

GRETA AGOSTINELLI

VISUAL DEVELOPMENT | CHARACTER DESIGN

PORTFOLIO 2021



A TALE OF LOVE AND LOSS

—TWO REIGNS PROJECT—

Once upon a time, in a distant world, there were two kingdoms, constantly fighting each other : the Kingdom of Einarr and the Kingdom of Ona.

The northern kingdom of Einarr was distinguished by large snow covered forests, high and threatening mountains and harsh climate. People from this kingdom were very unfriendly, most of them were conquerors, and trained in the art of war from childhood. They despised people's weakness and they had never had contact with other kingdoms if not for war.

The Kingdom of Ona, and also people from it, were very different from the other reign. Its territory was characterized by lush forests, vast beaches and warm climate. People from this kingdom used magic as a form of art and to express themselves and their feelings. They preferred dialogue and diplomacy over war and brutality. In all the kingdom there was always a festive air, which is due also to the bizarre and carnivalesque fashion.



PRINCE FERREN



Prince Ferren is the crown prince of the Kingdom of Ona. He's an energetic and charismatic young man, music-lover and great dancer. He's loved by people of his kingdom because of his kindness, passion and positive attitude towards life.

But sometimes he can be very childish and superficial. Ferren loves to play different instruments and philosophize about the beauty of life, so most of the times he has his head in the clouds.



Because of a curse he can turn into a wolf, at dusk.

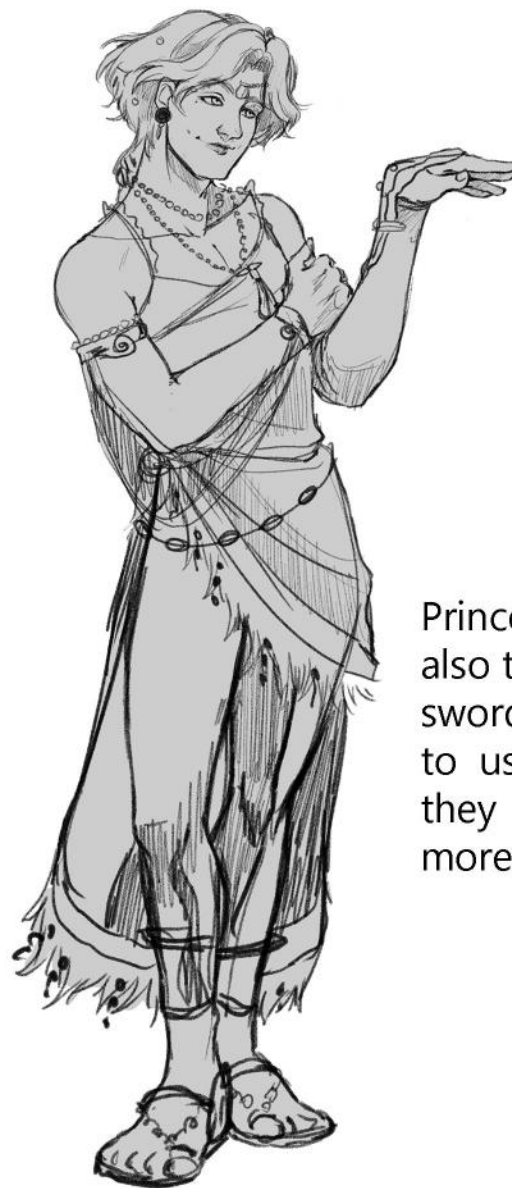


PRINCE FERREN



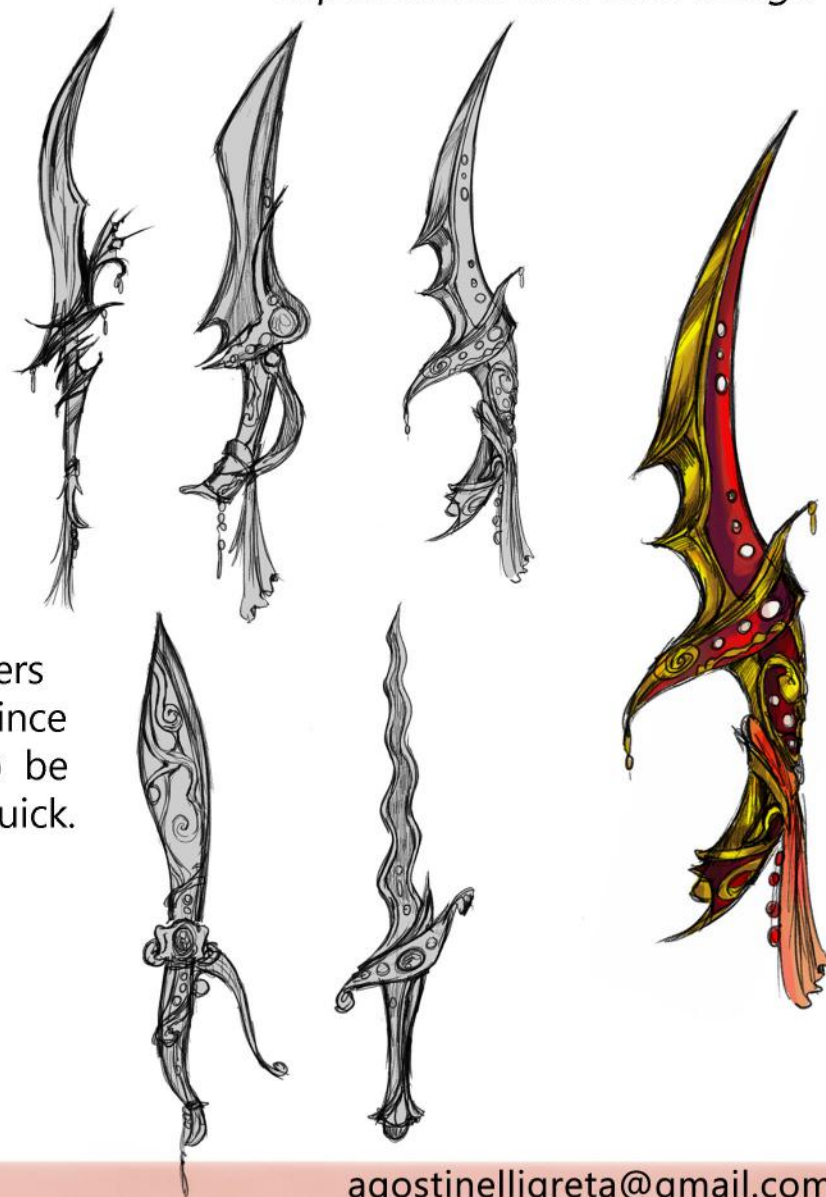
He's dressed light because of the climate in his kingdom.

But he's not prepared to the harsh climate in the northern kingdom.



Prince Ferren was also trained to use swords, but he prefers to use daggers, since they allow him to be more agile and quick.

Prince Ferren's dagger explorations and final design



PRINCE FERREN *DESIGN EXPLORATIONS*



PRINCESS HILDUR

Princess Hildur, from the Kingdom of Einarr, appears to be a cold-hearted and very intimidating young woman. Hildur is very short-tempered and gets easily annoyed by lazy and superficial people. She changes a bit her attitude after she meets Prince Ferren, and she learns to trust others and to show her feelings better.

