

<u>UNURITTEN</u> –





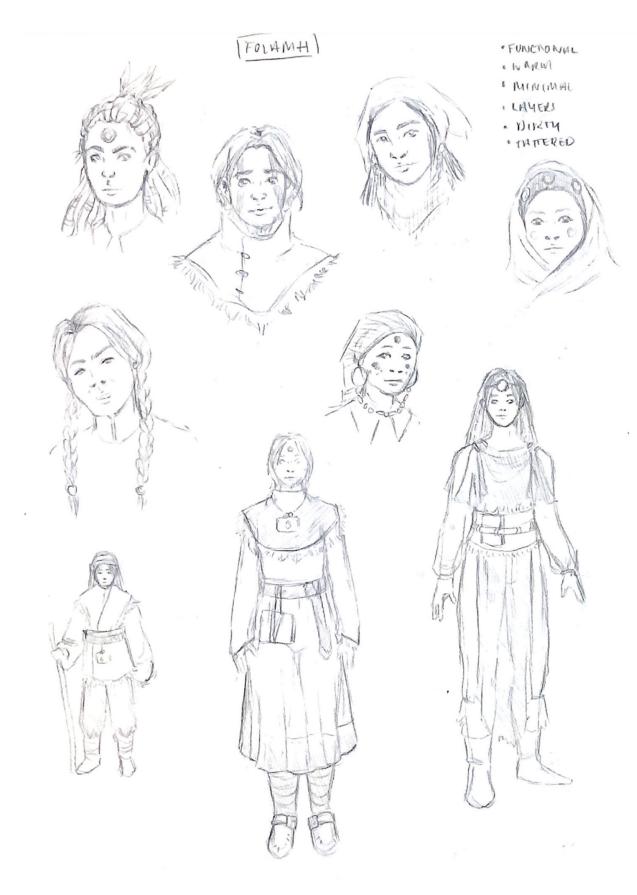


Moccus is a warrior god. He is of tremendous starture, half-man, half-boar and has never lost in battle.



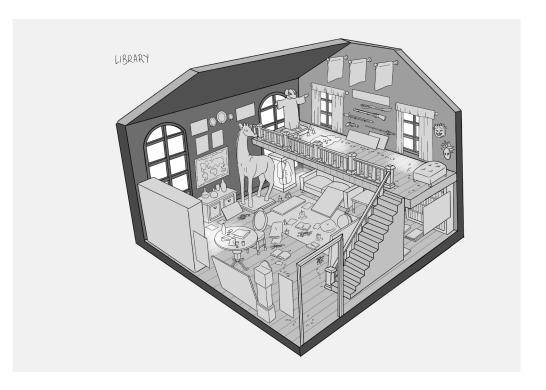


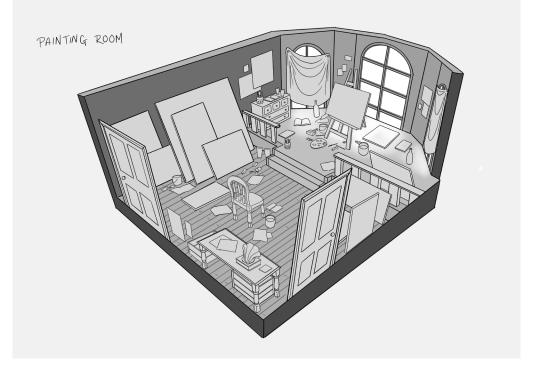




Folamh is the main character in UNWRITTEN. Cast out from her tribe, Folamh must seek enlightenment from the gods in order to return. Her journey is trecherous and fraught with danger. She notes all her experiences documented in a diary that slots into her belt.









