

The background of the entire page is a textured, painterly illustration. It features several tall, thin, greyish-blue vertical shapes that resemble trees or reeds, with dark, horizontal brushstrokes indicating leaves or branches. In the center-right, there is a figure wearing a dark, pointed hat and a dark robe, holding a long staff or pole with a red tip. The overall color palette is muted, with greys, blues, and earthy tones, accented by the red tip of the staff and the orange text.

Gianluca Epifani

visual development - character design

PORTFOLIO 2021



Gianluca Epifani

visual development - character design

PORTFOLIO 2021

giangiepif@gmail.com

EDUCATION

IDEA Academy Rome | Master Art Direction Level 1 - October 2020 - June 2021

Accademia di Belle Arti Lecce | Bachelor's Degree in Fine Arts - 2017 - 2020

Scuola Pugliese di Grafica e Fumetto Grafite | Screenplay Module

Certificate of attendance - March 2016 - April 2016

SKILLS

Traditional Media | graphite, soft pastels, watercolors

Digital Media | Photoshop, Procreate, Blender

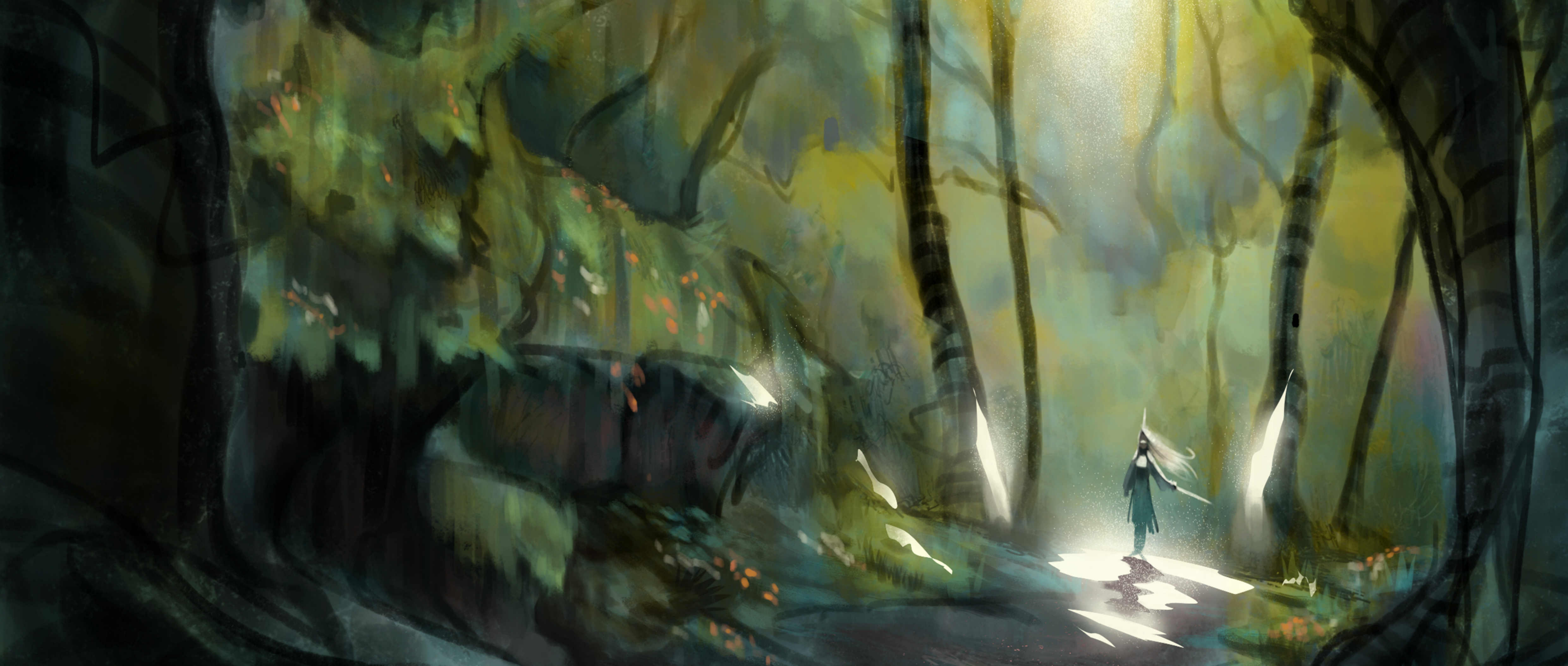


Golden Hour

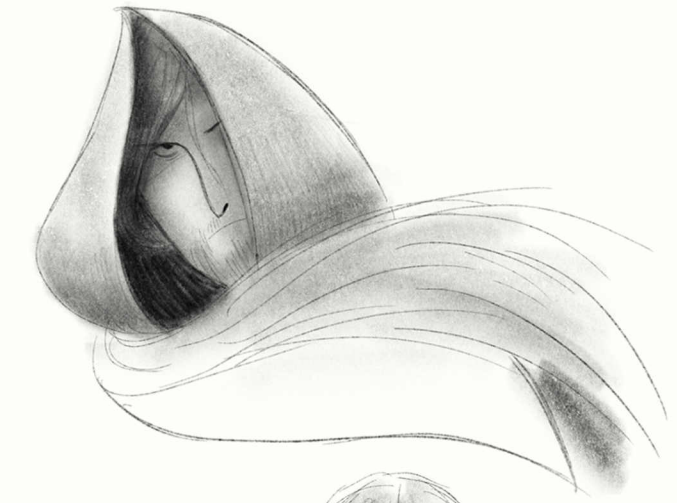


Struck by a curse from the ghosts of the fallen, two kingdoms lived through the centuries divided by an eternal war. The cold mountain kingdom of Örnästad and the violent one below of Vargensbål. But the curse would be broken every day during the golden hour, in a forest that outlines the boundaries of the two territories. A time when the two heirs of the rival kingdoms could meet and fall in love.

Determined to end this war once and for all, they decided to speak to the ghosts, unaware of the fate that awaited them.



Rival Heirs
designs



From rivals to lovers

Exploring the shapes of the two heirs, opposing the slim and more stretched shapes of the princess to the squarish and heavier ones of the prince



heirs explorations



heirs animal form design exploration



evil counselor character concepts



weapons concepts

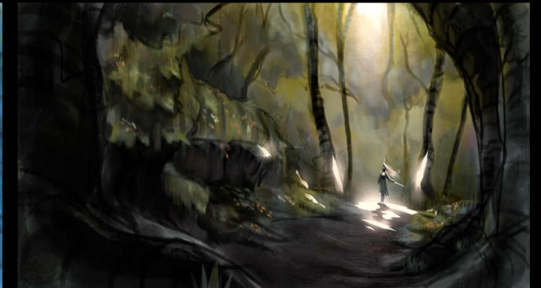
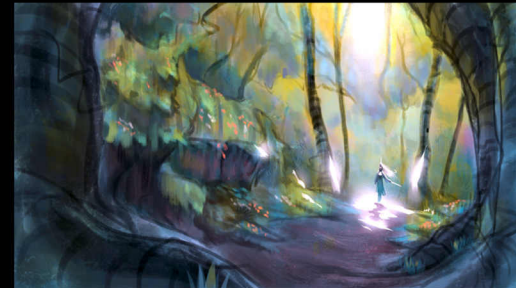
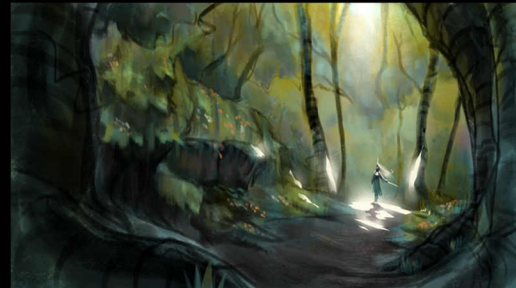
A collection of 20 hand-drawn weapon and armor concepts. The items include: a long sword with a simple hilt; a battle-axe with a wide, winged head; a dagger with a cross-guard; a mallet with a rectangular head; a large, dark, winged shield; a small spiked ball on a chain; a long staff or spear; a battle-axe with a curved head; a helmet with a visor and a crest; a long, thin sword with a cross-guard; a spear with a long shaft and a simple head; a small dagger; a battle-axe with a curved head; a long, thin sword with a cross-guard; a spear with a long shaft and a simple head; a small dagger; a battle-axe with a curved head; a helmet with a visor and a crest; a long, thin sword with a cross-guard; a spear with a long shaft and a simple head; a small dagger; a battle-axe with a curved head; a helmet with a visor and a crest.