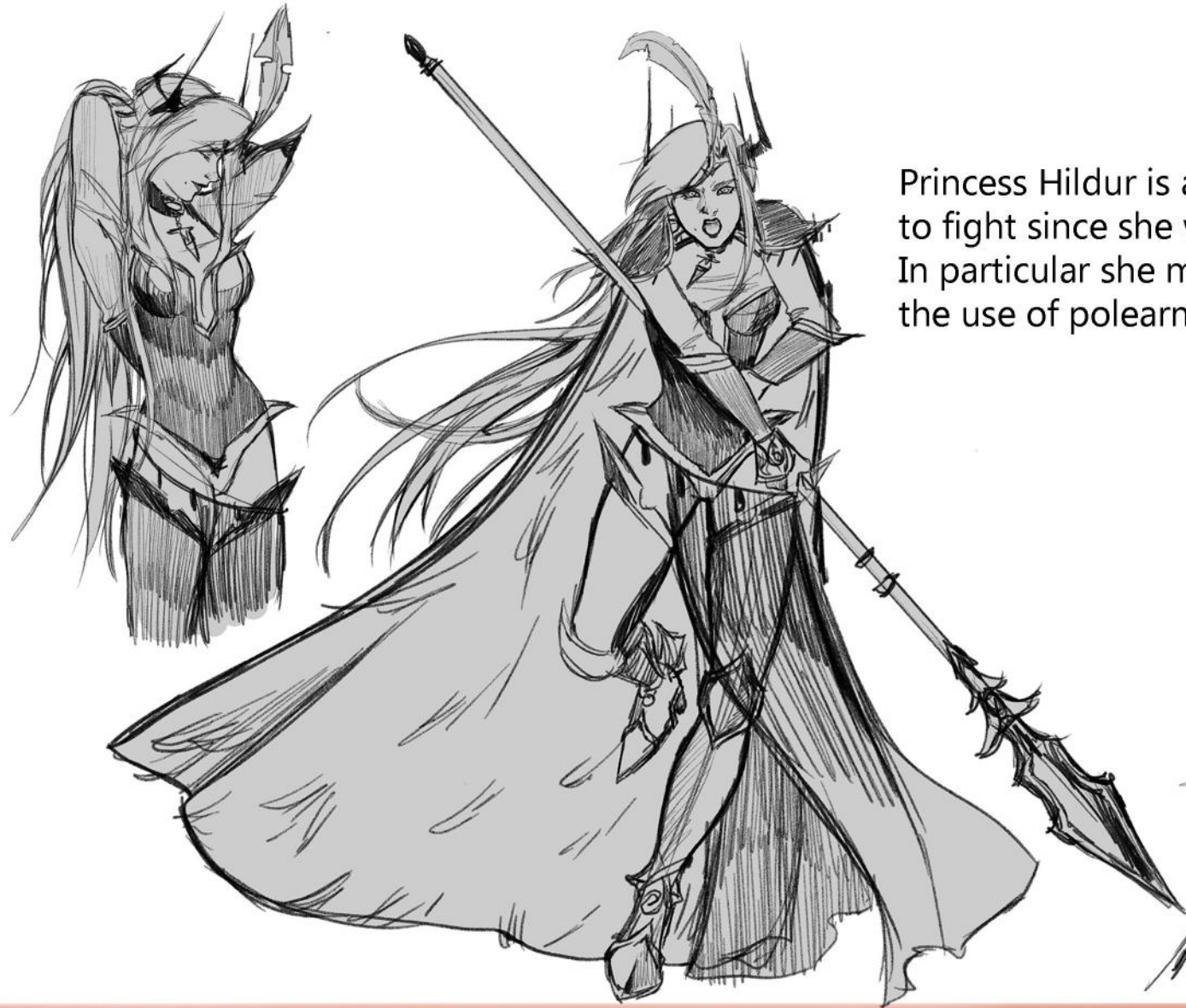


Because of the same curse that afflicts Prince Ferren, she can turn into a snowy owl.

