

portfolio



Judit Boor

visual development | environment design



about me

Hi, I'm Judit.

On a quest to bring stories to life, I have wound my way through classical art training to animation, to visual development, where I found, that colour is my superpower.

I love watching a project come together through the shared experiences of a team, and find its own legs in the wild with audiences large and small.

I have a broad range of interests, - illustration, character design, animation - and I enjoy the challenge of solving visual problems during a production. I have been very lucky work as an animation assistant on some great projects, and in a variety of styles - Love Death and Robots, The Boy The Mole The Fox and The Horse, League of Legends... - and building on that, I'm now stretching my VisDev wings for the first time!

But regardless of the role, what matters most is the story we come together to tell.

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Education

Masters Lvl 1 Visual Development, IDEA Academy
Fundamentals of Visual Development, IDEA Academy
MA Character Animation, UAL

Software

Photoshop
TVPaint
Blender

[Artstation](#)

[Instagram](#)

[Twitter](#)

Luke In The Sky

Judit Boor

June 2023

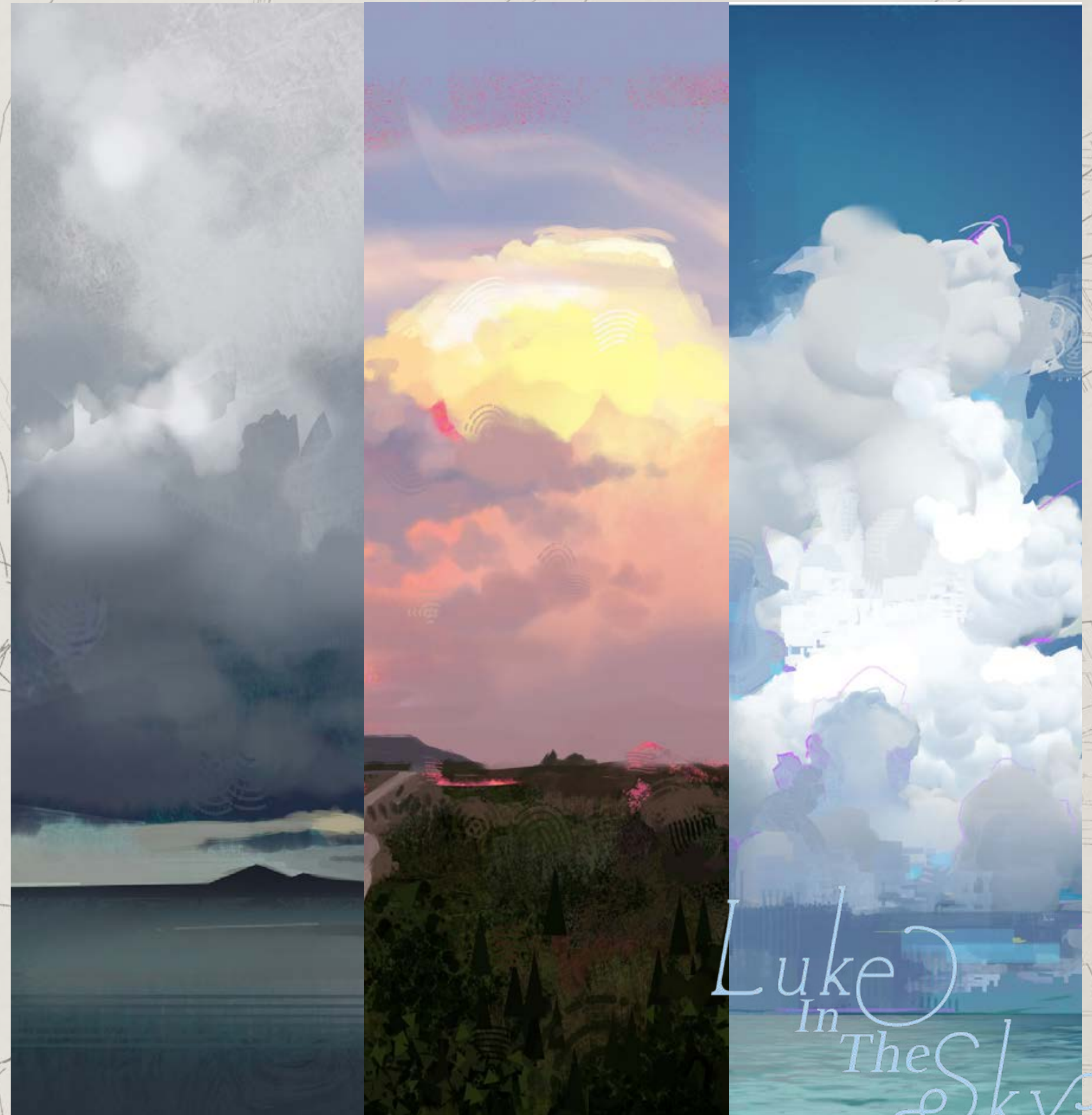
Visual Development

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Head In The Clouds

The story of Luke Howard, a British pharmacist, who was anything but down-to-earth. Seeing the world through clouds, he revolutionized meteorology along with the love of his life, Mariabella.

This project focused mostly on environment design and background painting.