ghosts and court early concepts



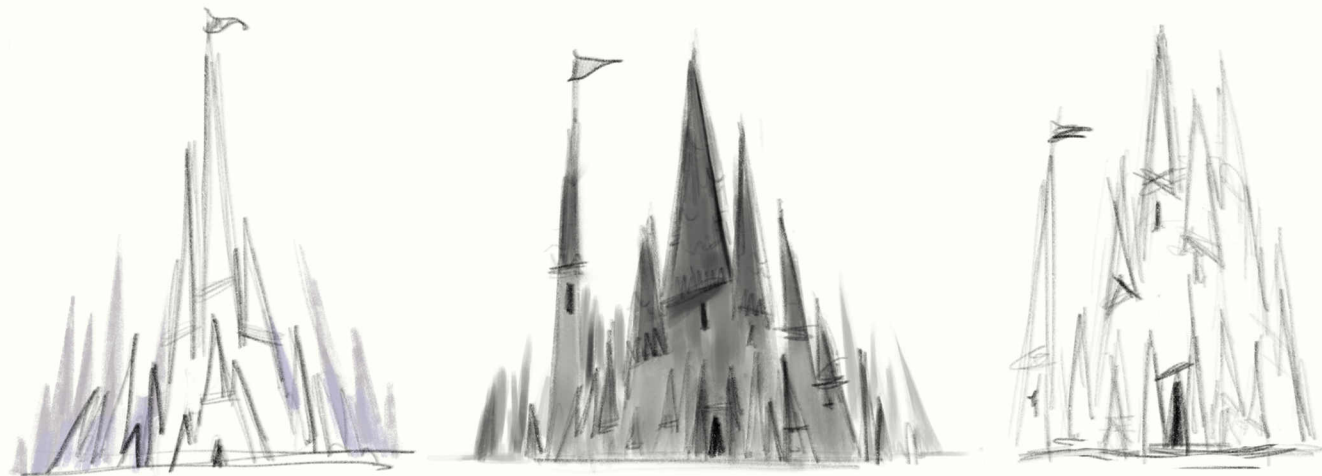
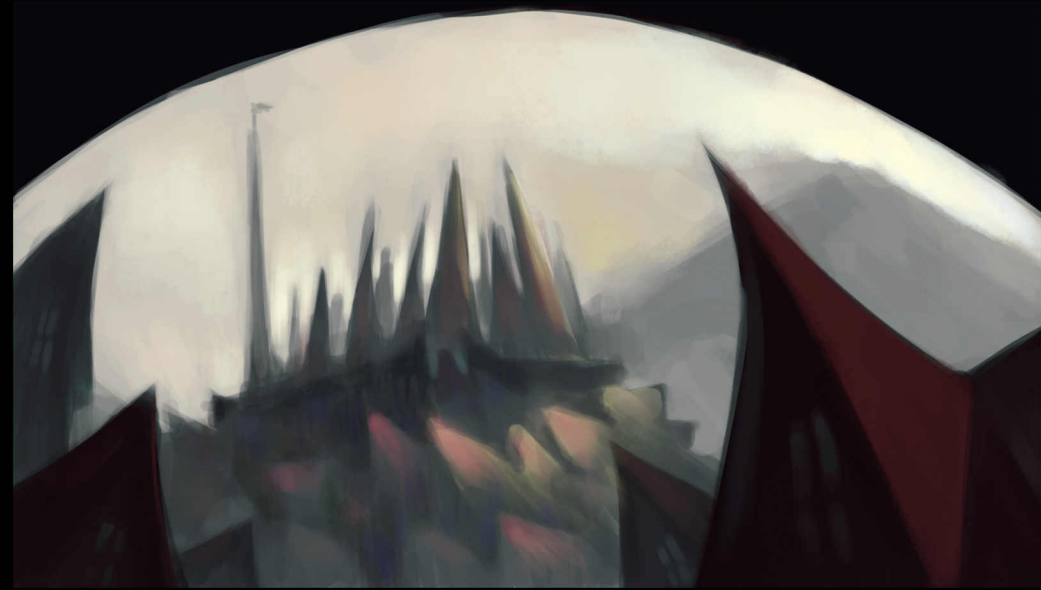
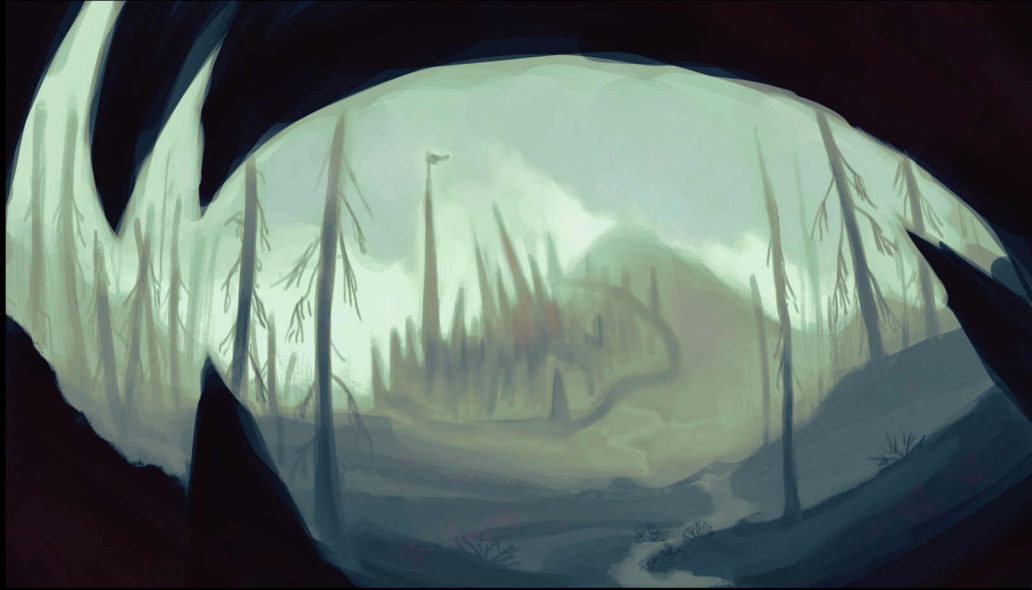
Environments

