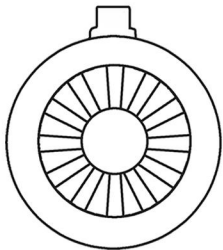
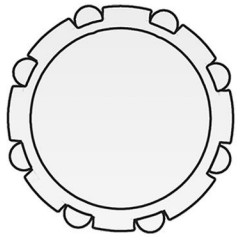
CHARACTER DEVELOPMENT //

2D // UMON EMPIRE // CHARACTER DESIGN //



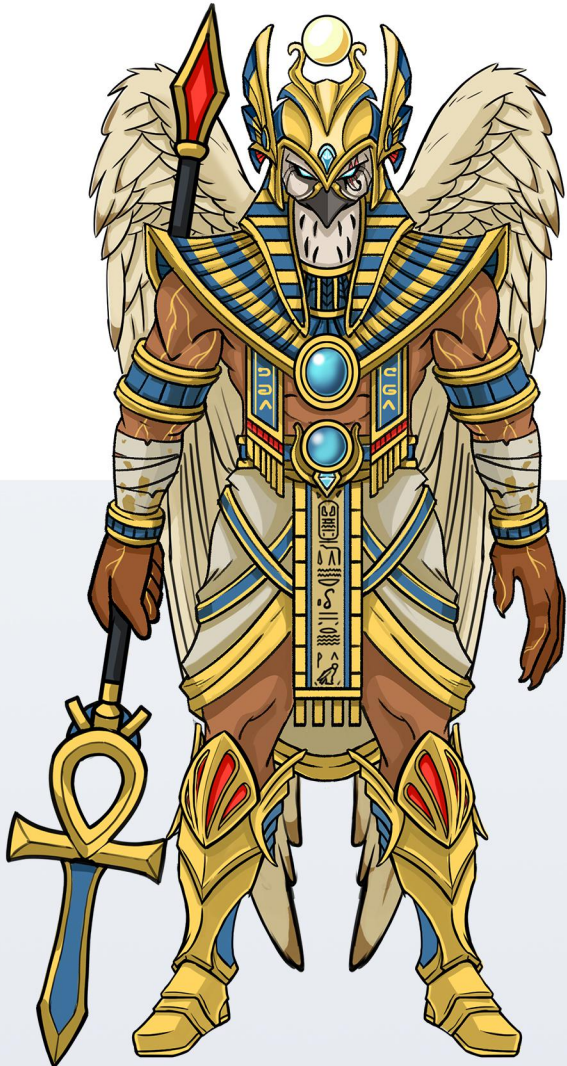


CHARACTER DEVELOPMENT //
HOLD TIGHT //





CHARACTER DEVELOPMENT //





CHARACTER DEVELOPMENT //





CHARACTER DEVELOPMENT //





PIXEL ART CHARACTERS //





OPERA // GAME MAKER //
NINJA WOODS // PIXEL ART //





GAME ASSETS // COMPONENTS

SCORES

HIGHSCORE
52,750

CURRENT SCORE
33,560

QUIT

REPLAY



APP ICON DESIGN //

ENDLESS

HIGHSCORE
52,750

TRIALS

LEVEL 01	100%
Lorem ipsum dolor sit amet, consectetur adipiscing	
LEVEL 02	87%
Lorem ipsum dolor sit amet, consectetur adipiscing	
LEVEL 03	75%
Lorem ipsum dolor sit amet, consectetur adipiscing	
LEVEL 04	92%
Lorem ipsum dolor sit amet, consectetur adipiscing	
LEVEL 05	84%
Lorem ipsum dolor sit amet, consectetur adipiscing	
LEVEL 06	58%
Lorem ipsum dolor sit amet, consectetur adipiscing	