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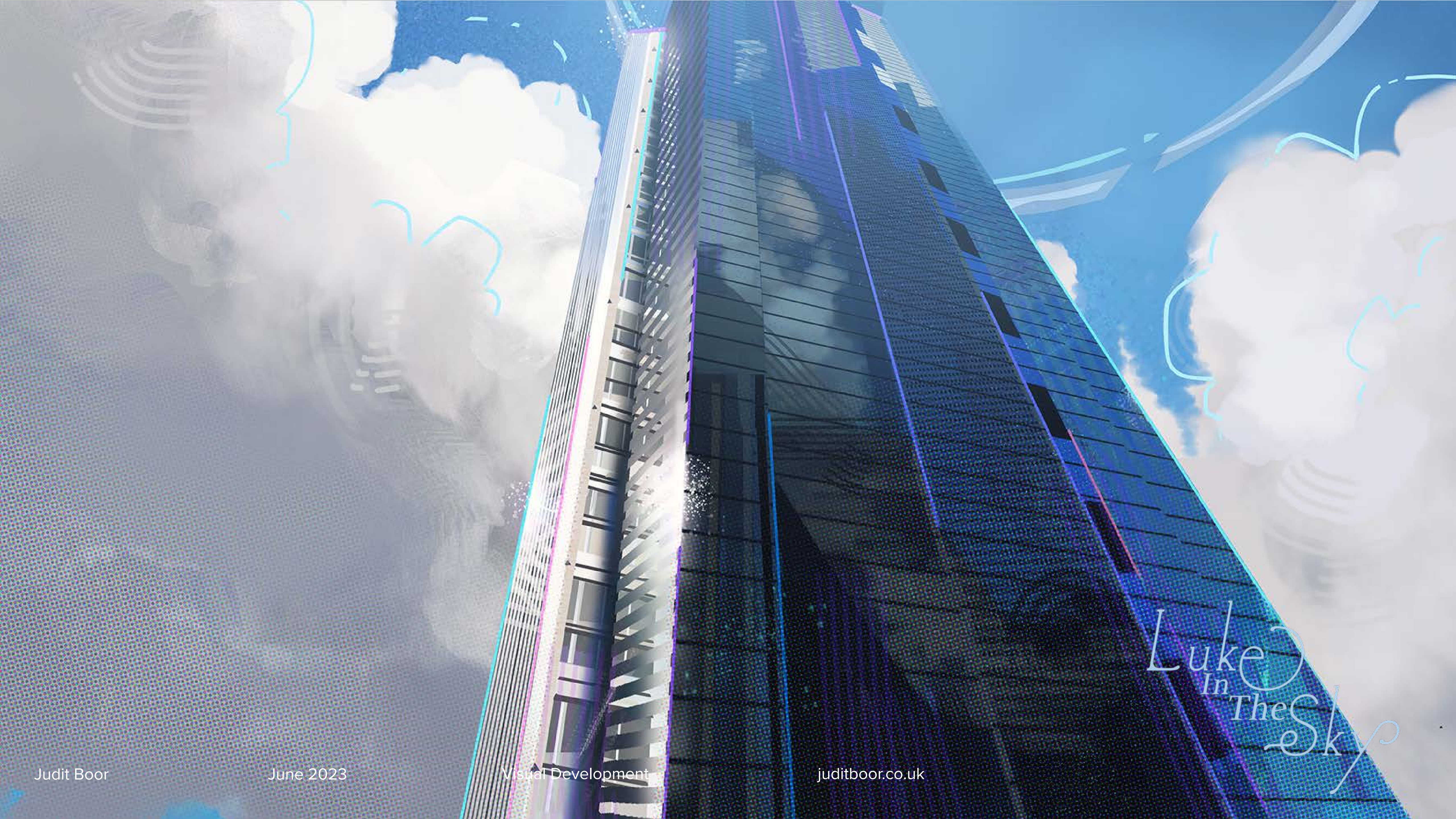
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Luke
In
The Sky



Luke
In
The Sky



Luke
In
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Sky



DARK

Judit Boor

June 2023

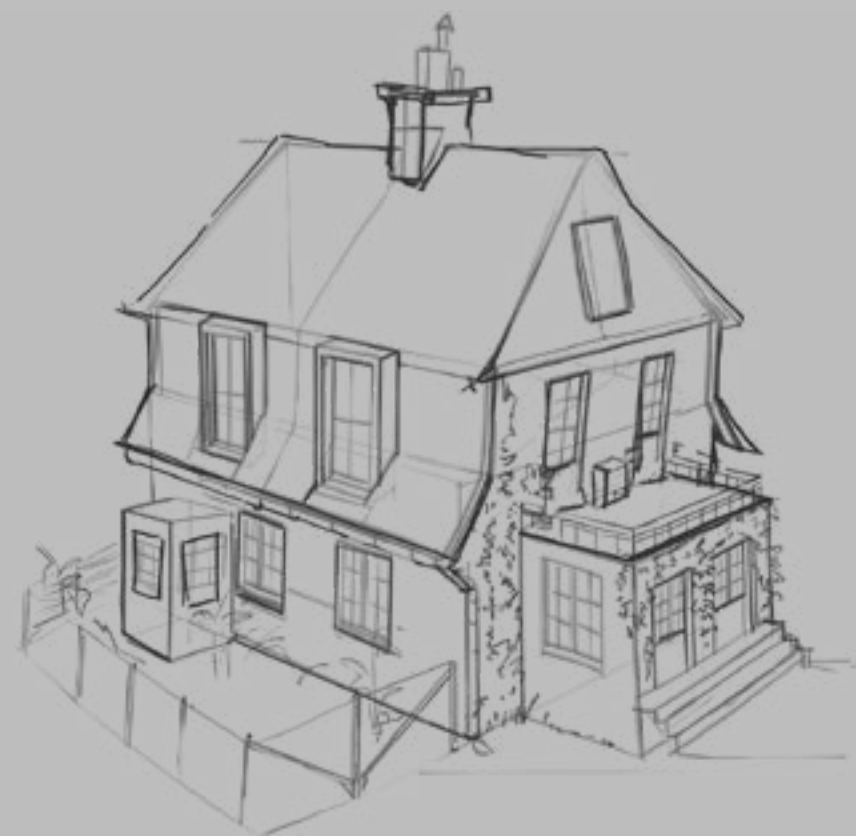
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DARK