ghost graveyard and the forest

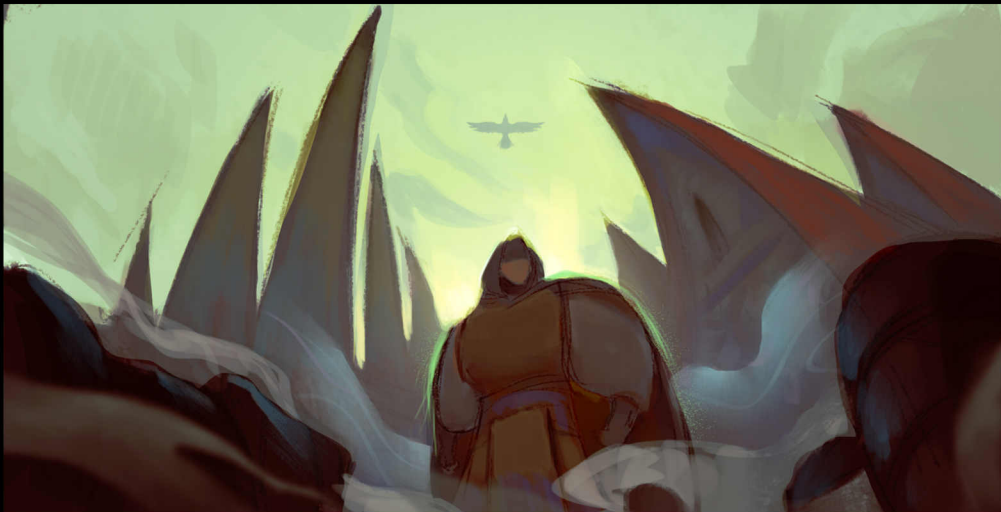


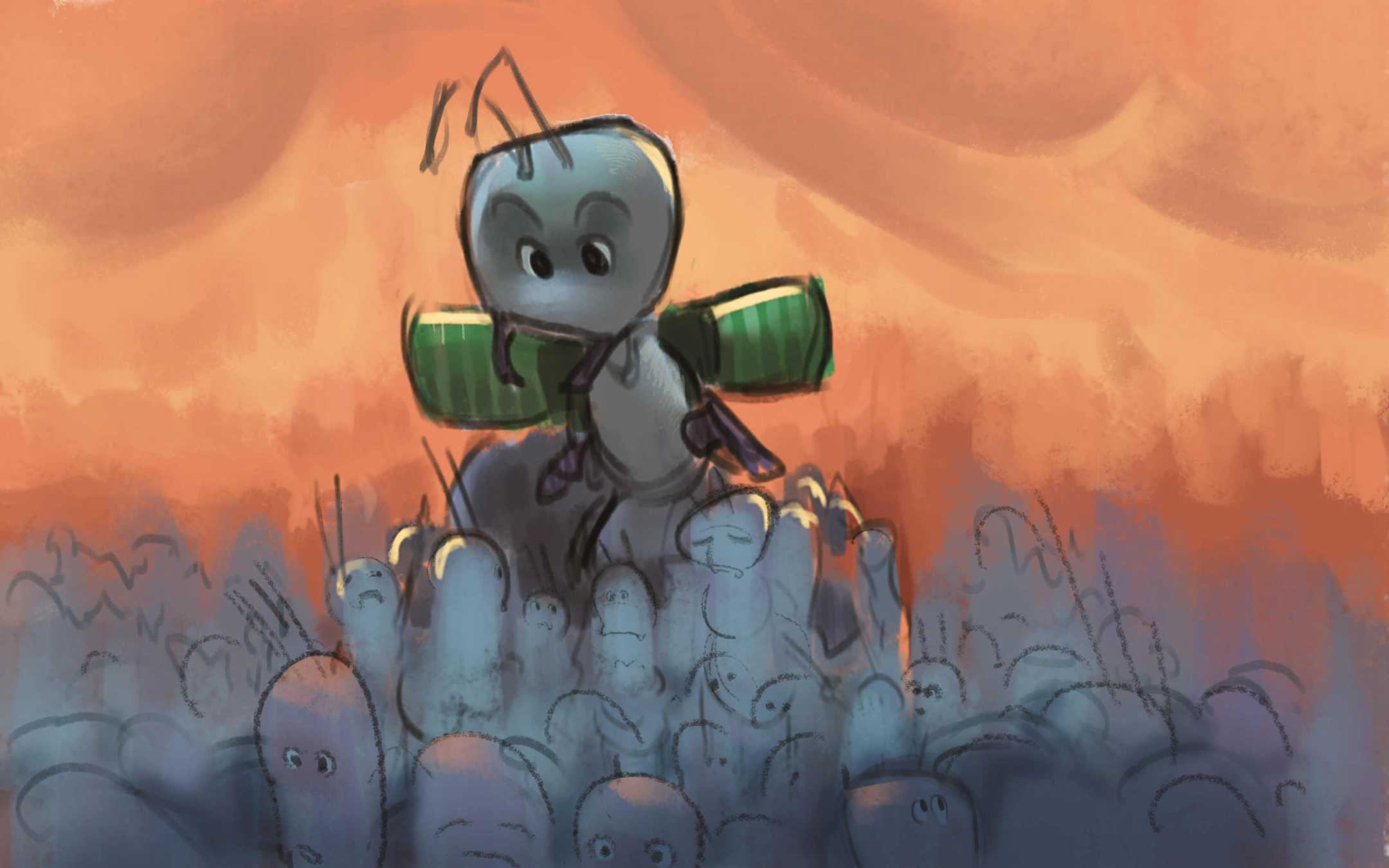
Vargensbål

the wolf's lair



story bits concepts





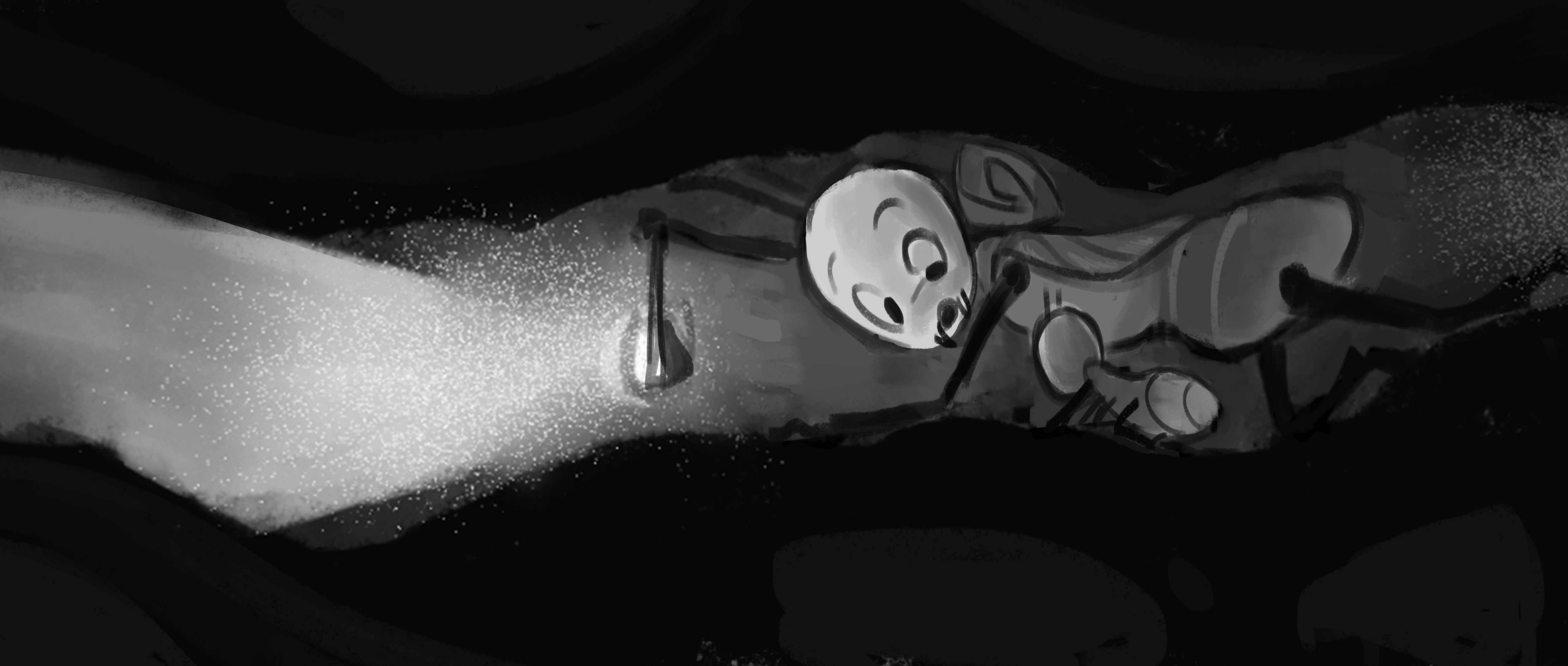
GIANT



Growing bigger and bigger, Sam discovers he is different than the other ants and that his origins lie far beyond the anthill that adopted him.

Determined to search for his true family, he sets out on a journey around the world, during which he meets a small giant. Intrigued by the ant's unusual size, he will help Sam find his place in the world.

