# Portfolio for BDes (Hons) Illustration at the University of Dundee

Page 1	Animal Farm, Book Cover Project
Page 2	1984, Book Cover Project
Page 3	Poster Design, Museum Exhibition Project
Page 4	Infographic and Timeline Design, Museum Exhibition Project
Page 5	Packaging Design, Perfume Packaging Project
Page 6	Typography Poster, Typography Design Project
Page 7	Miss Parapluie (Character Design), Zine Project
Page 8	Miss Parapluie (Final Zine Pages), Zine Project
Page 9	N (Character Design), EPQ Animation
Page 10	Ink Painting ("Infection Filled My Head Like Springtime Flower Beds"), Inspired by Dominic Beyeler
Page 11	Ink Painting ("I Saw an Angel"), Inspired by Dominic Beyeler
Page 12	Development of Ideas, Inspired by Takeshi Oga and Jean Giraud
Page 13	Watercolour Painting, Inspired by Takeshi Oga and Jean Giraud
Page 14	Observational Studies, Cityscapes
Page 15	Artist Studies and Large Painting, Sunga Park

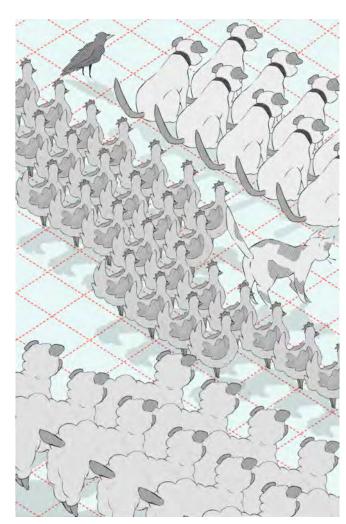




Sketches for Final Concept



Mock-up of Book Cover (Illustration One)



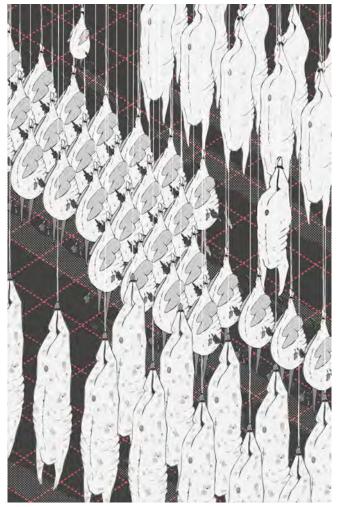


Illustration One and Two for Lenticular Book Cover

# **ANIMAL FARM**

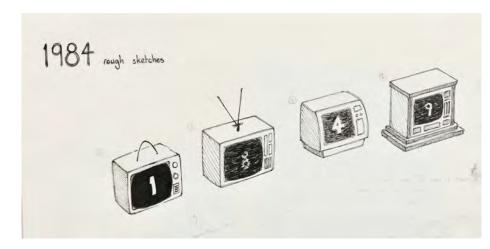
**Book Cover Project** 

The task was to design a book cover for George Orwell's "Animal Farm".

My initial plan was to use lenticular printing, so that the two illustrations would alternate between the living and the dead animals. In the first illustration, the animals are stood in line before their leader, Napoleon. Contrastingly, in the second illustration, the animals are in an abattoir, suspended from the ceiling.



Mock-ups (Front and Back Cover, Dust Jacket)



Sketches for Final Concept



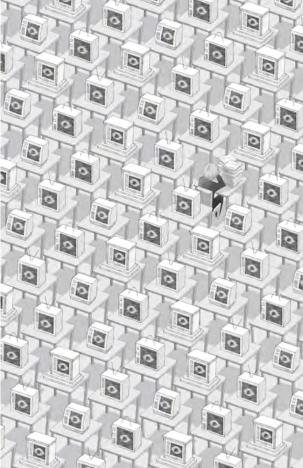


Illustration for Back Cover

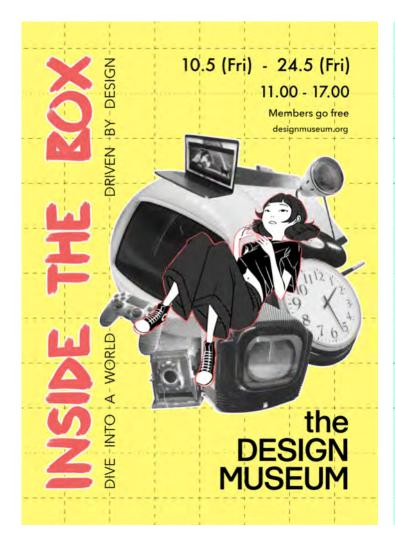
Illustration for Front Cover

# **NINETEEN EIGHTY-FOUR / 1984**

**Book Cover Project** 

A book cover for George Orwell's "1984" was also designed.