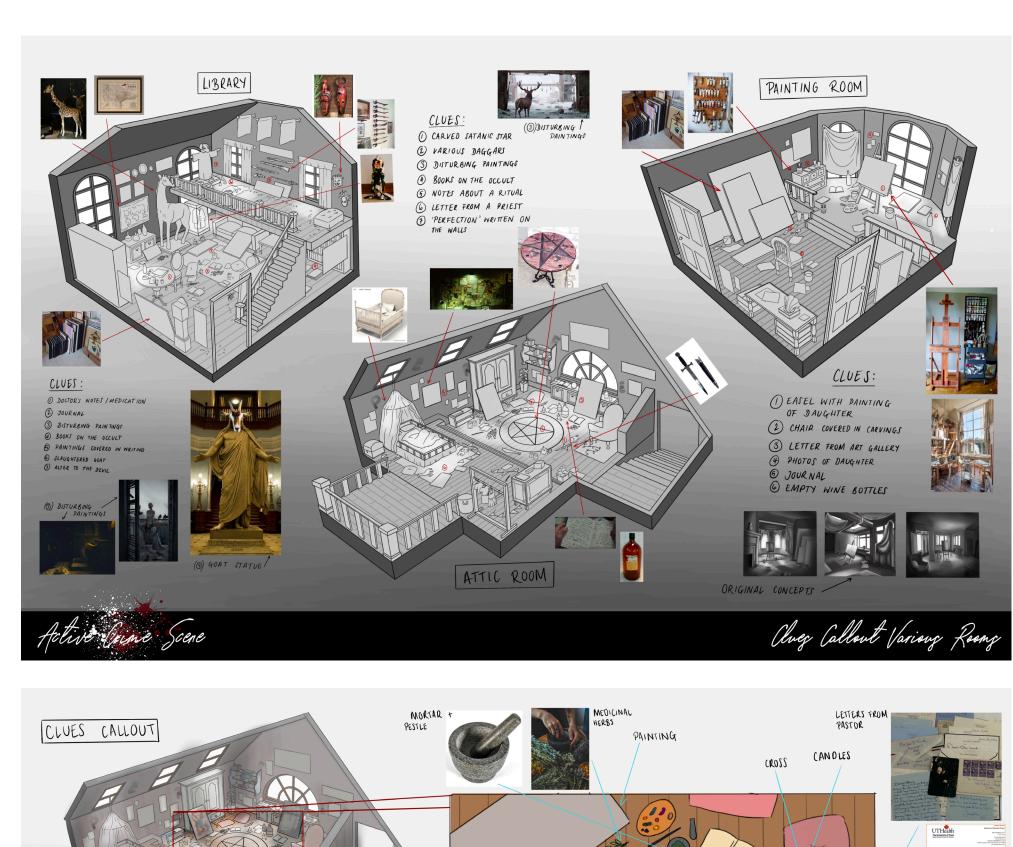
Active Crime Scene is the opening level for the game 'The Sacrifice'. In this level the player must traverse and eclectic mansion, collecting clues about a sacrificial murder. The level is spread across three rooms; the library, the painting room, and the attic room.