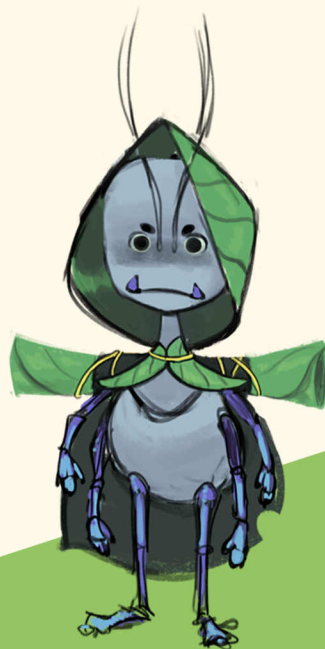


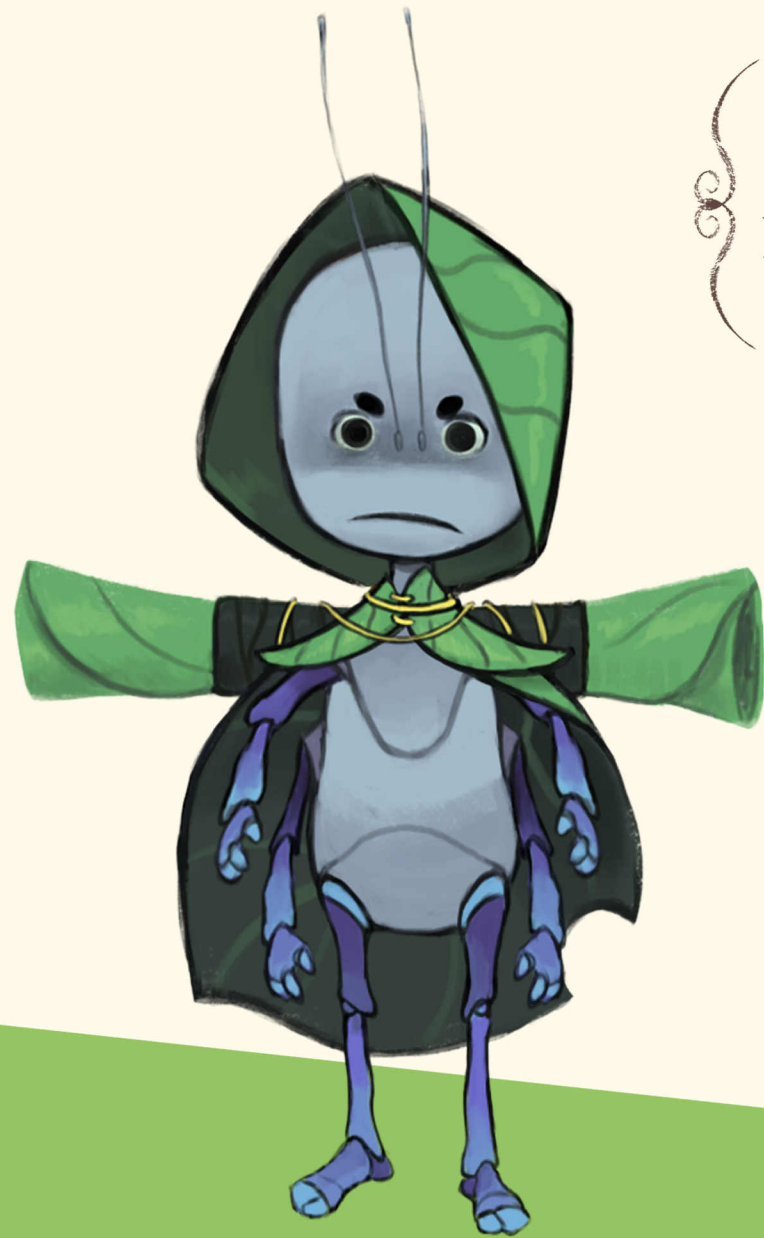




A story for all sizes

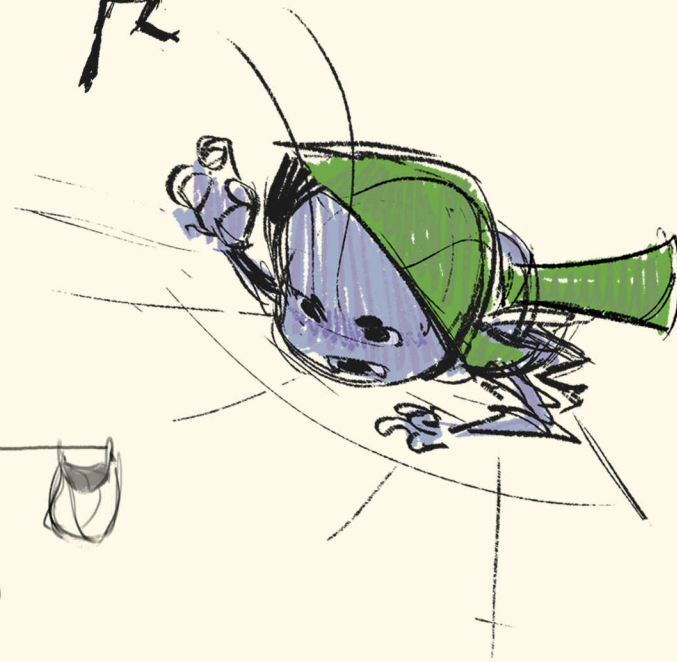
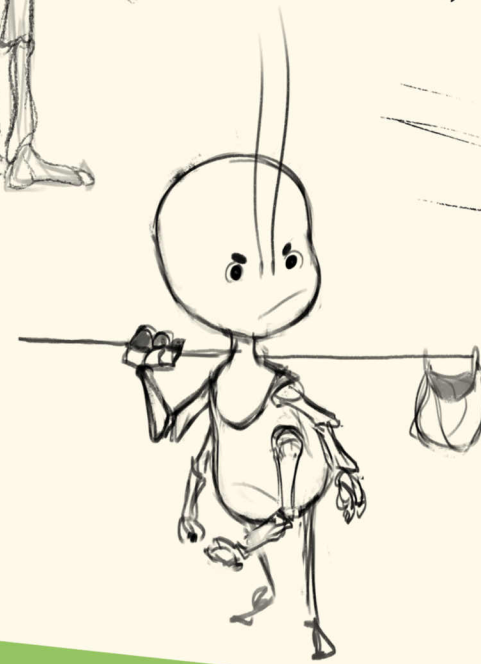
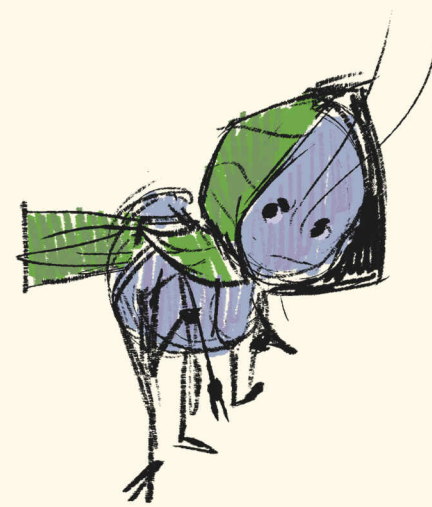
From the small world of the ants
to the big one of the giants

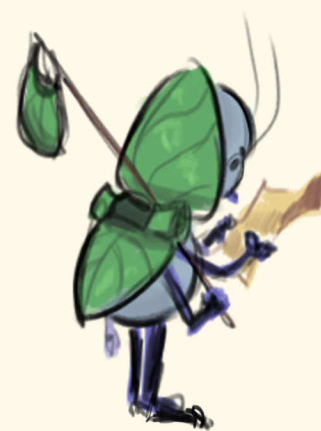




Sam

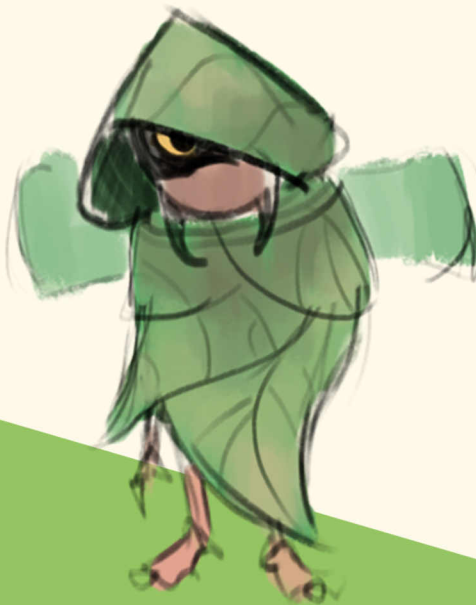
A big, strong and gentle ant sets on a journey to explore the world and find his real home.