The front cover is an illustration of the protagonist, Winston, sat before a desk at the Ministry of Truth as Telescreens surround him. The back cover is and illustration of Julia, her face partially covered leaving only her eye, the eye Winston believes is watchful of him.









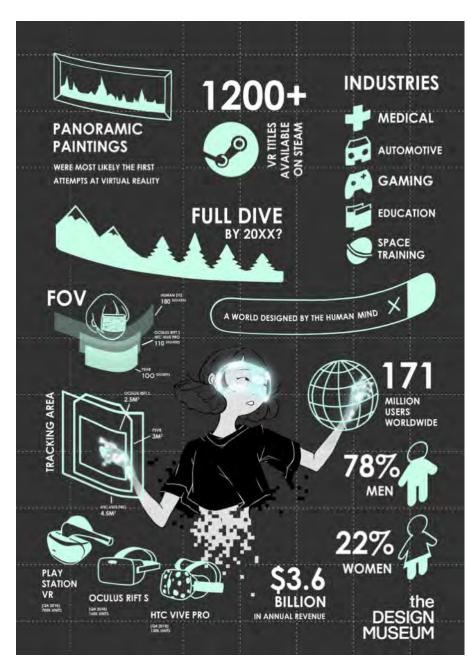
# **POSTER DESIGN**

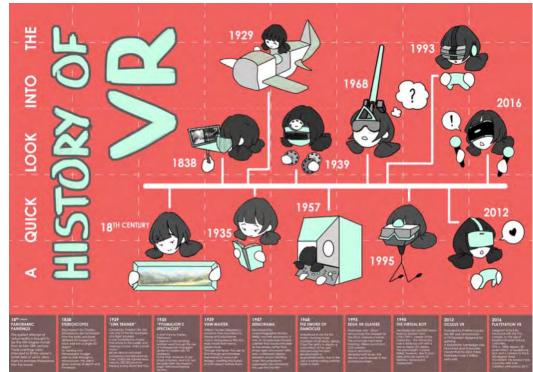
Museum Exhibition Project

The task was to design a poster for an exhibition at a museum of our choice. After a visit to the Design Museum, I was inspired by a display of modern technology from over the past century.

For the illustration I took inspiration from the work of illustrator Yusuke Nakamura and exploded diagrams of television sets - behind every screen is a world "Inside the Box".

Initial Ideas for Final Poster





Timeline of the History of Virtual Reality

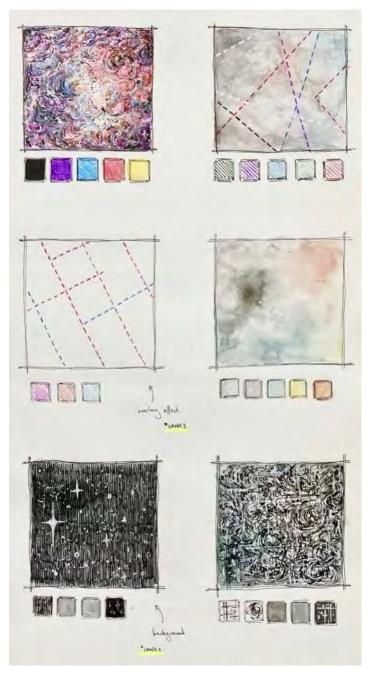
## INFOGRAPHIC AND TIMELINE DESIGN

Museum Exhibition Project

The task was to design an infographic and timeline for the chosen subject of our exhibition. Following on from the development of technology, I chose to research the history and current developments in virtual reality.

At the centre of the infographic is a girl inside a virtual reality simulation, interacting with the holographic statistics before her.

For the timeline, I chose to illustrate the girl interacting with virtual reality technology from the late 18<sup>th</sup> century to the early 2010's.