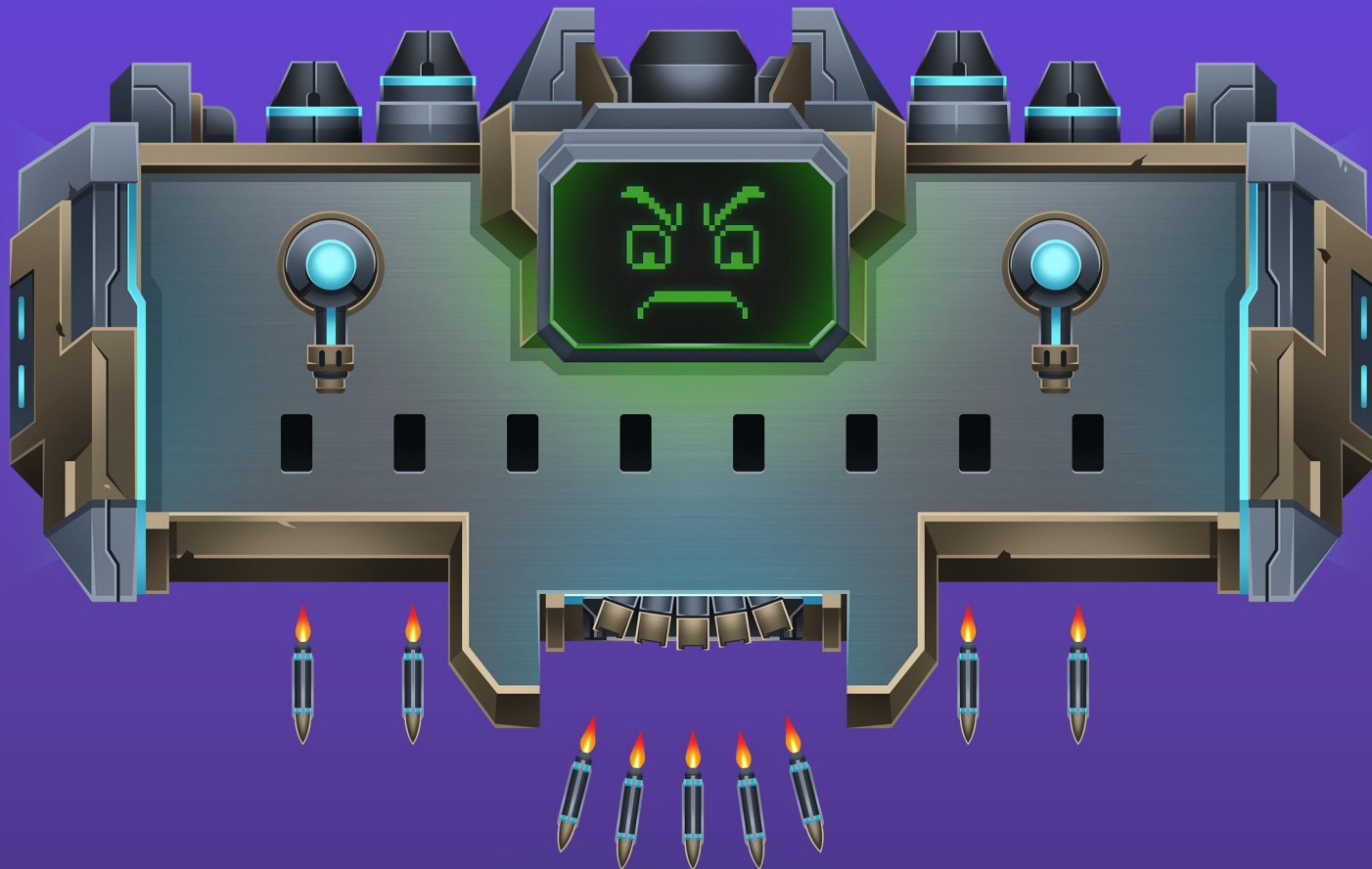
CLASSIC

BEGINNER
5,250
EASY
8,500
NORMAL
2,250
HARD
3,875



2D ASSETS

GAME ASSETS // COMPONENTS

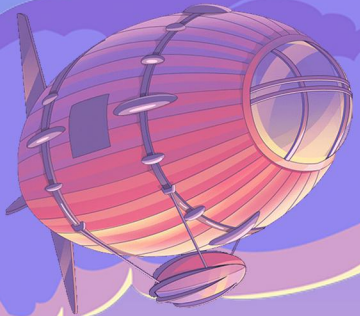


2D ASSETS

GAME ASSETS // COMPONENTS



**SCAN TO SEE OUR
VIDEO SHOWREEL**



THANKS FOR HANGING OUT!

As a gratitude for reaching the end of this presentation, here's a cute picture of someone's cat sitting outside my house (every day):