During this project we were asked to re-interpret an existing IP, so I asked myself the question: What if DARK, but in the style of modern, adult oriented 3D animated series like Arcane and Love, Death and Robots.

Dark is a Netflix sci-fi series from 2017 centering around time travel, which made it ideal to adapt into animation. I wanted to choose a source material that would benefit from animation as a medium, and the supernatural elements of Dark made it an ideal candidate.



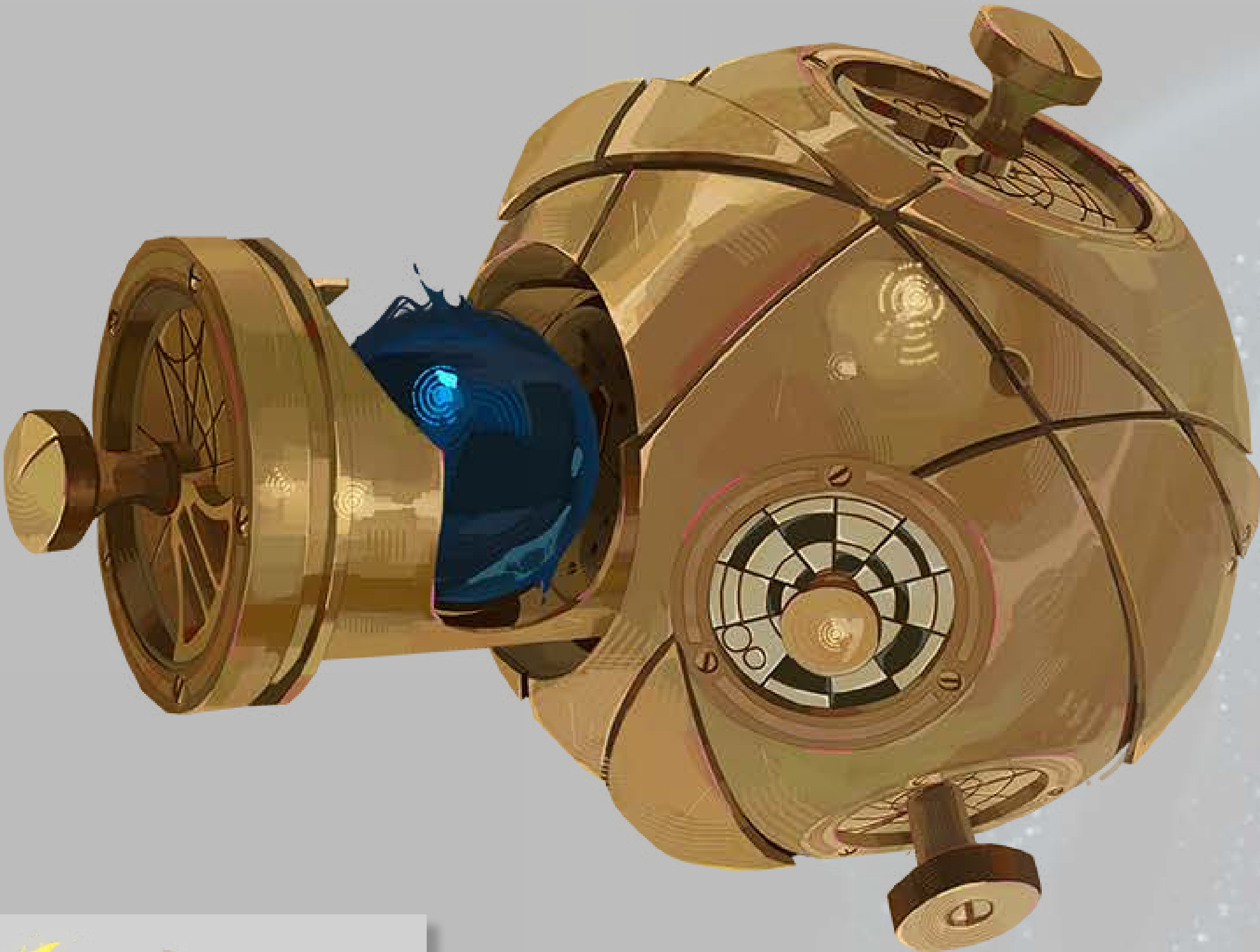
DARK

CHARACTERS

Initial character propositions. For this project I focused more on the development of the overall feel of the world that our characters would inhabit, so it was more efficient to leave the final character designs in the sketch phase.