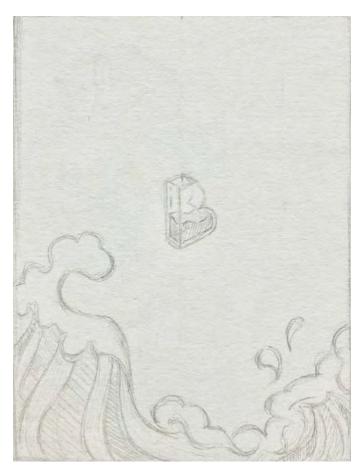


# **PACKAGING DESIGN**

Perfume Packaging Project

I was given the word "wanderlust" as a prompt for a perfume that I had to design the packaging graphics for.

"Wanderlust" means a strong, innate desire to travel or roam about. I wanted to illustrate the dream-like experience of wandering through interstellar clouds in space.



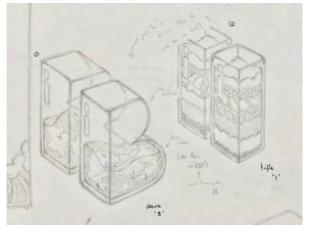


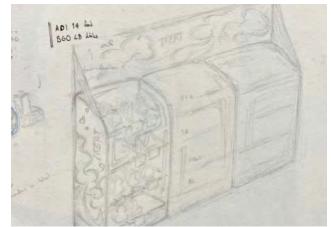
# **TYPOGRAPHY POSTER**

Typography Design Project

The task was to design 10 letters of a typeface inspired by a subject of our choice. I drew inspiration from Japanese vending machines.

Within each letter are cakes, dishes, cold and hot beverages. Initially, I had planned to present the letters as though they were items in a vending machine, however, this affected their legibility. Instead, I chose to present them on a clean mint green background, to emphasise the contents of each glass letter.











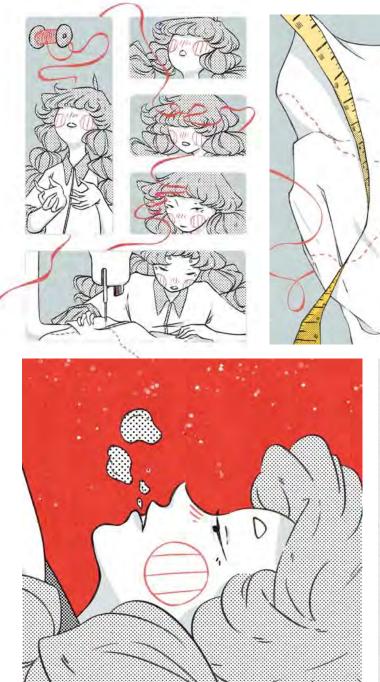
# **CHARACTER DESIGN**

"Miss Parapluie" - Zine Project

I am currently creating a zine titled "Miss Parapluie", following the day of a girl who designs umbrellas.

To the left, are ink and digital paintings of the finalised character design, taking stylistic inspiration from illustrators Aeri Chen, Nagabe, M.Y Chen Zuer and Yi-Jun Li.

Experimenting with Various Styles

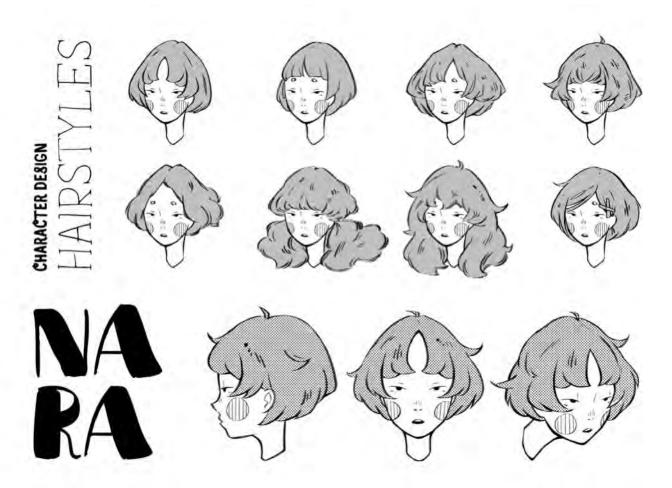








FINAL ZINE PAGES "Miss Parapluie" - Zine Project











# **CHARACTER DESIGN**

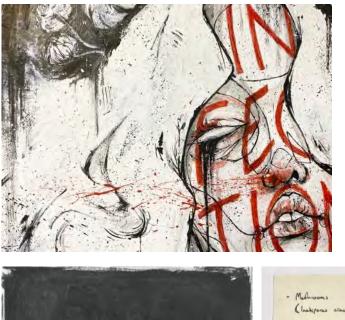
"N"- EPQ Animation

I am currently creating an animated short for my EPQ, following a series of dreams and nightmares that `I have experienced.

