



ELISA FERRACINI

WORK EXPERIENCE (years 2+)

Uowls International Limited Freelance work May 2023 - present

Partnership for vis dev/concept art in games (outsourcing)

Game Art Brain GmbH Freelance work May 2023 - present

Freelance concept artist (outsourcing)

Red Monk Studio(SUPERPROD) Contract work (Hybrid) Jul 2022 - Mar 2023 · 9 months

- Props designer for "Spirit Rangers" 2, an animated Netflix series created by Karissa Valencia and produced by Chris Nee (Copyright © Netflix)
- Worked as character designer and visual development artist for some unannounced projects

BBS Freelance work Jul 2021 - Oct 2021 · 4 months

- Character designer for an app/ interactive game experience (enhancement of the local territories in Valle D'Aosta)
- Storyboard artist for a short animated movie regarding fruit and vegetables sensibilization in primary schools

Think 3D - Focus Handmade Internship Feb 2020 - Sep 2020 · 8 months

AMA S.p.A. Freelance work Sep 2019 · 1 month

• Art direction and production of short 2d advertisement animation (2min)

Cow&Boys S.R.L. Contract May 2019 - Jul 2019 - 3 months

Props designer / Storyboard / Texture artist



EDUCATION

Idea Academy Rome

Master in Visual Development Oct 2021 - Jun 2023

- Master in Visual Development (Ivl 1)
- Master in Visual Development (Ivl 2)