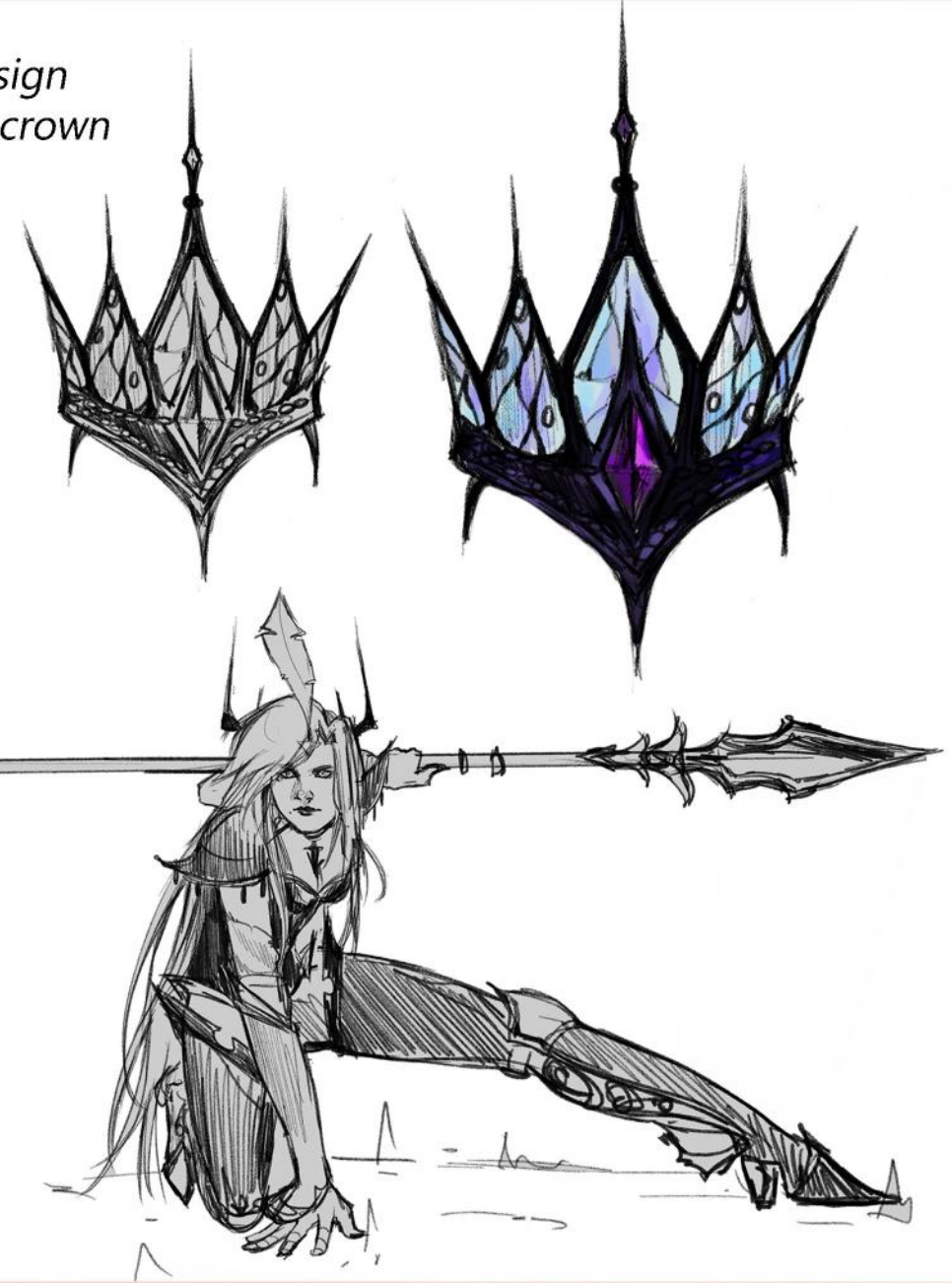


PRINCESS HILDUR

*Lineart and final design
of Princess Hildur's crown*



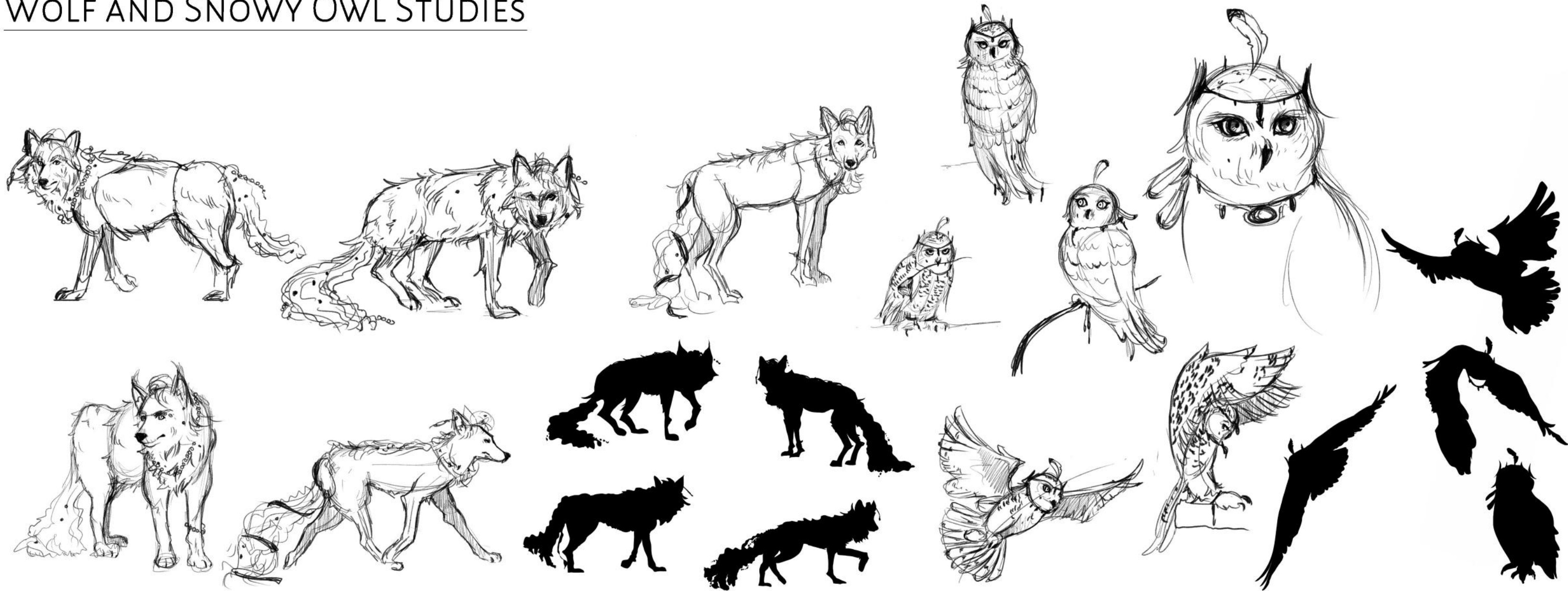
Princess Hildur is a great warrior, she is used to fight since she was 9. In particular she masters the use of polearms.



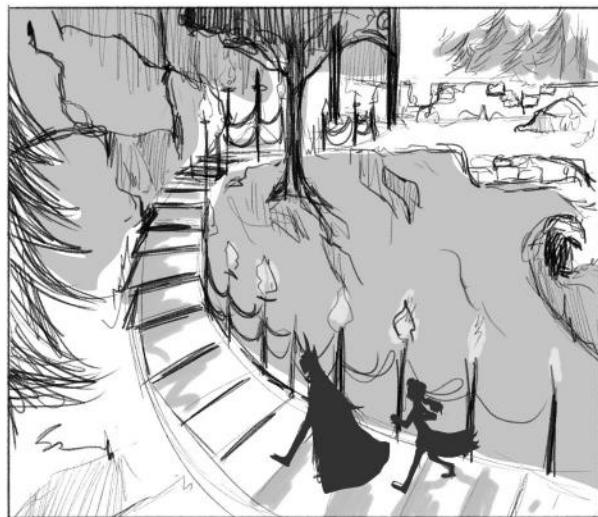
PRINCESS HILDUR *DESIGN EXPLORATIONS*



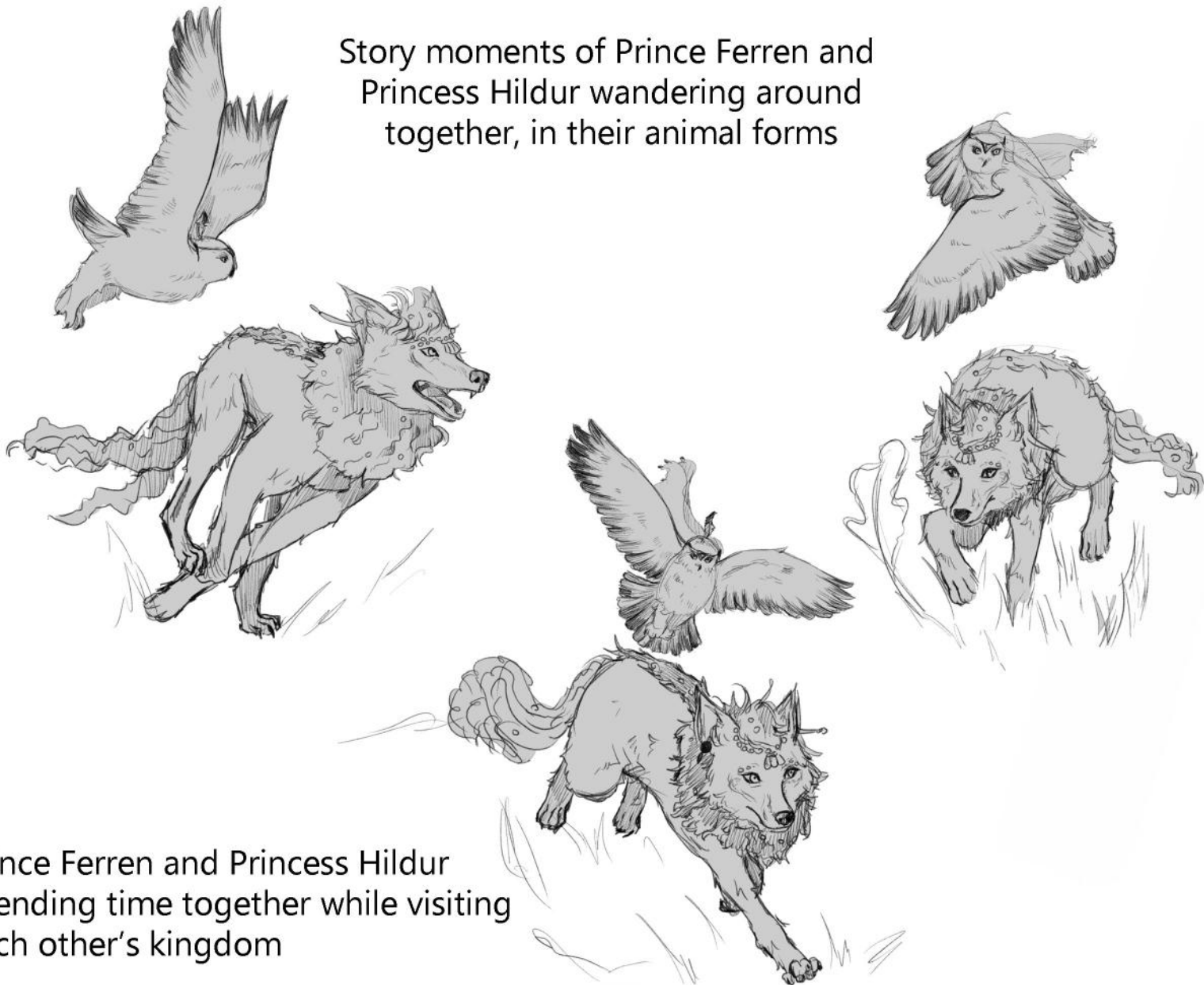
WOLF AND SNOWY OWL STUDIES



STORY MOMENTS



Story moments of Prince Ferren and Princess Hildur wandering around together, in their animal forms



Prince Ferren and Princess Hildur spending time together while visiting each other's kingdom

GENERAL RANGVALD



General of the Einarr Kingdom army, Rangvald is also the privy councillor of the King, Hildur's father. He's secretly in love with the princess and, blinded by jealousy, he nourishes deep hatred towards Prince Ferren.



Fierce and ruthless, he's an able general, he doesn't know what it's like to lose. And for this reason Rangvald will kill the Prince by his own hand.