After experimenting with various hairstyles, I chose to combine the two that would best relate to the form of her feline companion.

For stylistic choice, I mainly sought inspiration from Japanese illustrator Yusuke Nakamura.







# INK PAINTING

"Chronos Feasts on His Children" by Unknown Mortal Orchestra Inspired by Dominic Beyeler's "I Am Nobody" Series







"I Saw an Angel" by Puzzle Inspired by Dominic Beyeler's "I Am Nobody" Series









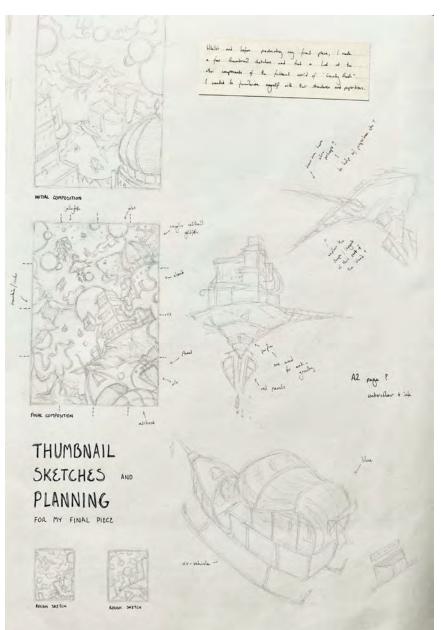


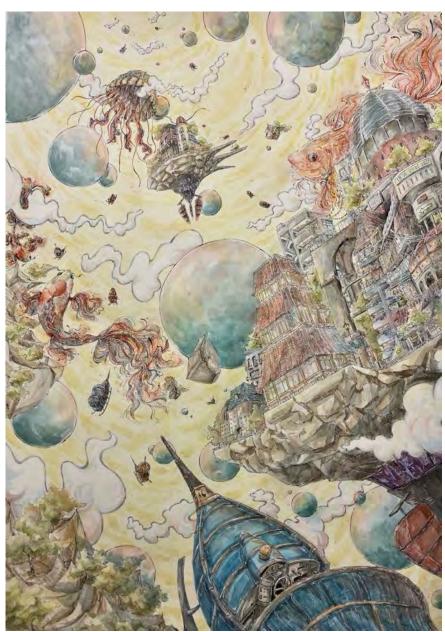
## **DEVELOPMENT OF IDEAS**

Inspired by Takeshi Oga and Jean Giraud

For this project, I had chosen to explore the work of concept artist and illustrator Takeshi Oga, who, for the game Gravity Rush, took stylistic inspiration from bande dessinée artist Jean "Moebius" Giraud.

When planning for the final piece, I chose to explore the world of Gravity Rush. I took inspiration from the floating marketplace of Jirga Para Lhao and the World Pillar of Hekseville.





# WATERCOLOUR AND INK PAINTING

Inspired by the world of Gravity Rush

follow the line of perspective. I chose to return to the idea of travelling up the world pillar, the town, its inhabitants Initially, I had planned to change the perspective of the painting to an overhead view of the floating marketplace. However, this left it difficult to correctly paint the floating vehicle into the foreground in that it would accurately and all that surrounds it suddenly lifted up within a gravity storm.



Observational Studies (Ink, Pencil and Watercolour)

## **OBSERVATIONAL STUDIES**

Exploring urban landscapes and architecture

Above, are observational studies from visits to London, displays at the V&A Museum and photos taken by family members from their travels. I wanted to improve my ability to draw from various perspectives with accuracy and detail without sketching guidelines beforehand.

To the right, is another page of observational studies, from a visit to Basel, Switzerland. Here, I took inspiration from Sunga Park's painting style when using watercolour - it was an efficient way to apply colour the line drawing.

I then made a rough whole of the same buildings, anapp down

Observational Studies in the Style of Sunga Park



A1 Watercolour and Ink Painting in the Style of Sunga Park



Artist Studies and Work in the Style of Sunga Park

# **ARTIST STUDIES**

Exploring the style of Sunga Park

Though the large watercolour painting to the left was produced in 2018, I wanted to continue studying the style of Sunga Park. To the right of the photo above, is an observational study produced in the style of Sunga Park at Leicester Square, London.