DARK

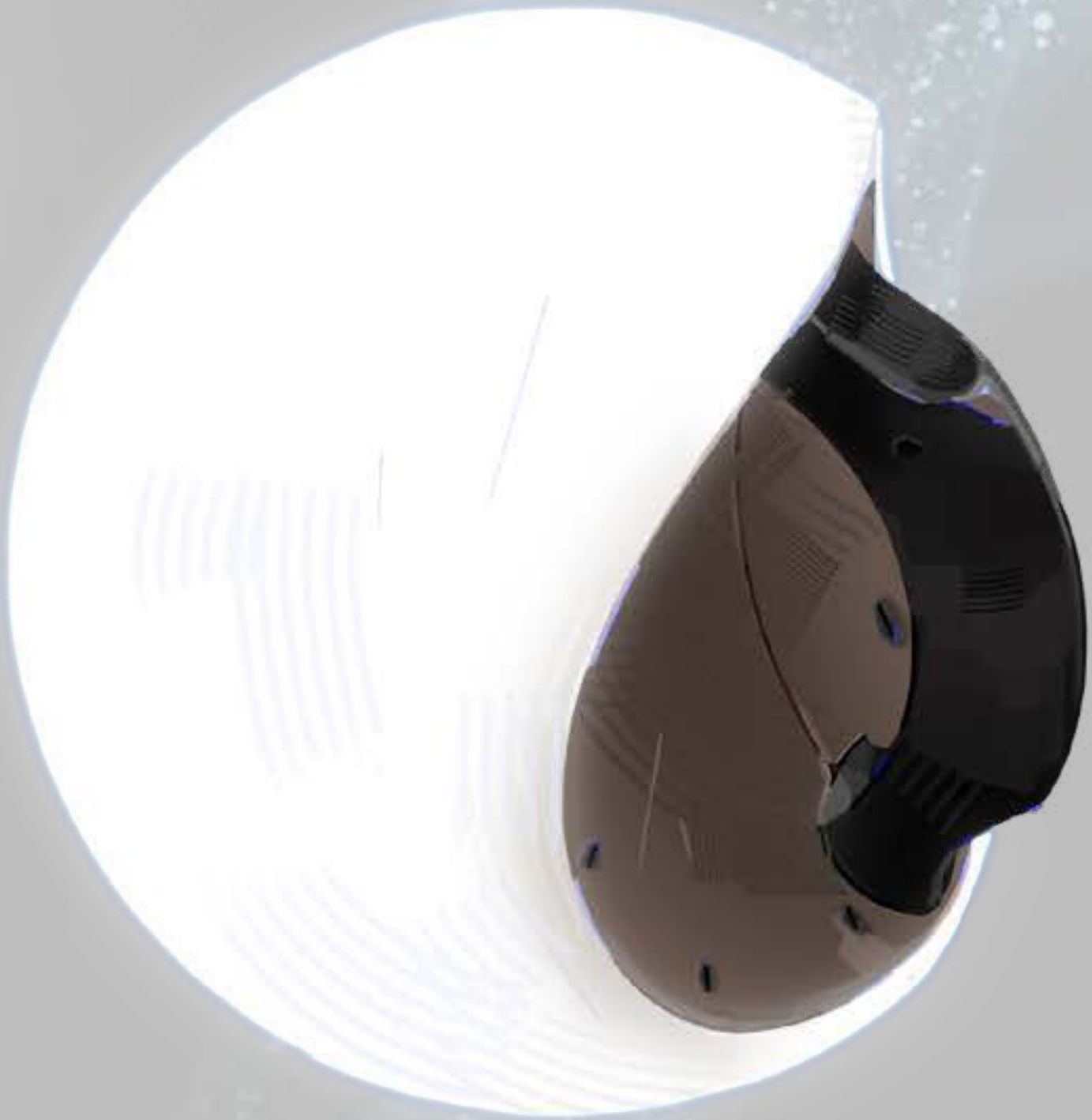