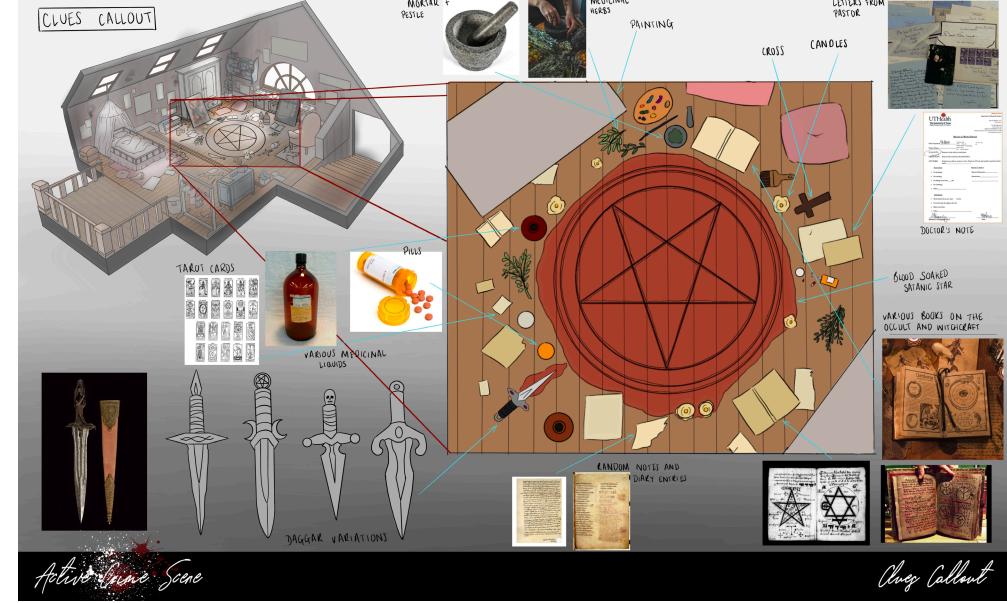




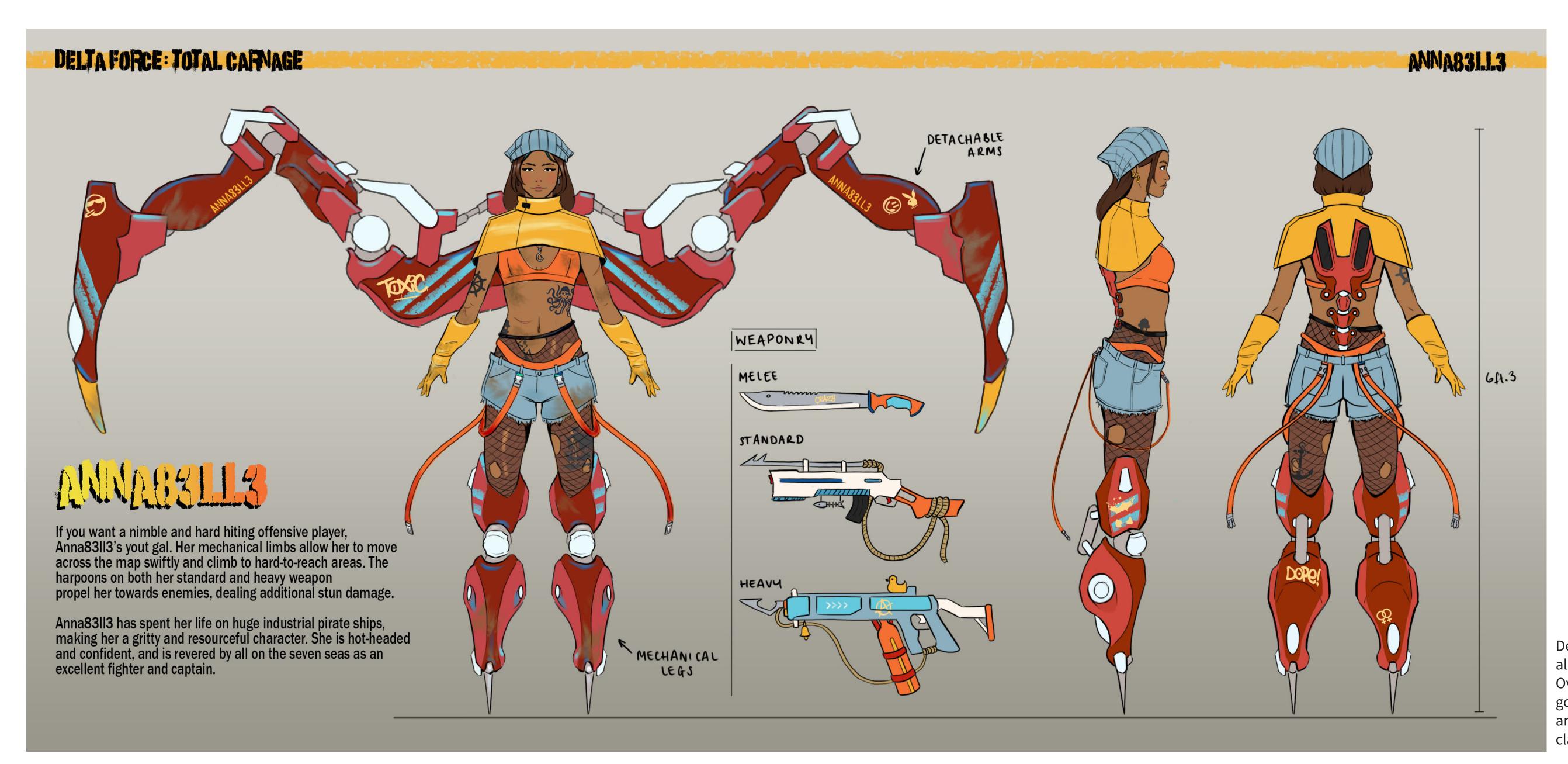


These are concepts with various callouts for clues hidden throughout the level.