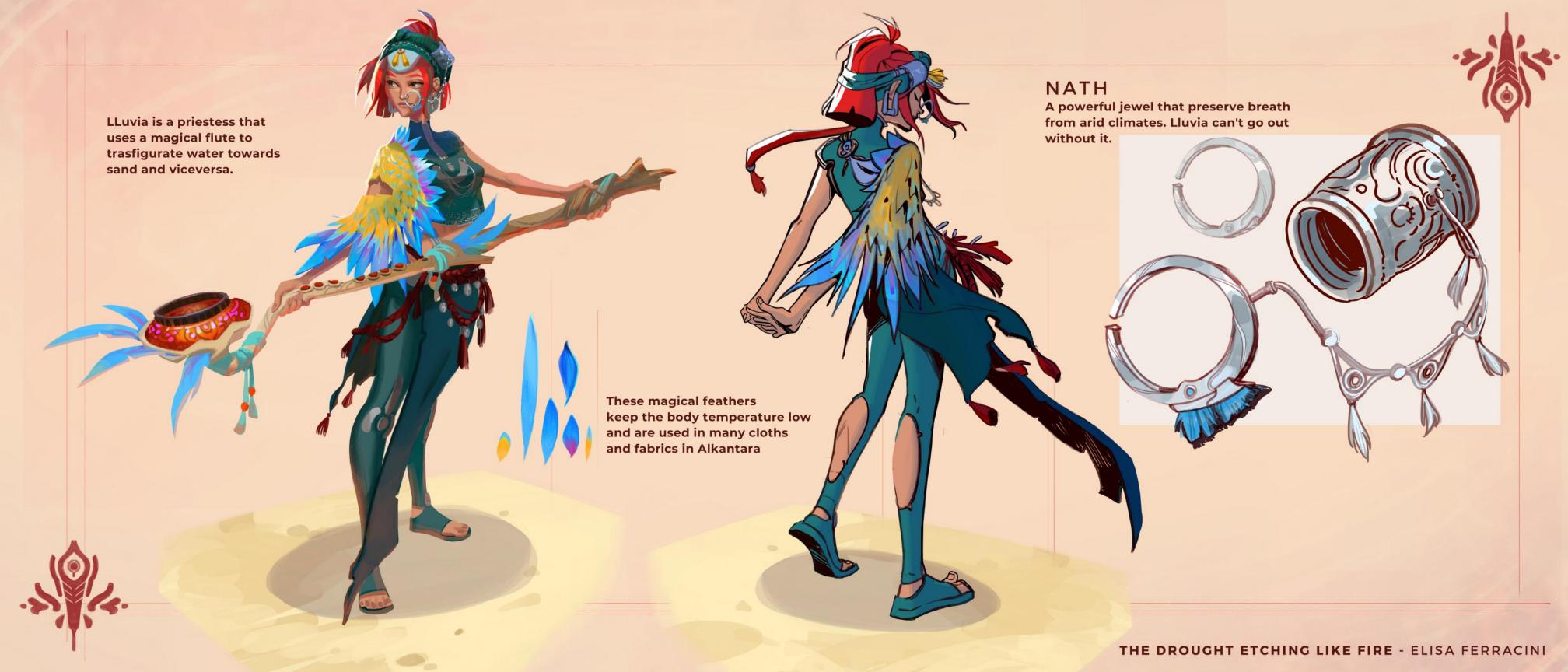
Santagiulia academy of Fine Arts

Bachelor's degree, New Media and Technologies for the Arts 2017 - 2021

- Grade: (110/110 cum laude) Full marks with honors
- Storyboard and storytelling
- Graphic design / digital painting
- 3d modeling and texturing
- 2d/3d animation (Maya)
- Game design (Unity 3d)



Personal graduation project "UNSEA" was mentioned during the #ArtStationAnimationWeek November 2021