GENERAL RANGVALD

Rangvald fights using a greatsword



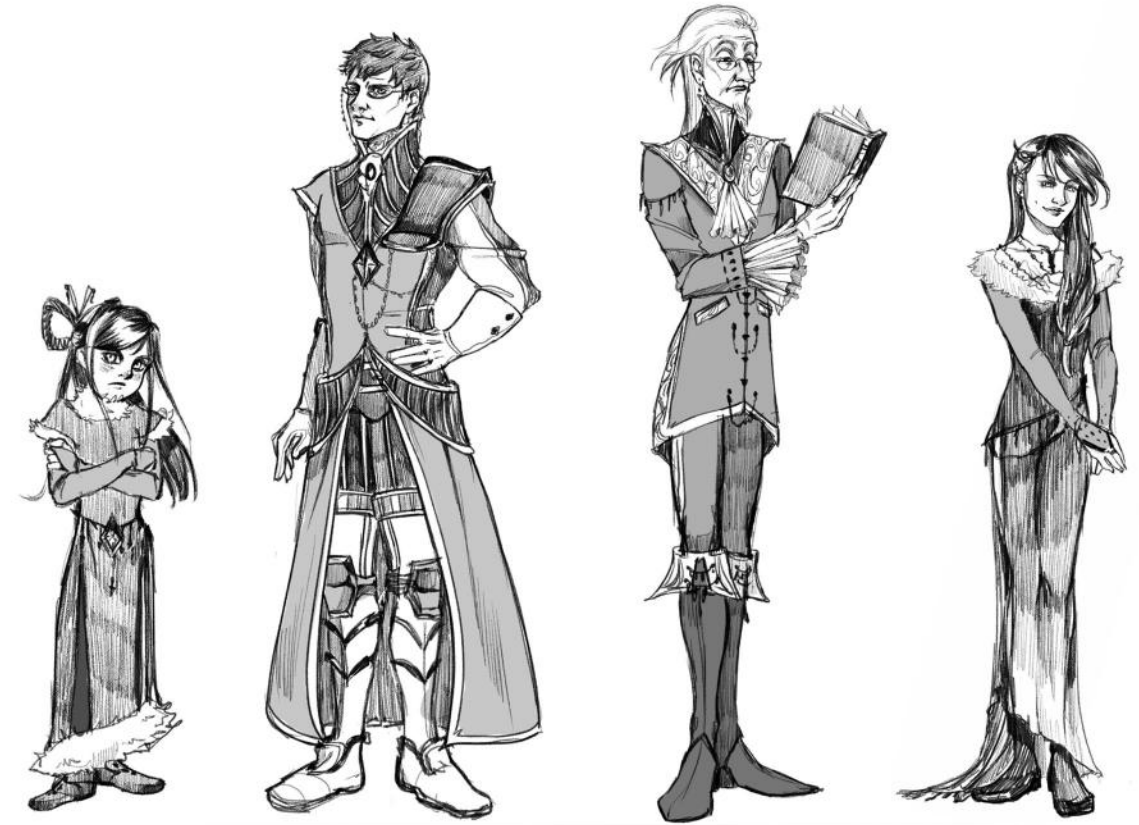
GENERAL RANGVALD *DESIGN EXPLORATIONS*



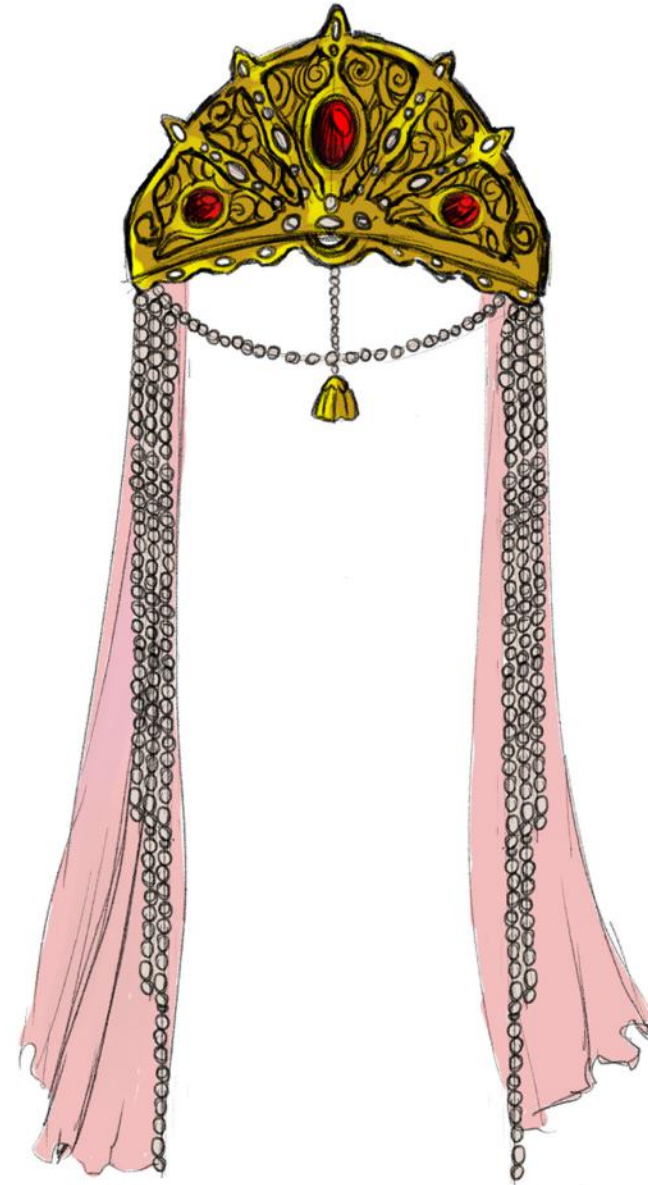
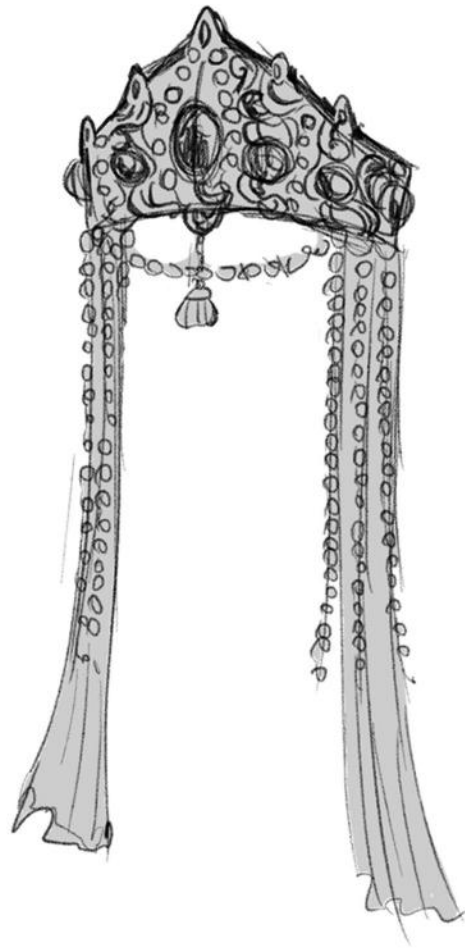
THE TWO COURTS



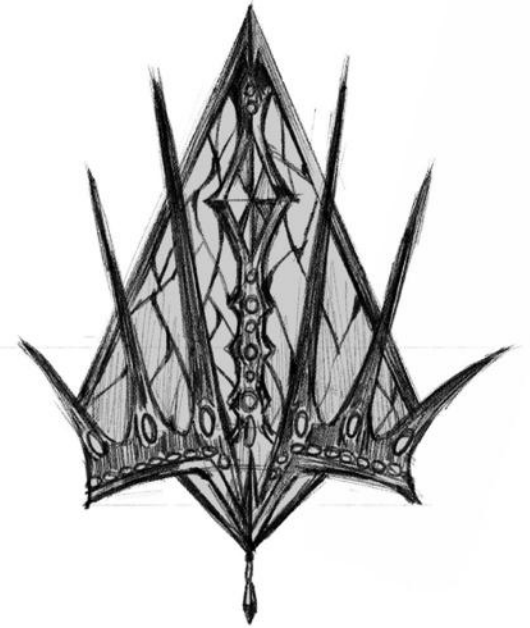
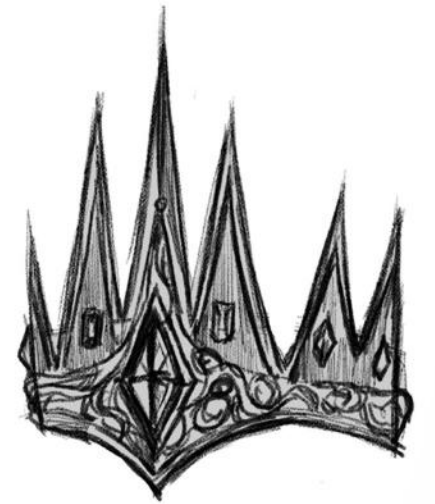
Prince Ferren's court