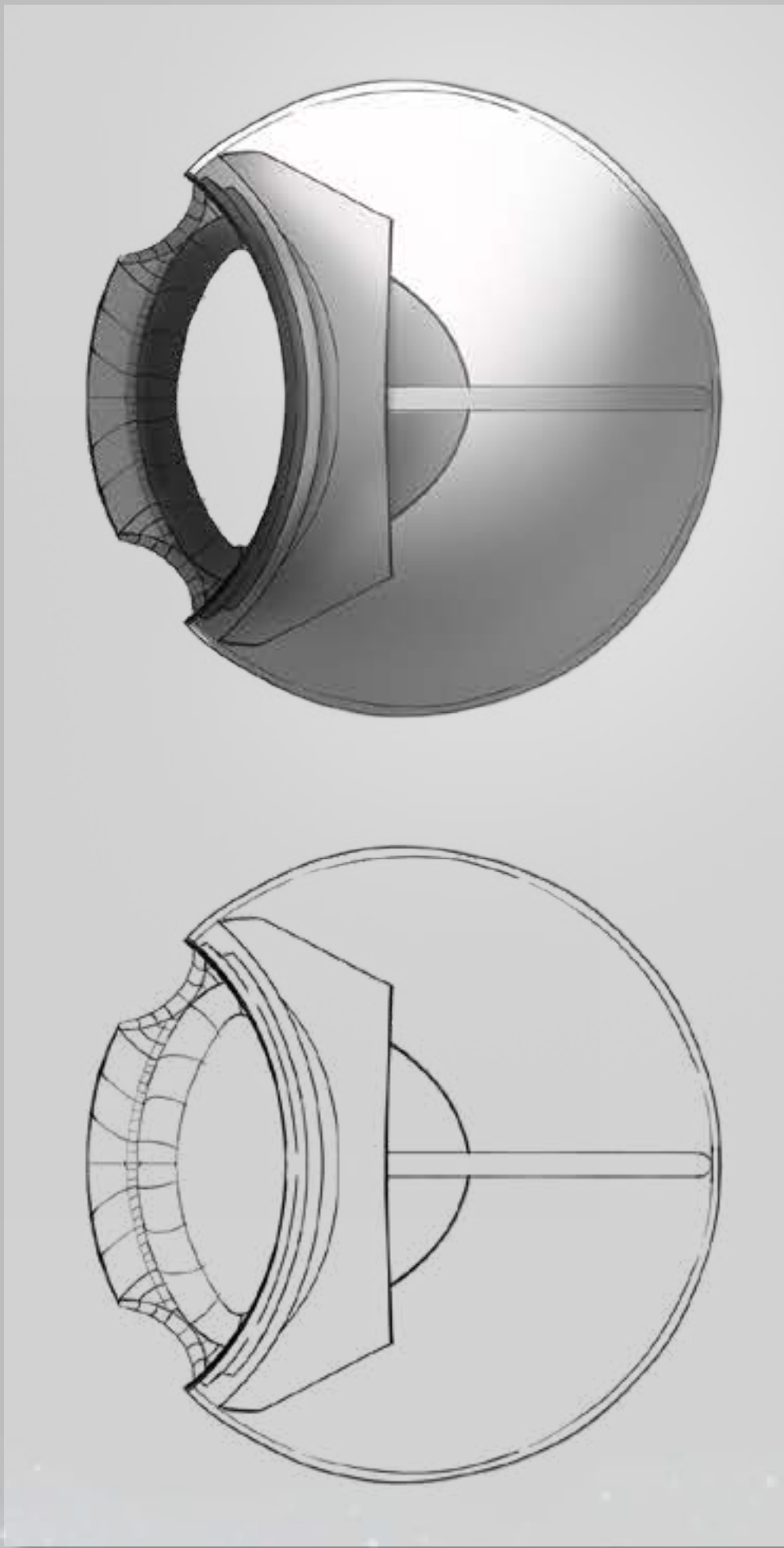
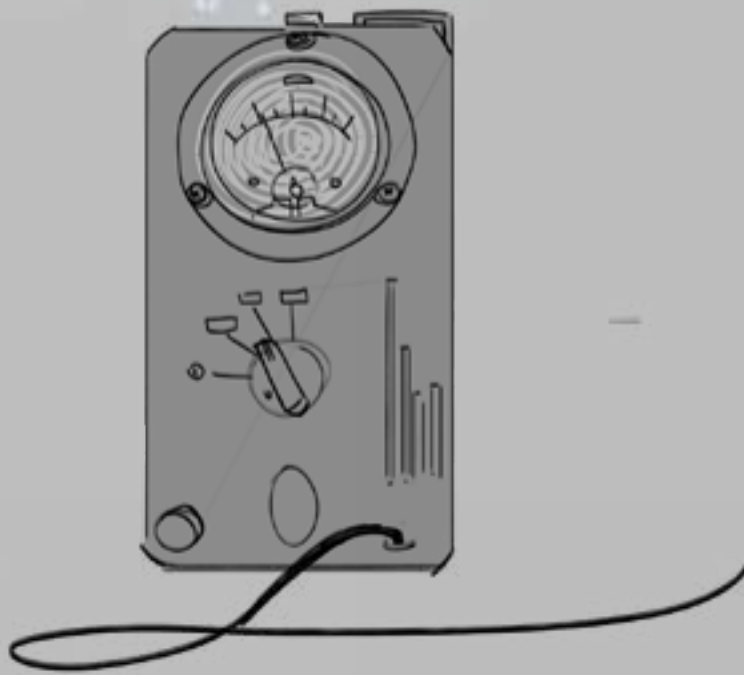