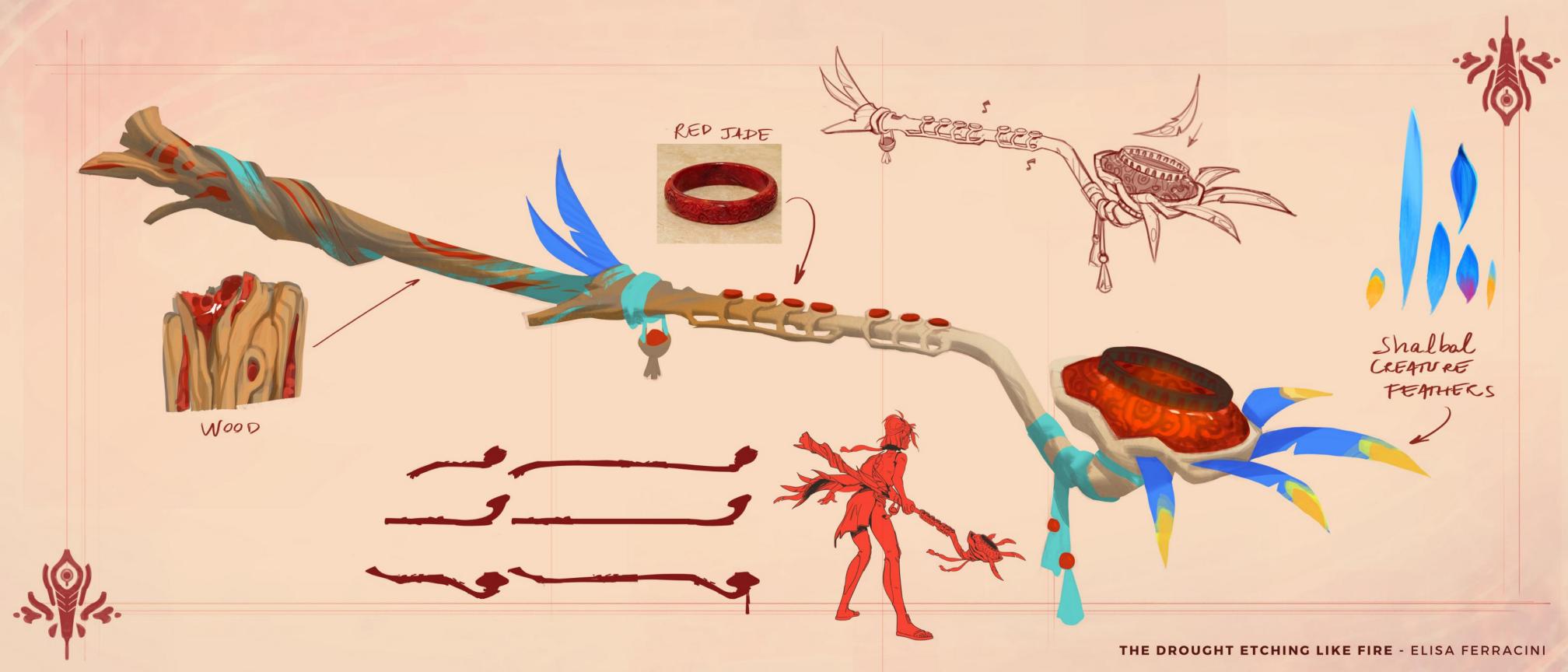




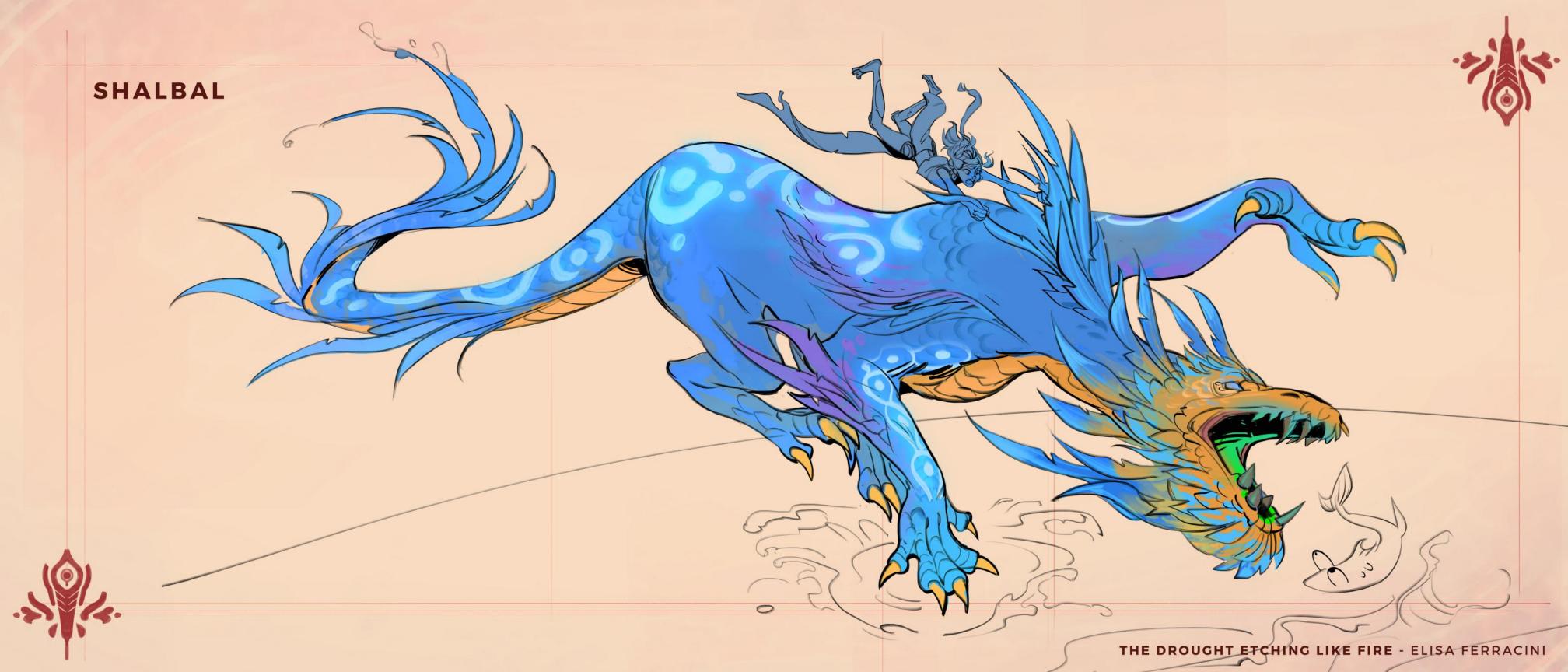






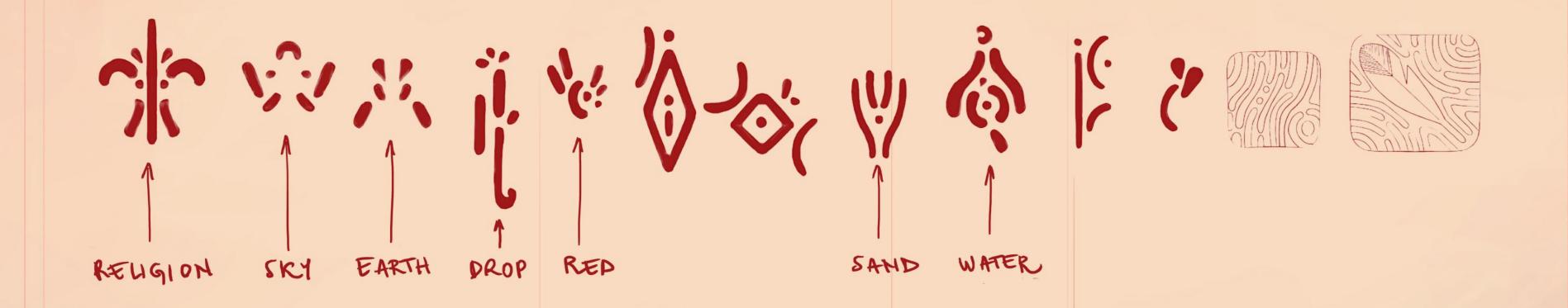






LANGUAGE IN ALKANTARA