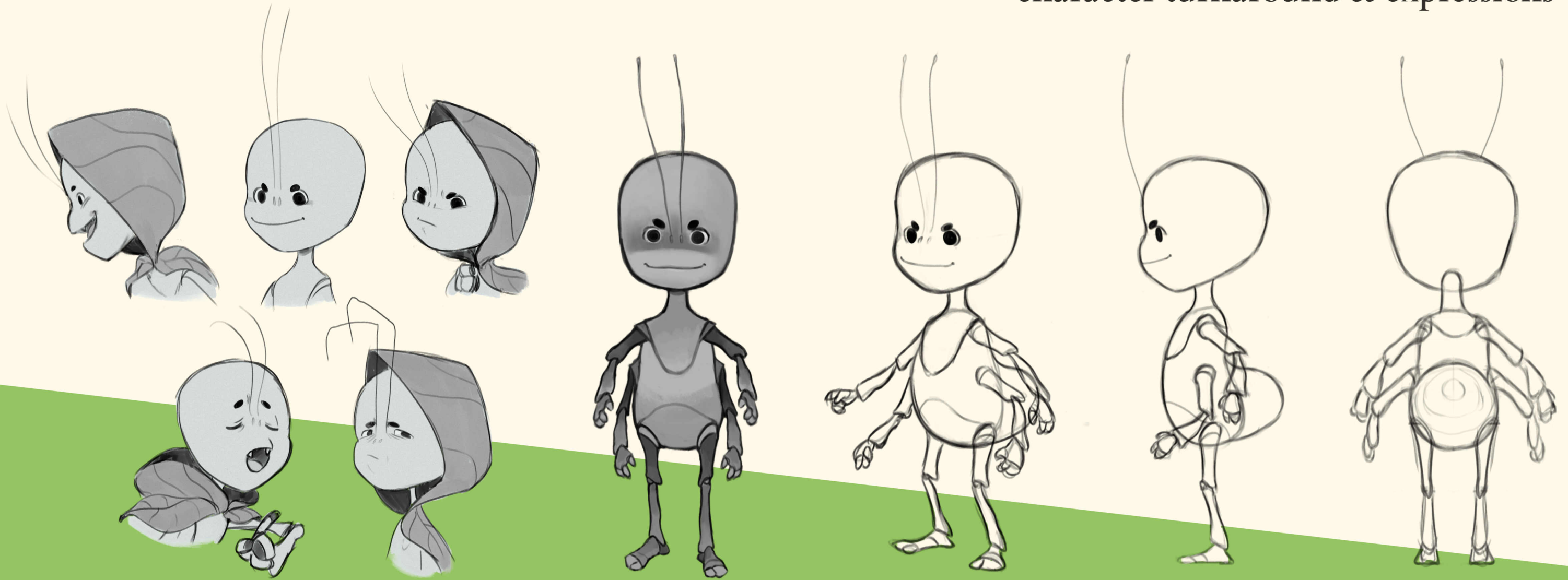


Searching for a friend

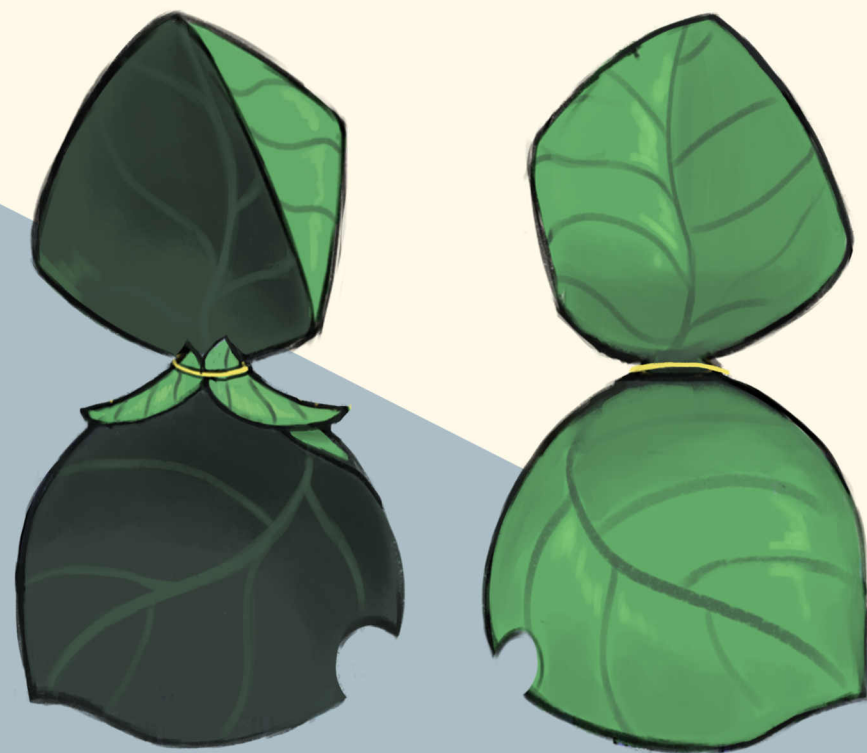
While the duo will meet halfway through the journey, Sam is the first one to be introduced. Squarish shapes defined his strong character during the early explorations.

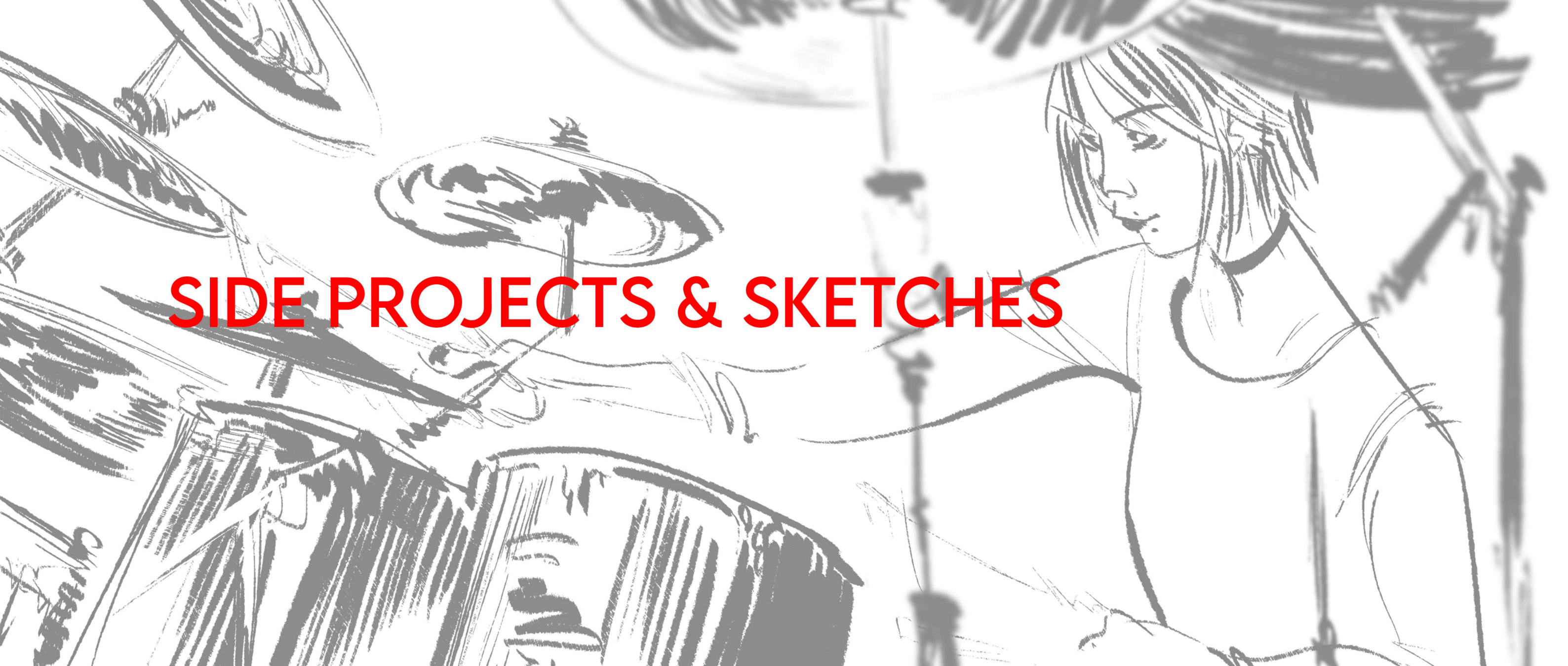


character turnaround & expressions



prop design



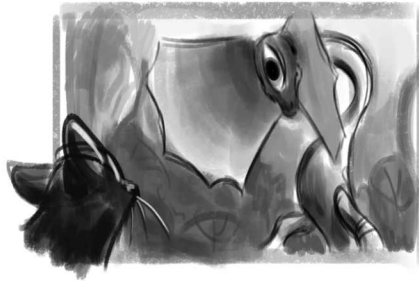
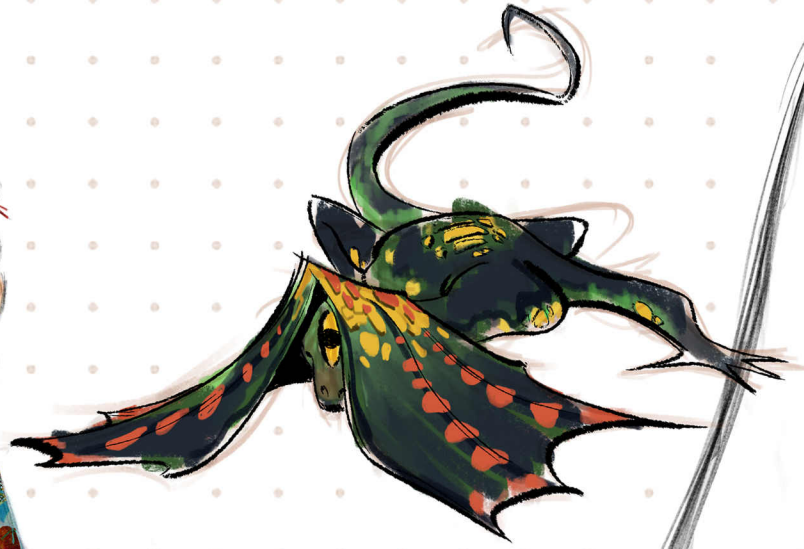
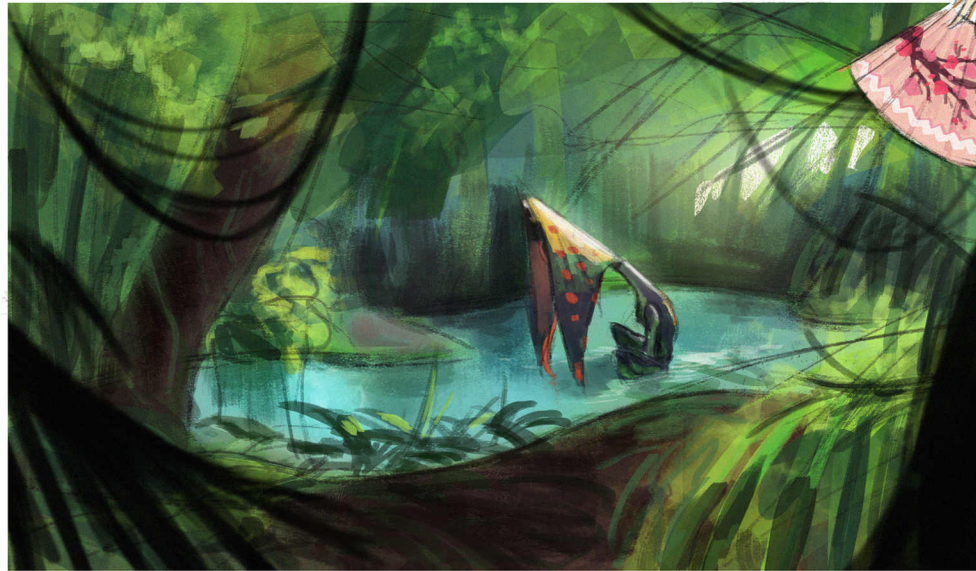
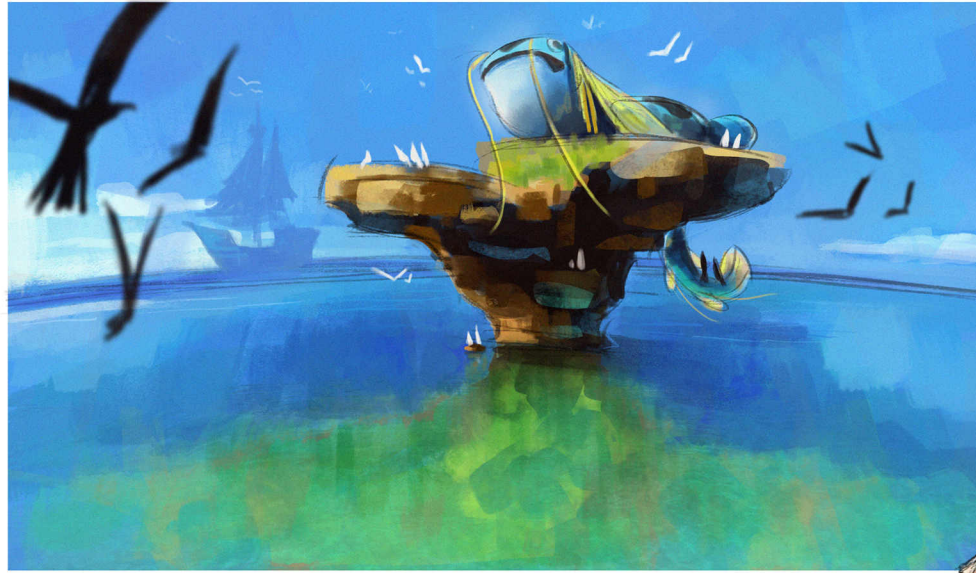