MARTHA’S DEVICE AND GOD PARTICLE

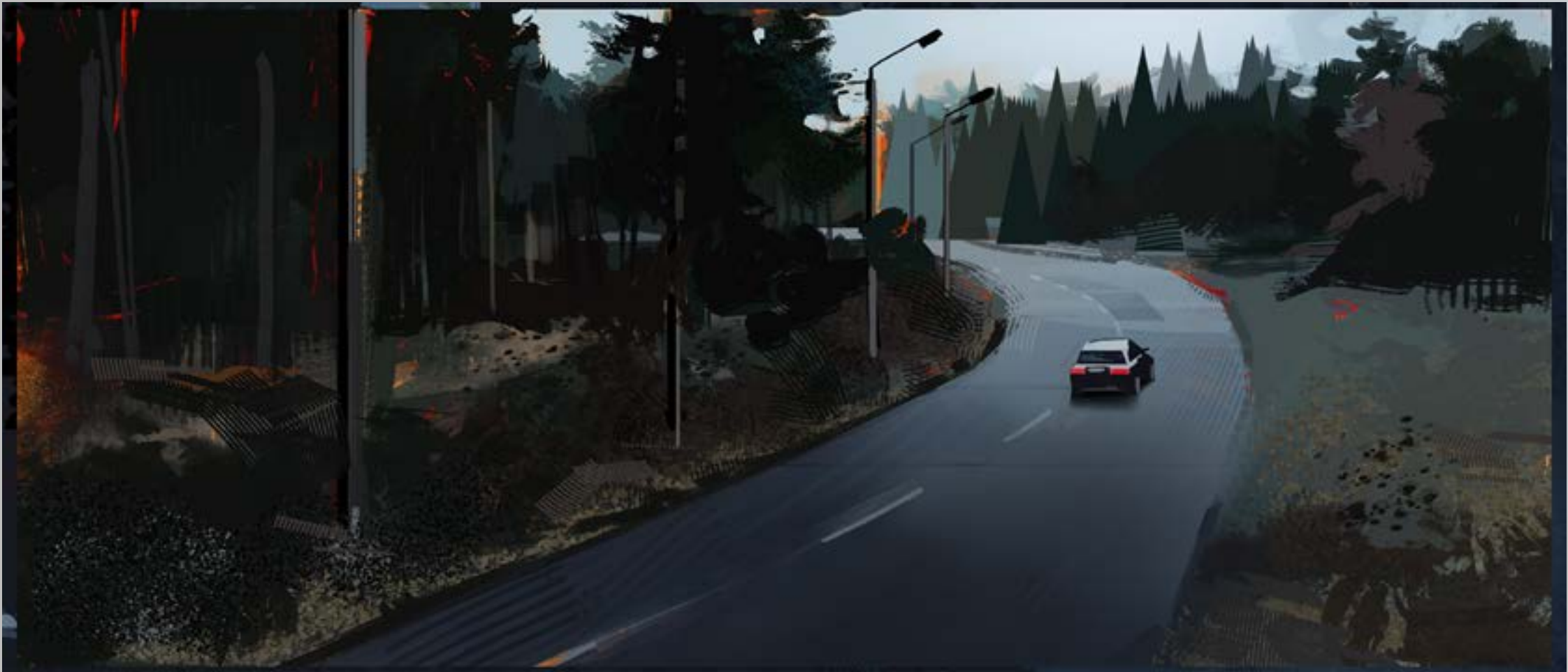
Like many of the props, Martha’s device is already an iconic design. Here, I have exaggerated the proportions, and brought it in line with the overall proposed look of the show. The god particle is an example of how 2D animated FX could be integrated with the 3D animated environment.

GEIGER COUNTER AND ORB LIGHT

The orb light is an instantly recognisable design in the show, with significant symbolic meaning. Much like Martha's device, I approached it with a light hand, tweaking only proportions and style.



DARK



Environment explorations

Character Design



Character Design



Mera, Downed Pilot

In the far future, Mera is an ace starfighter pilot for the Federation. When she gets shot down over an uninhabited planet, she must find a way to survive, and adapt to a peaceful existence in harmony with the local flora and fauna.





Karvash the Efreet

An evil genie, ready to do anything to be free of his shackles, Karvash lures adventurers in with a promise of granting three wishes to anyone who can release him from his bonds. Beware his sweet words and offer of hot coffee though, as he will turn your wishes upside down, and inside out to suit his own twisted ends.





Lady Senka Of The Southern Isles

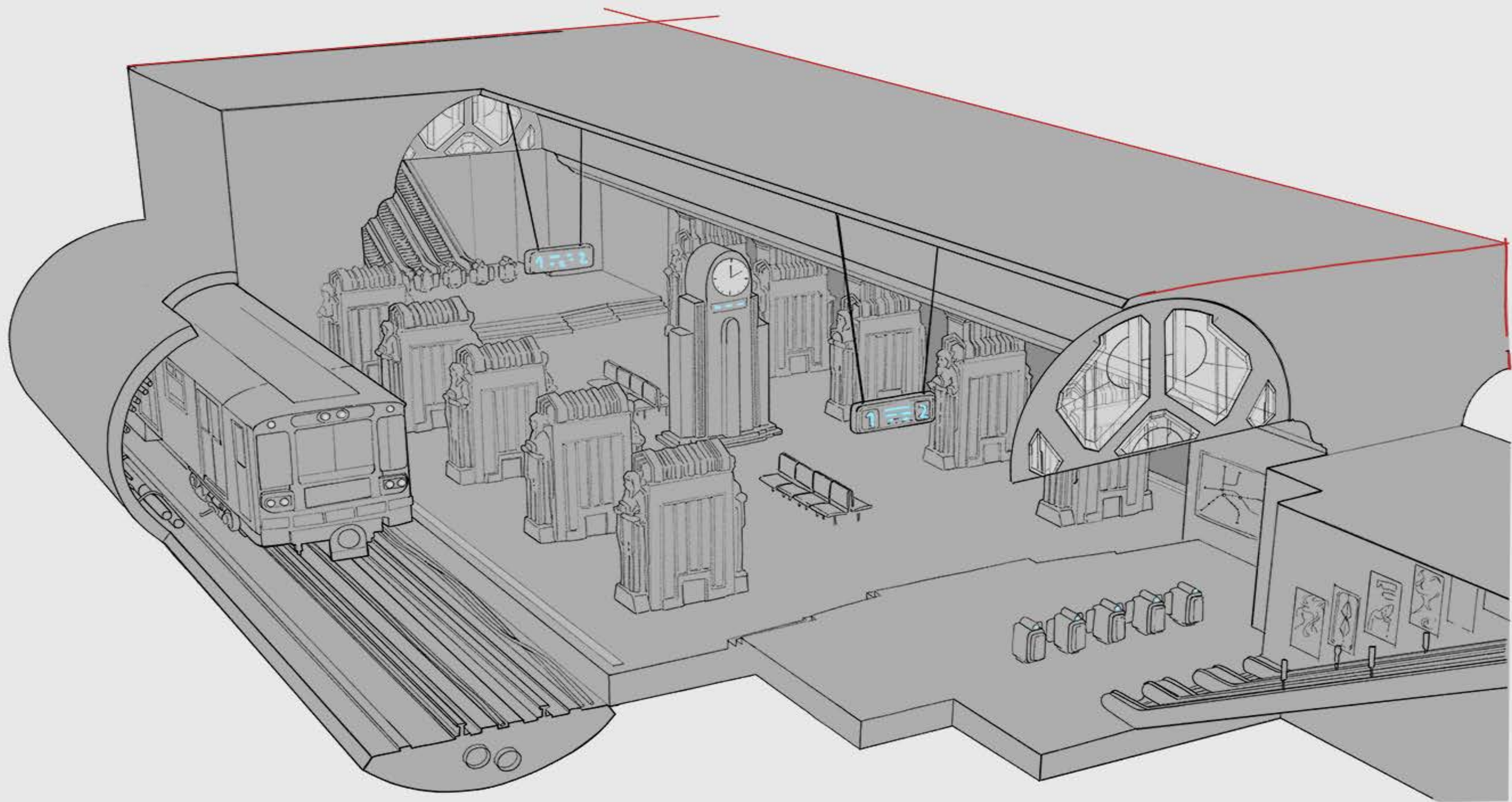
A wise, noble governess, Lady Senka is a formidable politician, keen to represent the interests of her subjects in front of the Council.