Princess Hildur's court

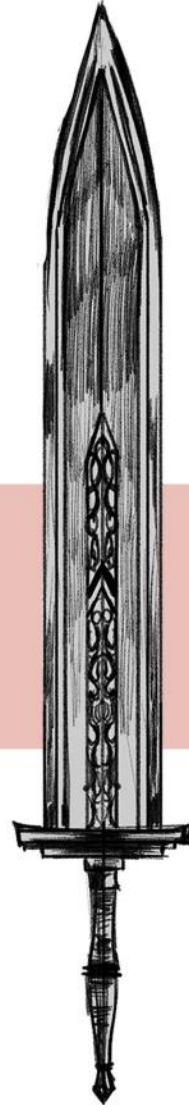
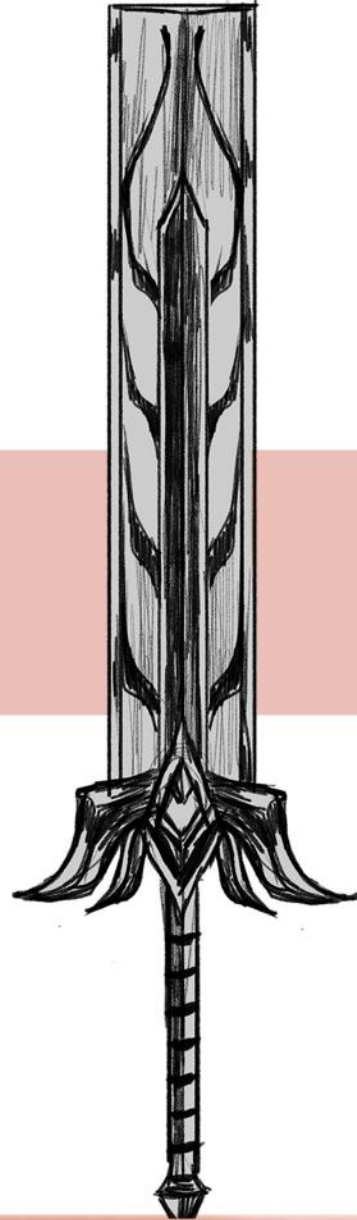
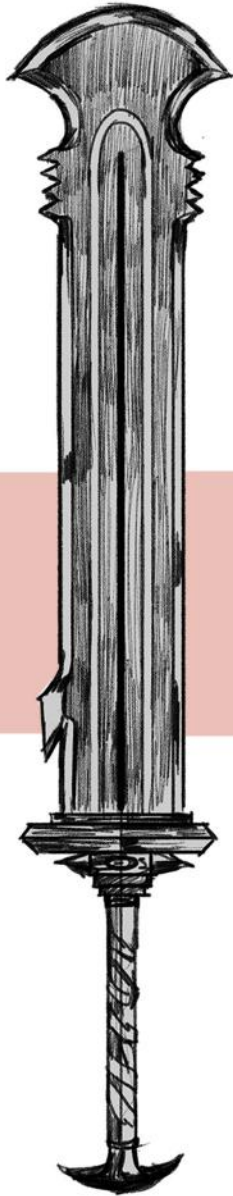
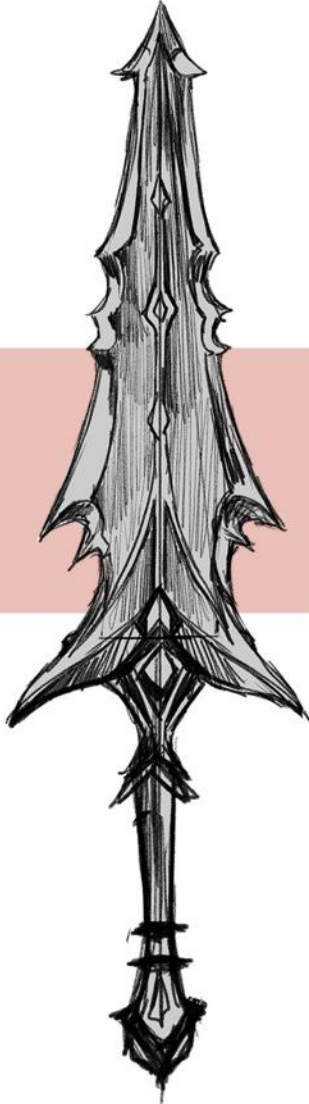
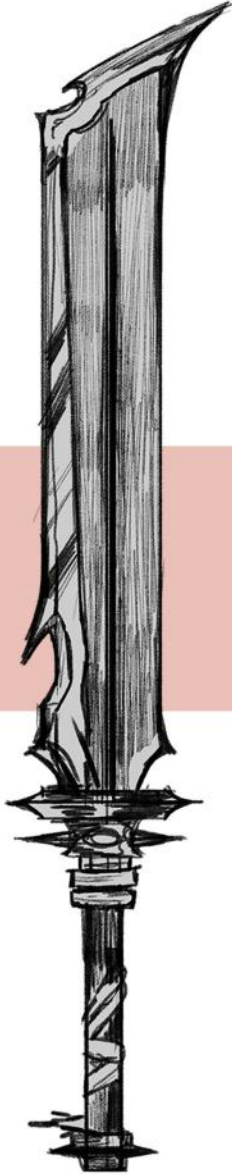
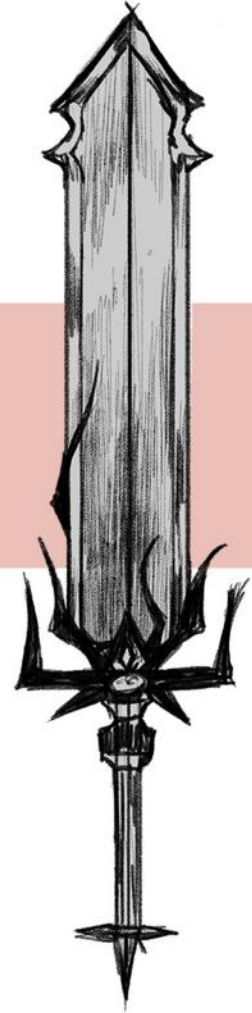