— DELTAFORCE: FOTAL CARNACE

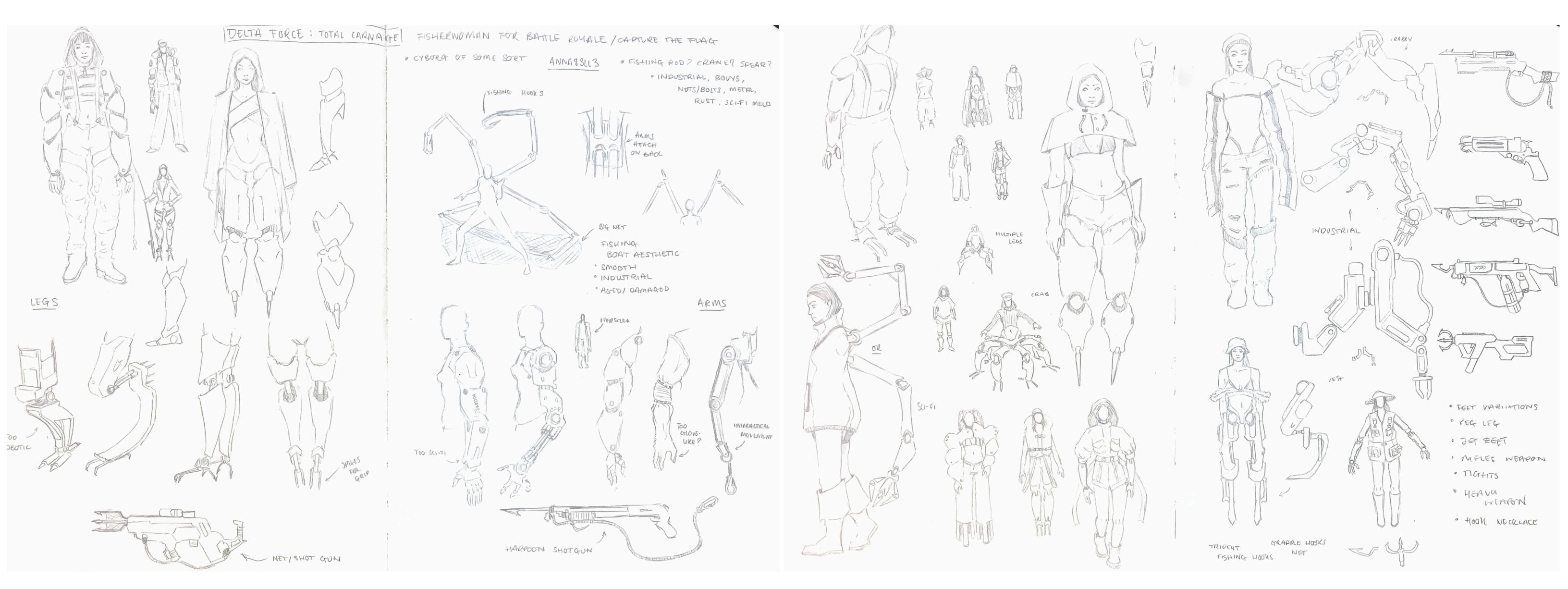


Delta Force: Total Carnage is a battle royale action game inspired by games like Overwatch and Apex Legends. My main goal with this work was to create colourful and easily recognisable characters with class and function in mind.



— DELTA FORCE: TOTAL CARNAGE

These are the initial sketches for the charater of Anna83ll3. I was exploring character aesthetic, as well as balance, style and weaponry







This female grower is an illustration to concept artist Even Amundsen's #drawthisinyourstyle challenge.

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