Hailing from a family of fabled warriors, she chooses to fight her battles with a pen, rather than a sword, arming herself with wits, poise and grace.

Vehicle Design



Cutaway Environment



An abstract painting with a complex, layered composition. The background features a mix of warm and cool tones, including yellows, greens, purples, and browns. The texture is rich, with visible brushstrokes and a sense of depth. The overall style is expressive and somewhat somber, with a focus on color and form rather than recognizable objects.

raibles

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Mockup for side scrolling Metroidvania-style video game, where you play as Gwyn, a knight on a quest to win the Princess' love.

FABLES



Packaging for the various enchanted forest environments

FABLES

Gwyn, knight of the forest

Gwyn is the player character. At the beginning of the game, we see her only in armour. After defeating the Princess in battle, Gwyn removes her helmet to reveal she was a girl all along.



FABLES

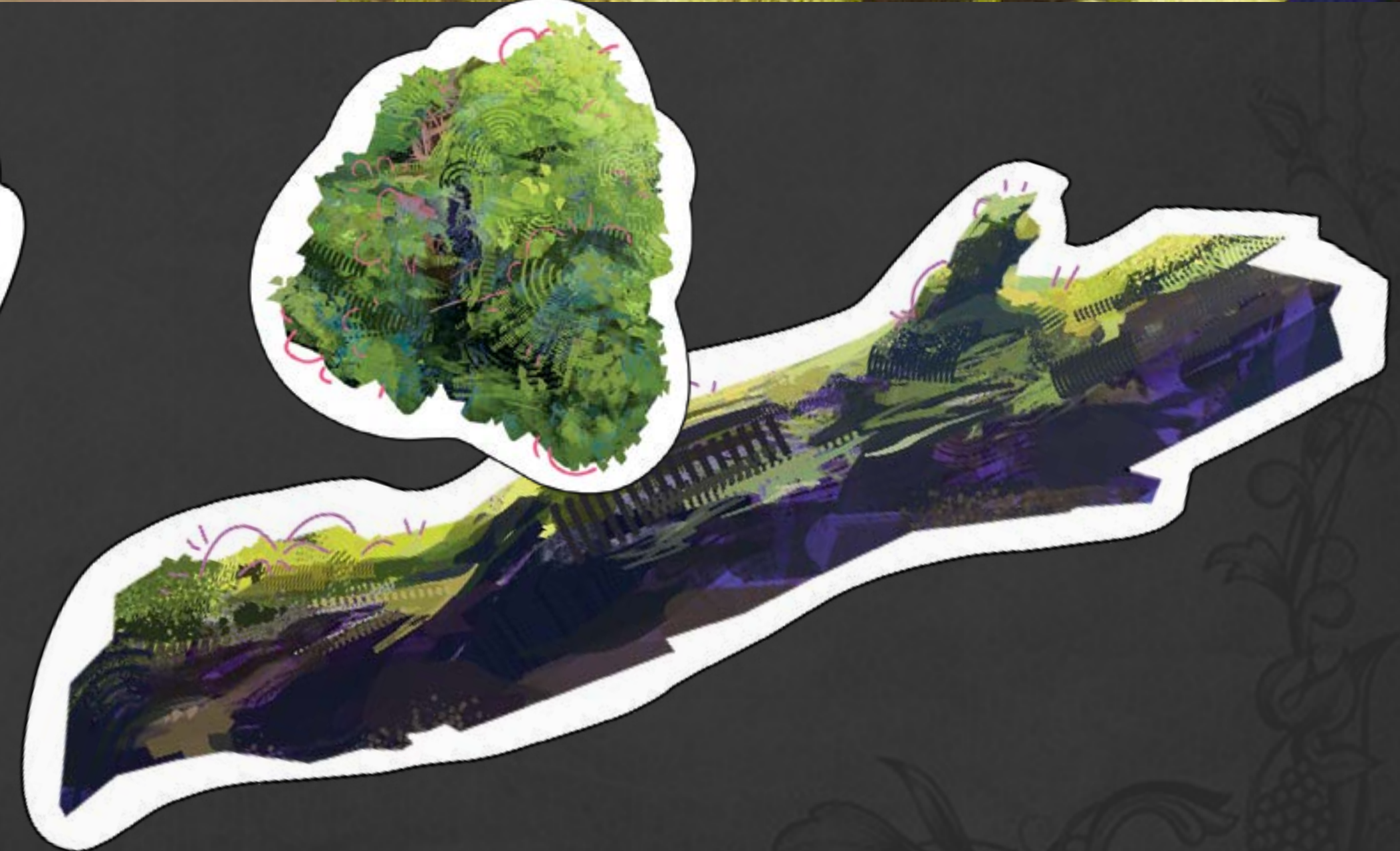


Bronwyn

PRINCESS OF GWAELOD

Stubbornly refusing to marry a prince, Bronwyn challenges her potential suitors to single combat. So far she has bested every man that came for her hand - but could there be a reason she is not so keen on princes?

FABLES



FABLES

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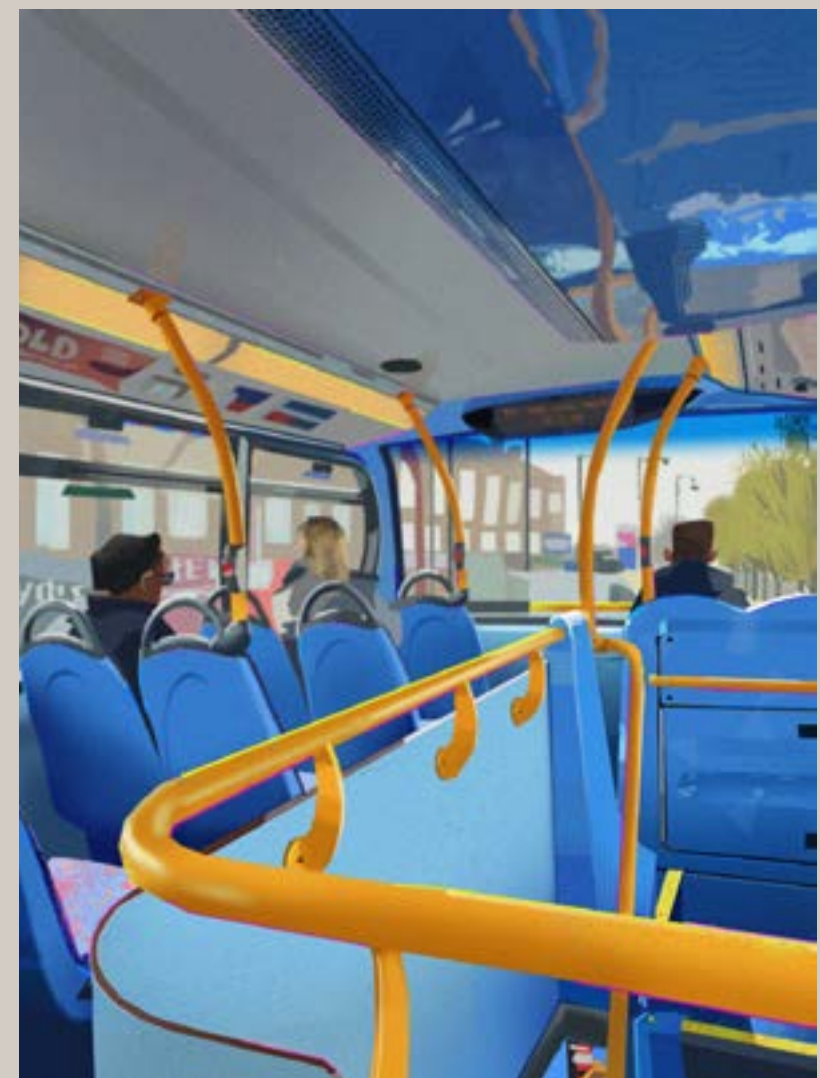
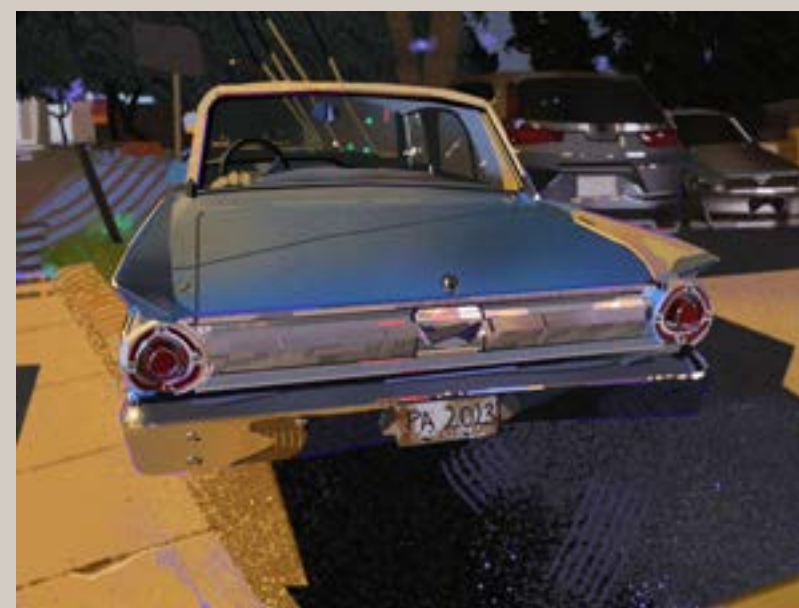
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