Prince Ferren's crown design exploration
and final design



Princess Hildur's crown explorations

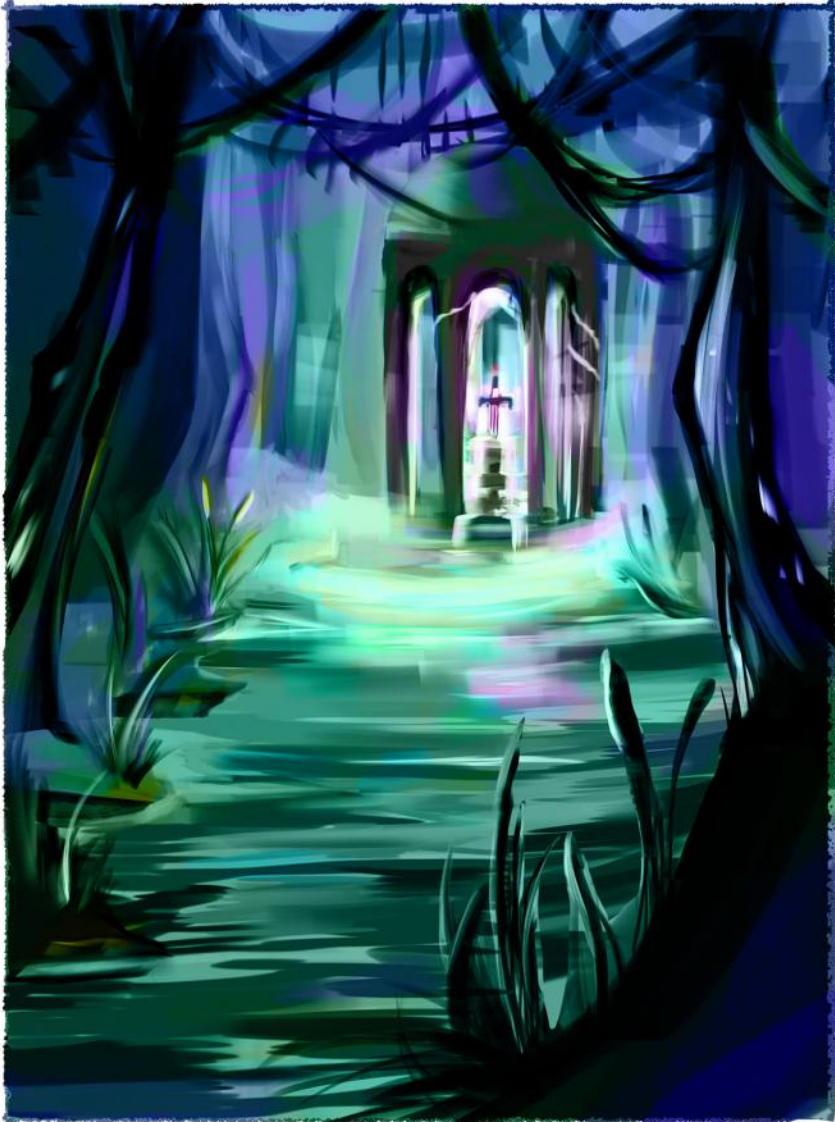
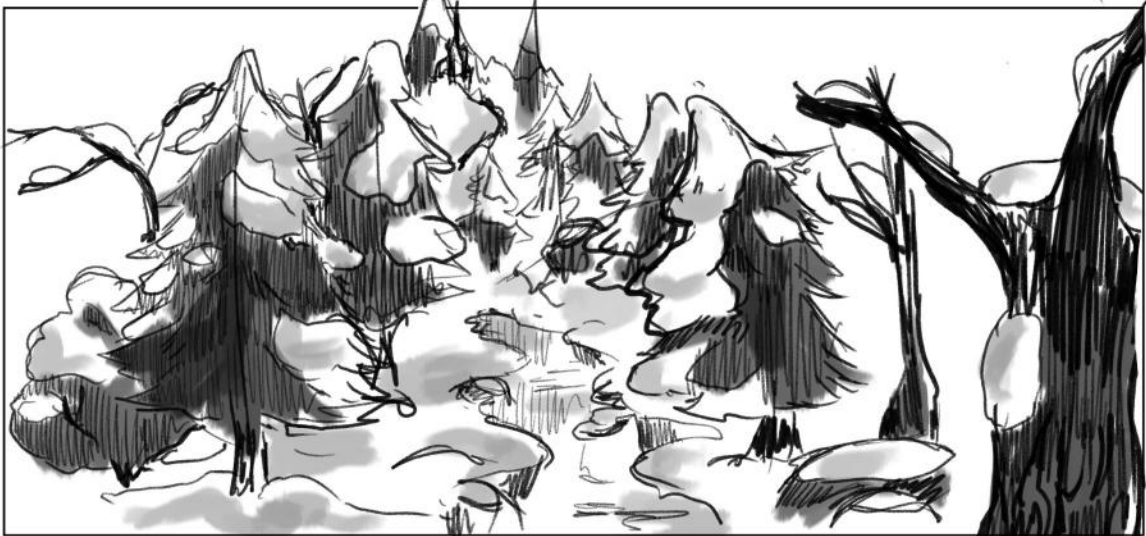
*Rangvald's greatsword explorations
and final design*



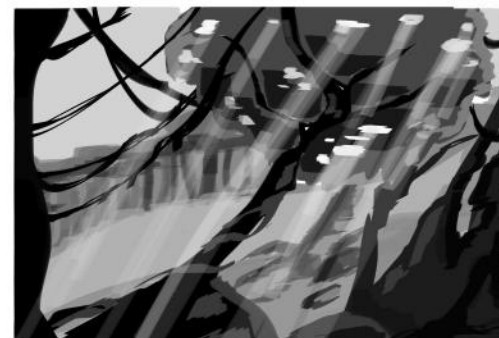
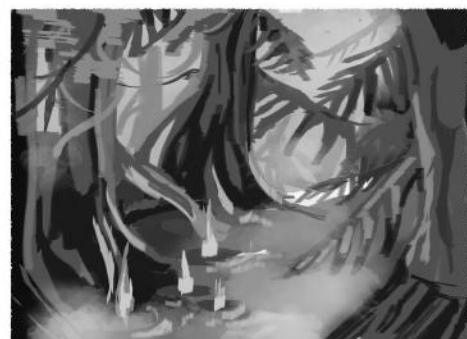
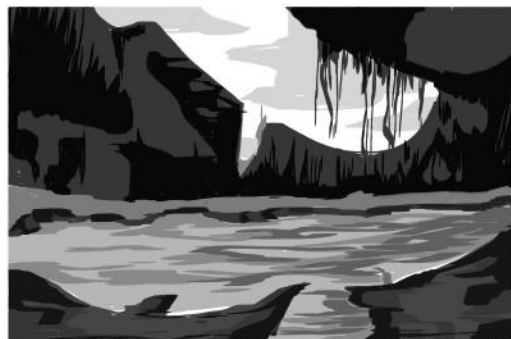
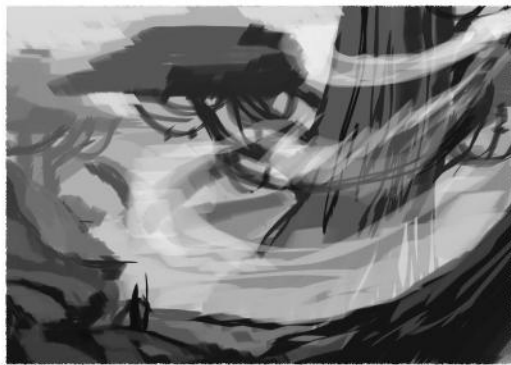
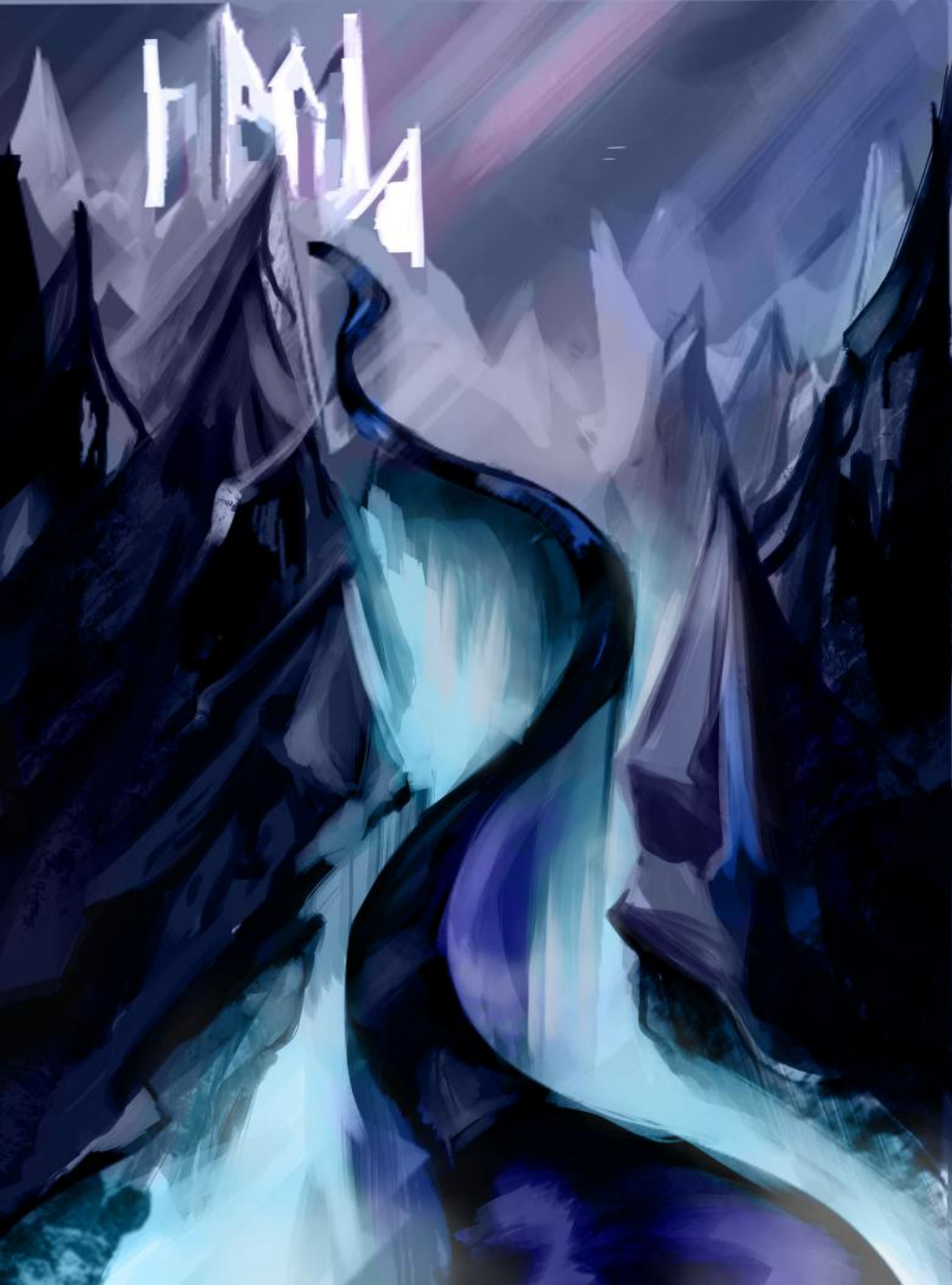
Snow-covered forest study (Kingdom of Einarr)