SIDE PROJECTS & SKETCHES

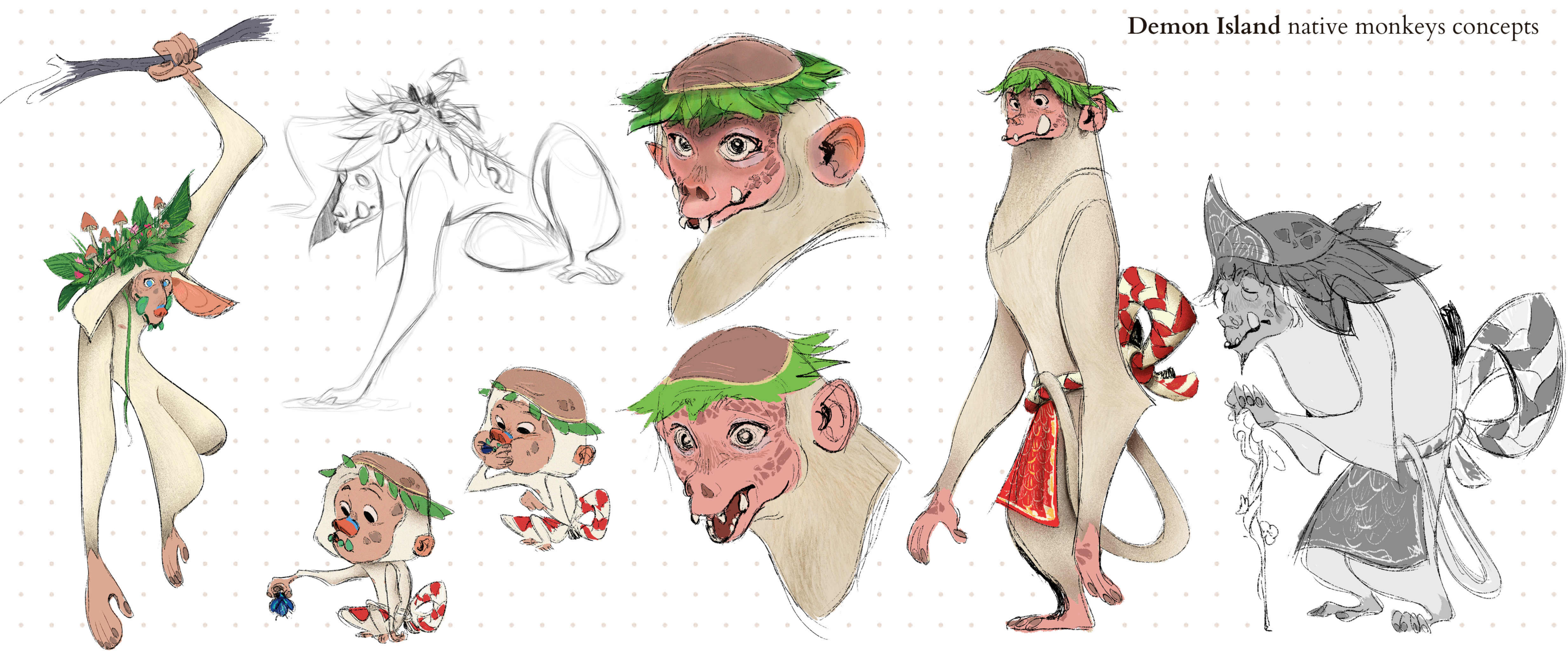
Luchadores character design project



Demon Island creature design project



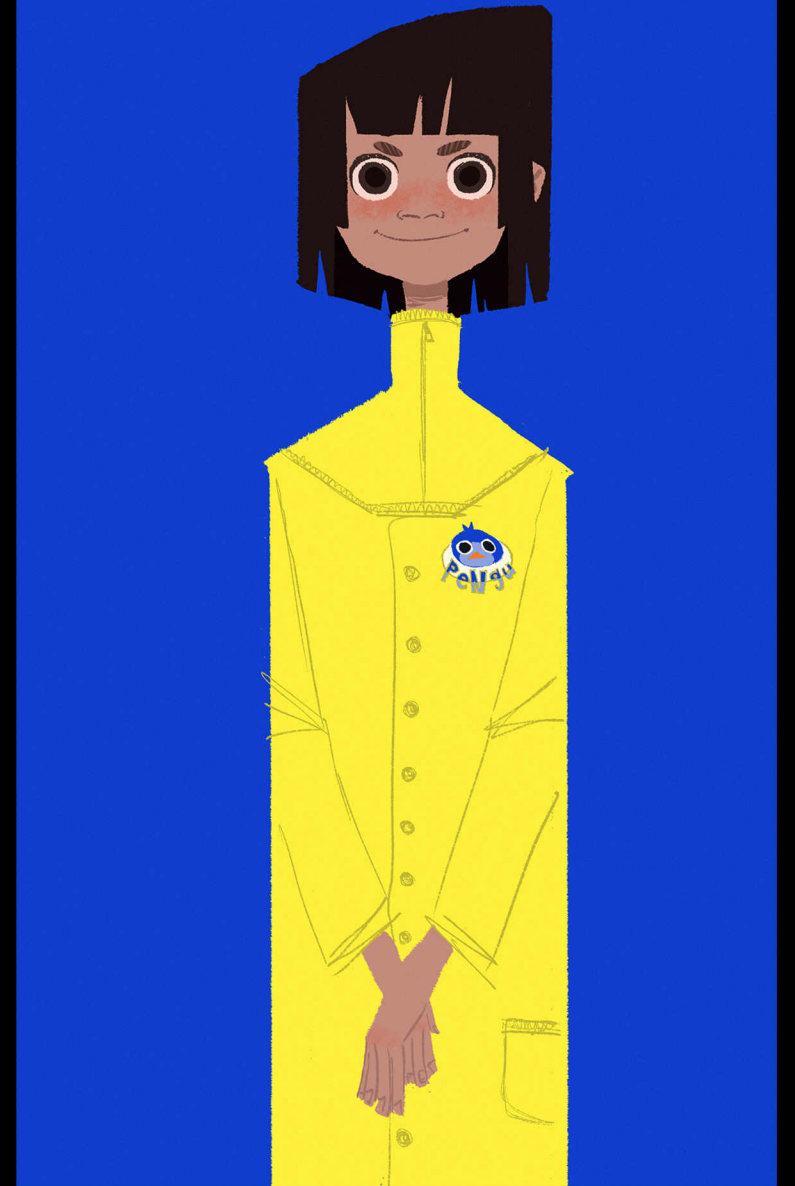
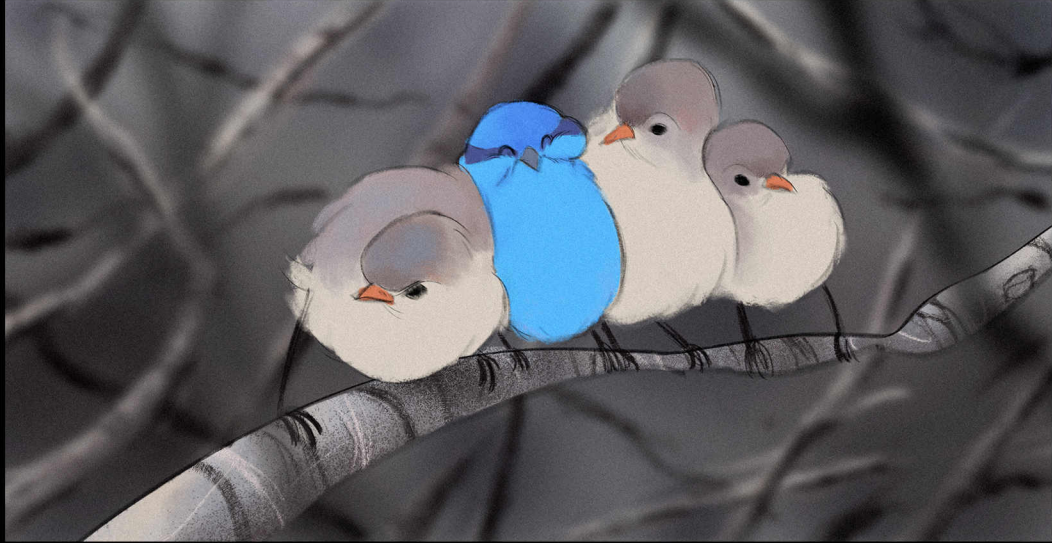
Demon Island native monkeys concepts