Studies for the forest in the Kingdom of Ona

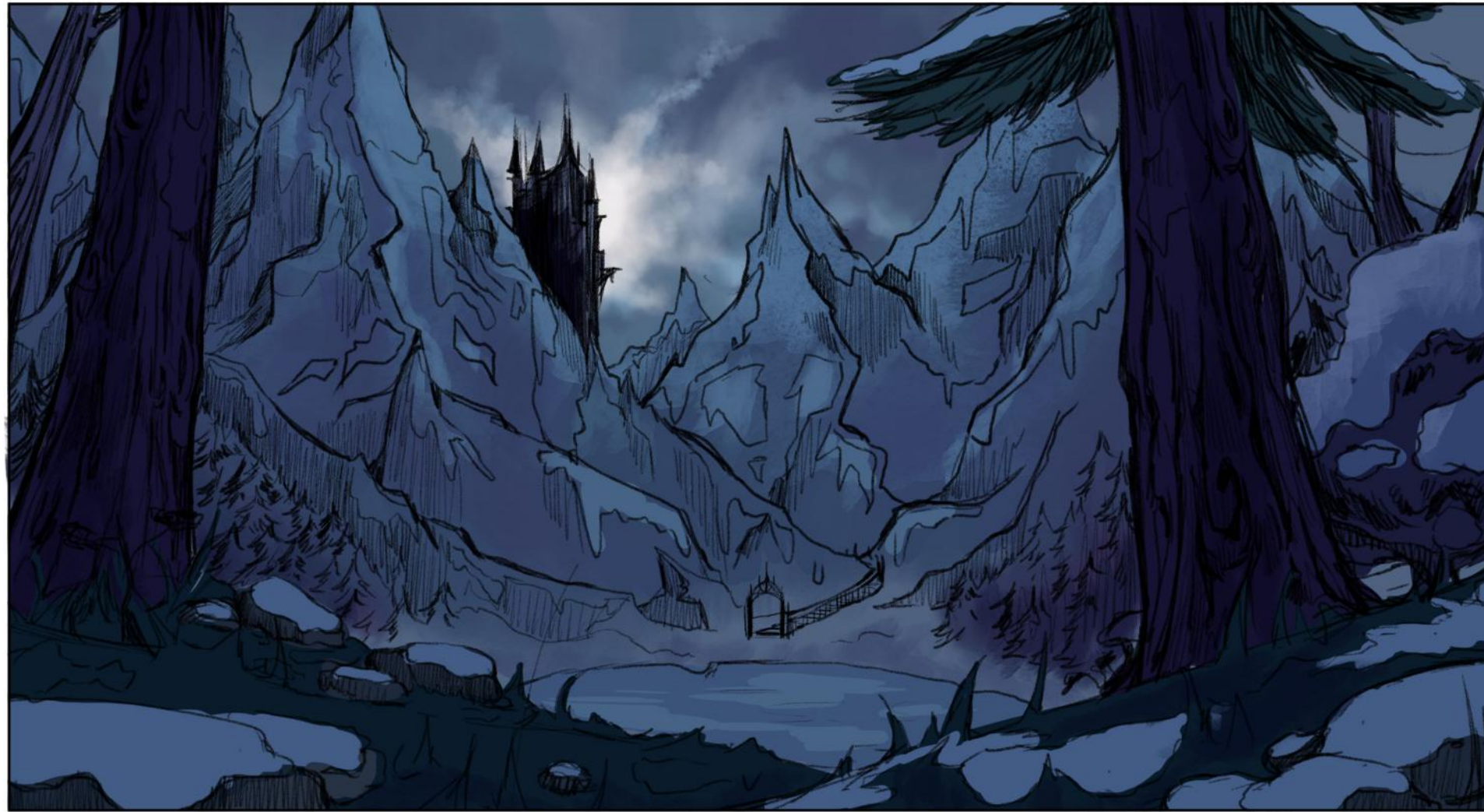


Environment study, sanctuary in the forest, Kingdom of Ona



View of the Einarr Castle

Thumbnails of Einarr and Ona kingdoms



*Environment study,
view of the Einarr Castle from the snow-covered forest*



QUEST FOR THE DRAGON'S TEAR

—THE EXPLORER PROJECT—

This story is set in a fantasy world. Fay is a 19 year-old elf, he lives in Vidugavia Village, on an island supported by very big roots. These roots are powered by a magic crystal, called Dragon's Tear.

The Dragon's Tear provides magical powers to all the plants and the wood of the island. But one day the crystal disappears, the people of the village start getting worried about what will happen to their village, because the roots are slowly losing their power.

So they decide to hold a meeting and they choose Fay as the one who will have to embark on a journey and go in search for the Earth Dragon and obtain a Dragon's Tear, the only thing that can save their village.



FAY THE ELF



Sarcastic, judicious and know-it-all, Fay is a young elf who lives with his granfather, a librarian. He works in his granfather's library, Fay was raised by him and it was thanks to him that the boy loved to read books and learn all kind of new things everyday.

Fay wants to travel around the world and write a book about all his journeys, adventures and discoveries. He's fashinated by stories and myths about his homeland: Vidugavia.

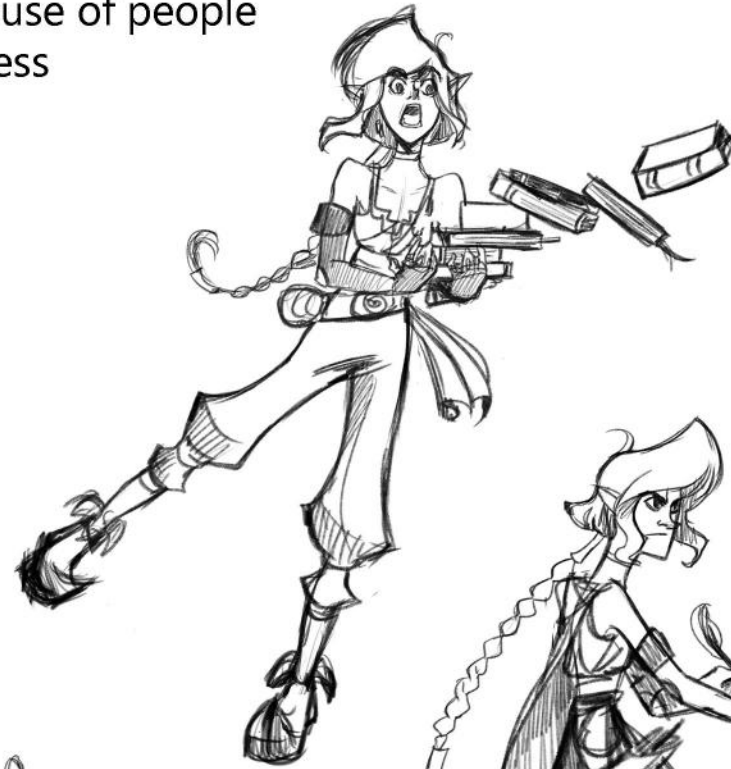
Fay was chosen from the people of the village as the one who will have to obtain a new Dragon's Tear since nobody likes him, because of his snobby, condescending and know-it-all attitude. So they took the chance to get rid of him for a little, and he was very happy to start his new journey all alone, without anybody who tells him what to do.



FAY THE ELF

He plays his magic lyra to heal and lift people's spirits, just because he's selfish and he doesn't want to fail because of people and their weakness

Fay can be very clumsy at times, but he's also very agile when fighting and using his bow



Fay is reading a map, wrote by someone else. He's very skeptical of trusting other people.



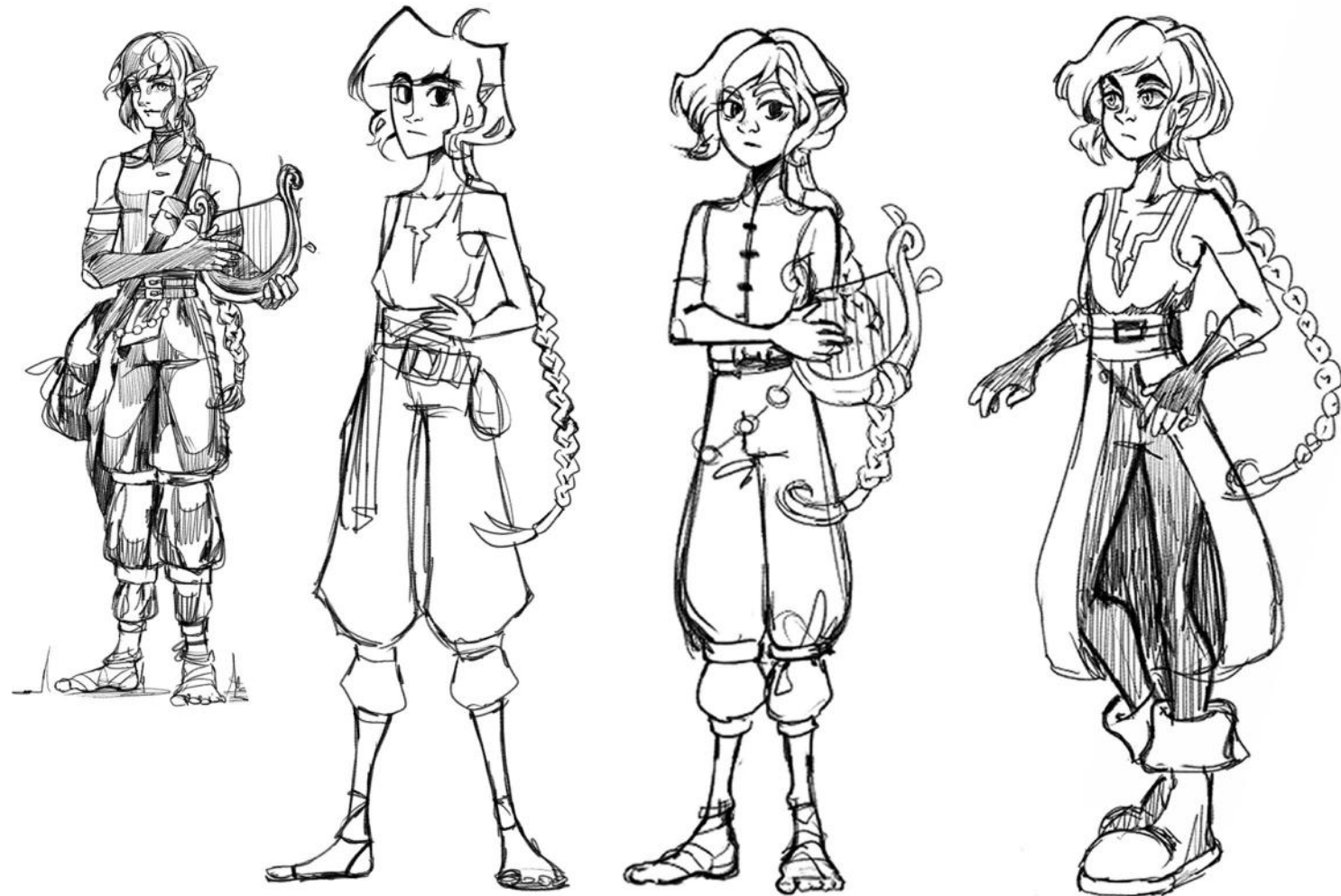
FAY THE ELF

EXPLORATORY SKETCHES



FAY THE ELF

PALETTE STUDIES AND FINAL DESIGN PROPOSITIONS

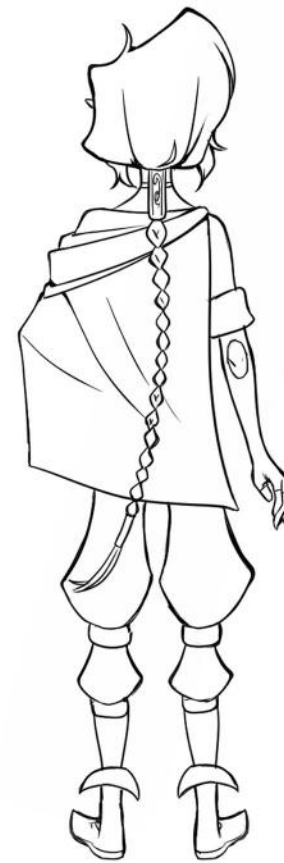


FAY THE ELF

The staff glows in the dark so he can use it at night. It also enhances his sense of direction.



The quiver is connected to the belt, in this way it's more practical for mobility



THE DRAGON'S TEAR

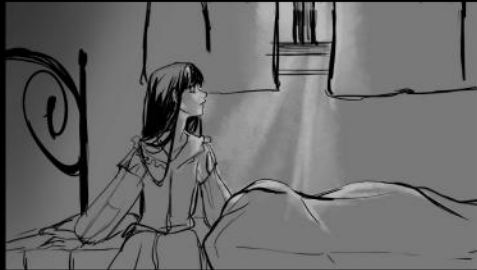
EXPLORATORY SKETCHES AND FINAL DESIGN

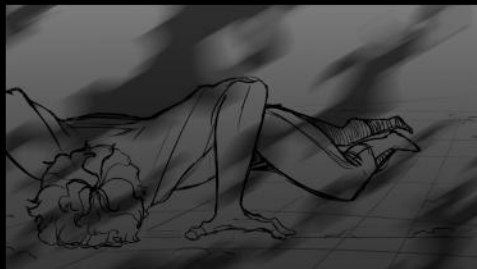
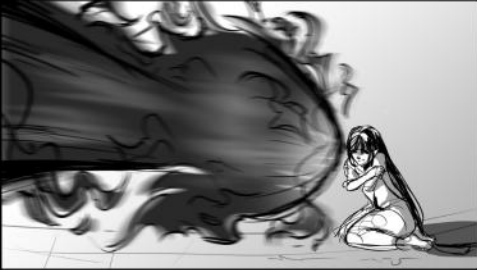
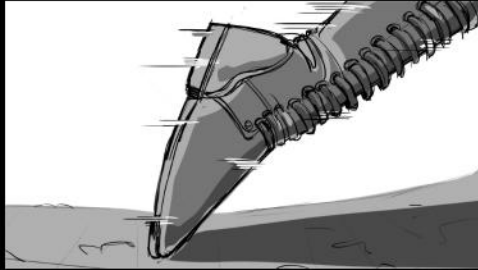




THE BIG SMOKE

—ANIMATIC PROJECT—





GRETA AGOSTINELLI

VISUAL DEVELOPMENT ARTIST

THANK YOU FOR YOUR TIME!

EDUCATION

IDEA Academy Rome | Visual Development Master Level 1 October 2020 - June 2021

IDEA Academy Rome | Fundamentals of Visual Development September 2019 - June 2020

SKILLS

Languages | Italian, English

Traditional Media | Graphite, ink, watercolor

Digital Media | Photoshop, Clip Studio Paint



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