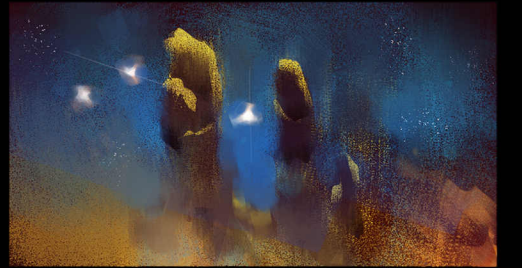
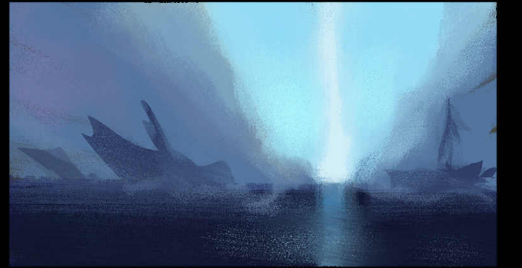
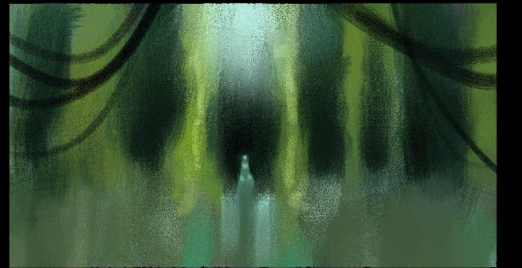
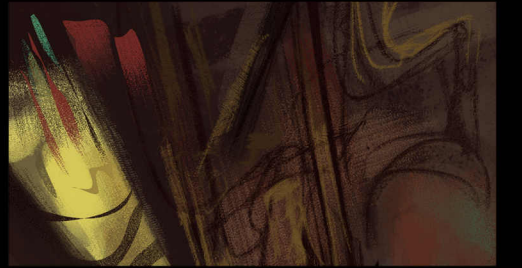
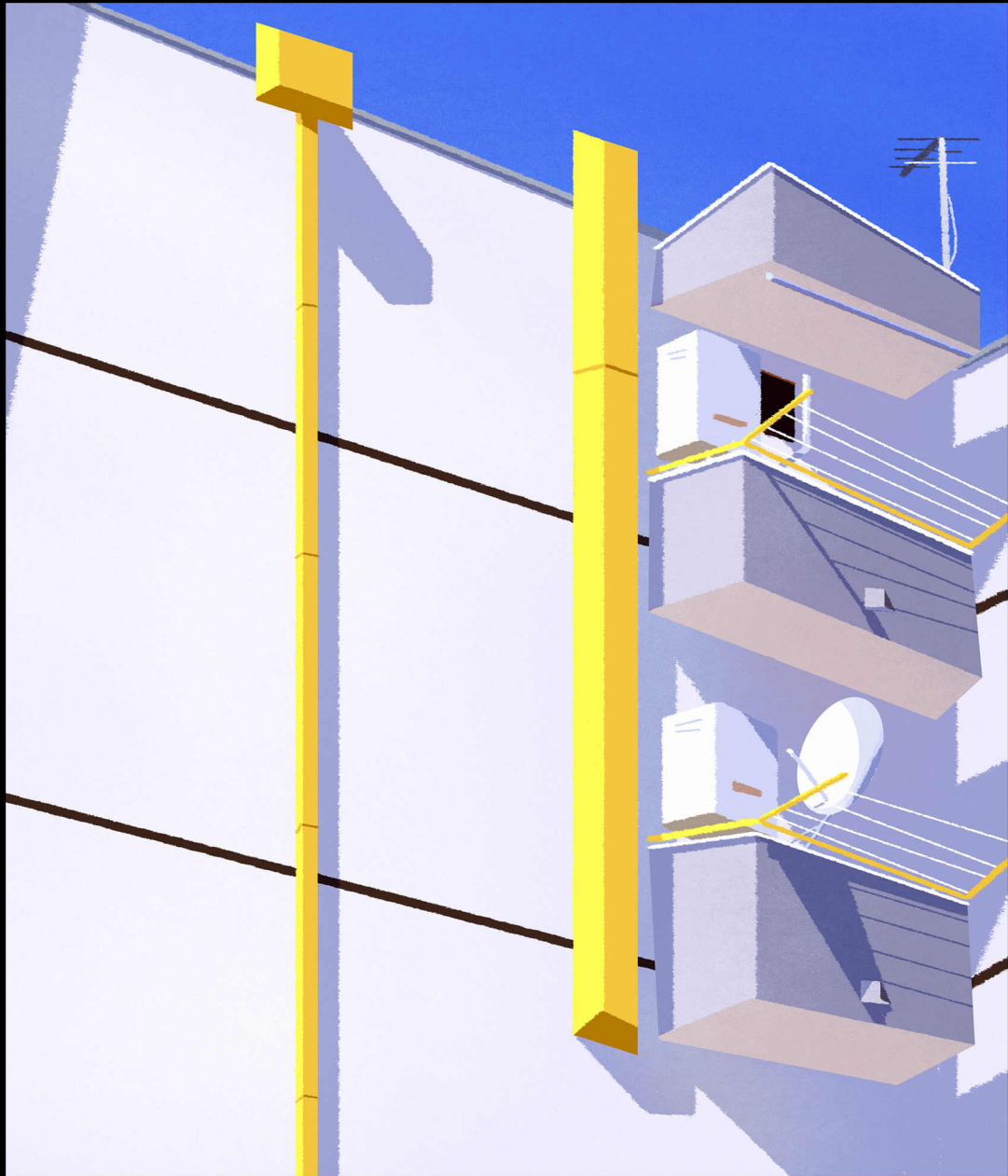


JAZZ PROJECT SKETCHES

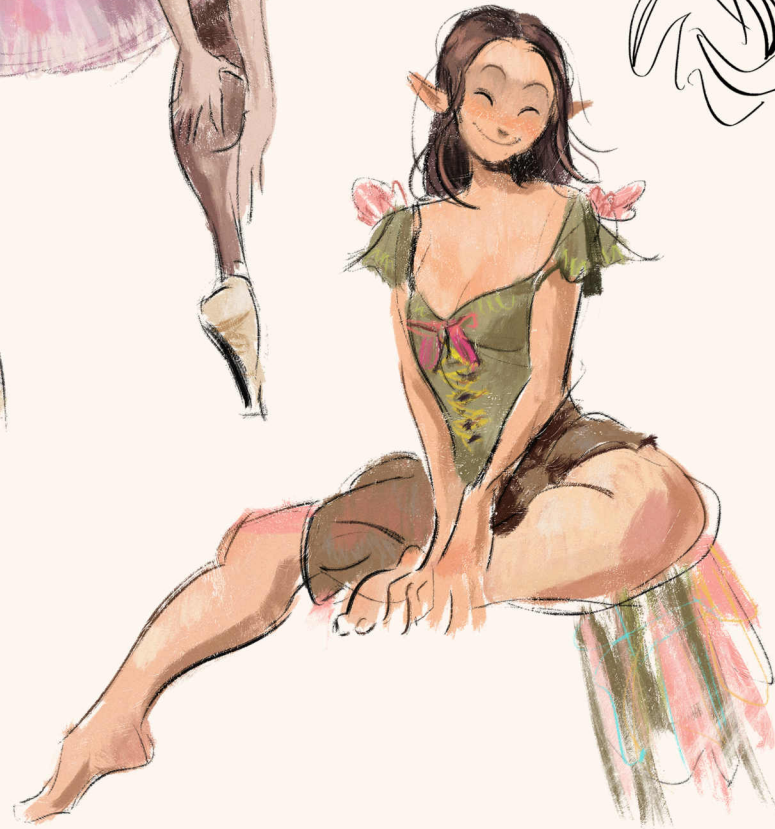


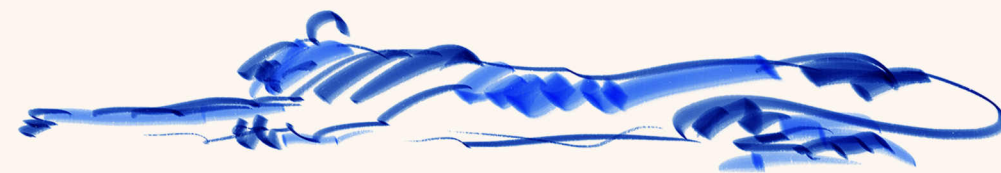
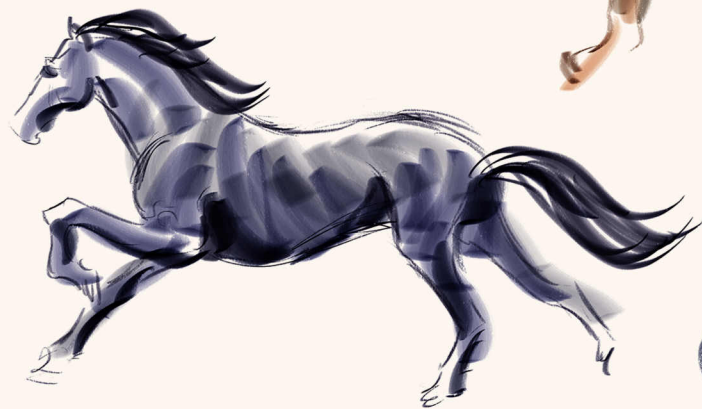
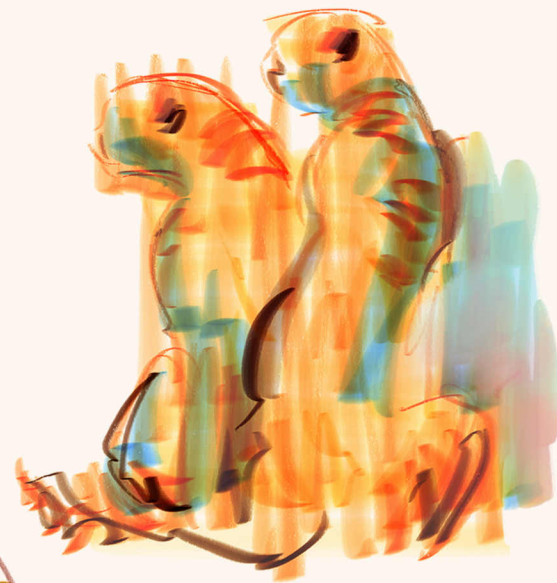
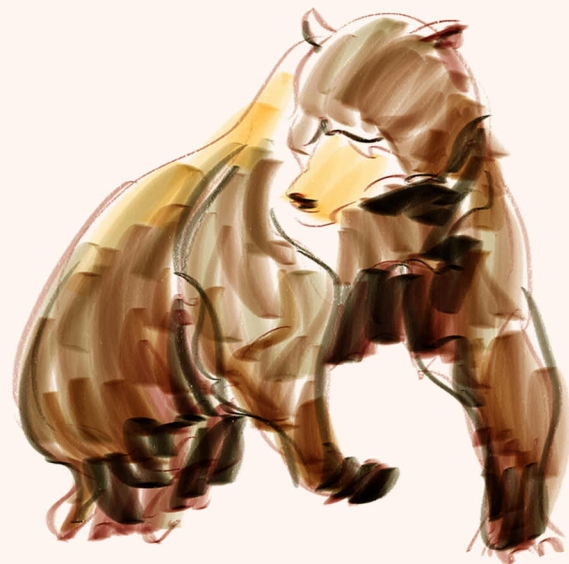
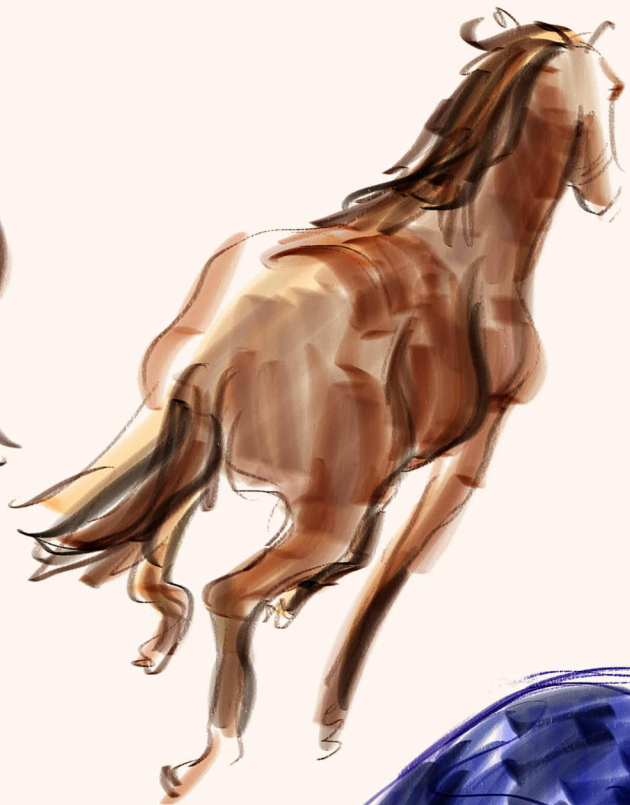
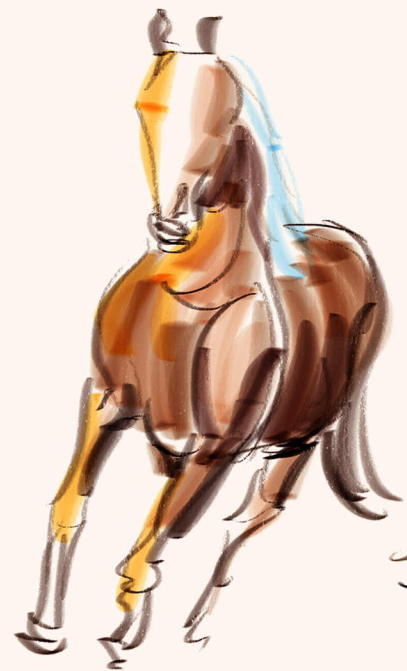
ILLUSTRATIONS



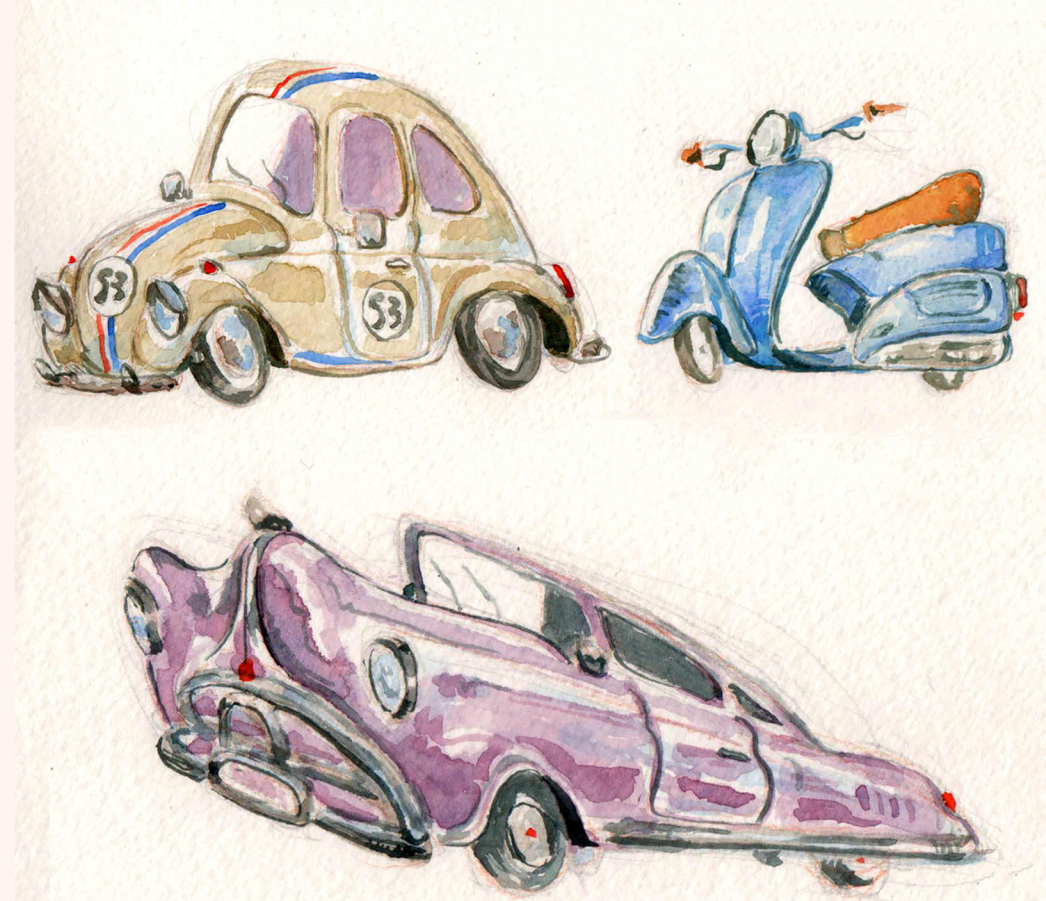


LIFE DRAWING





CAR STUDIES





THANK YOU!



@c_u_po



artstation.com/c-u-po



giangiepif@gmail.com