THE SCARS

Long time ago, a course took the world of Silentia and lands suffered a violent erosion.











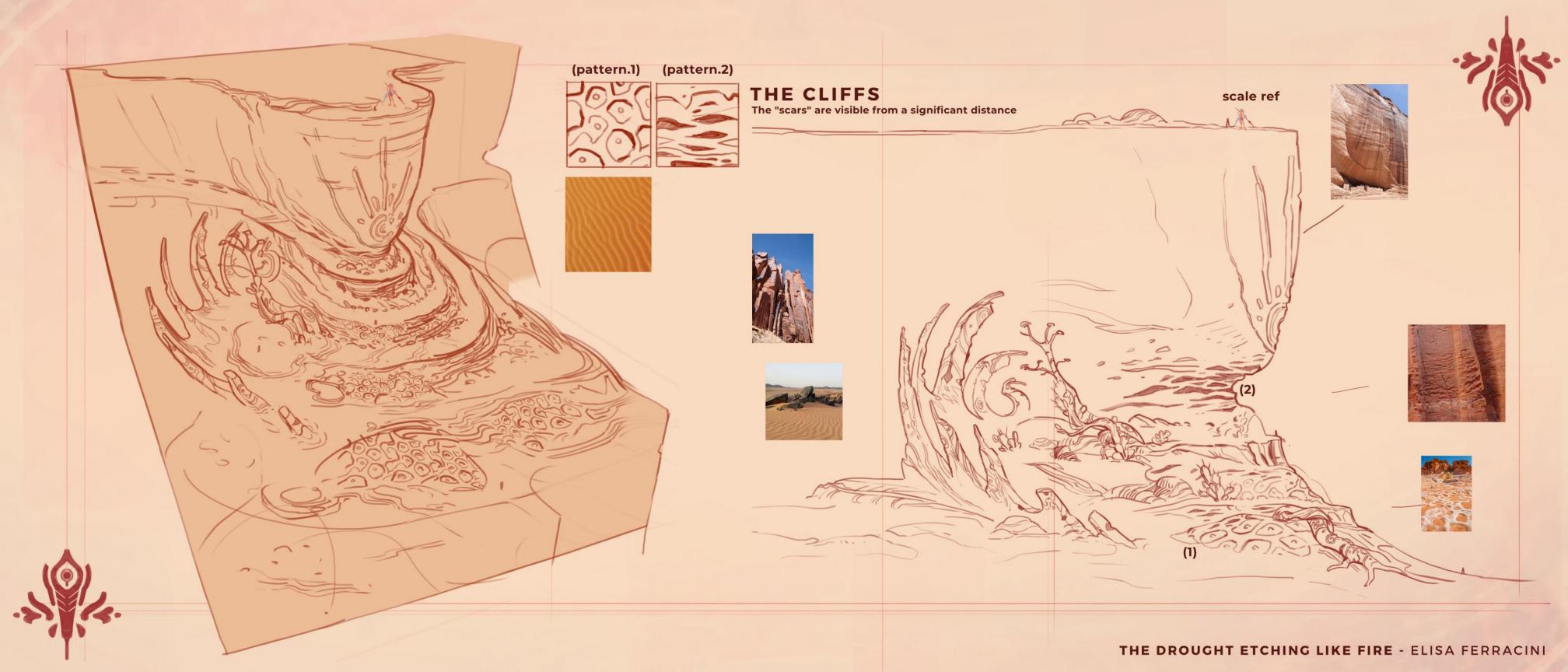


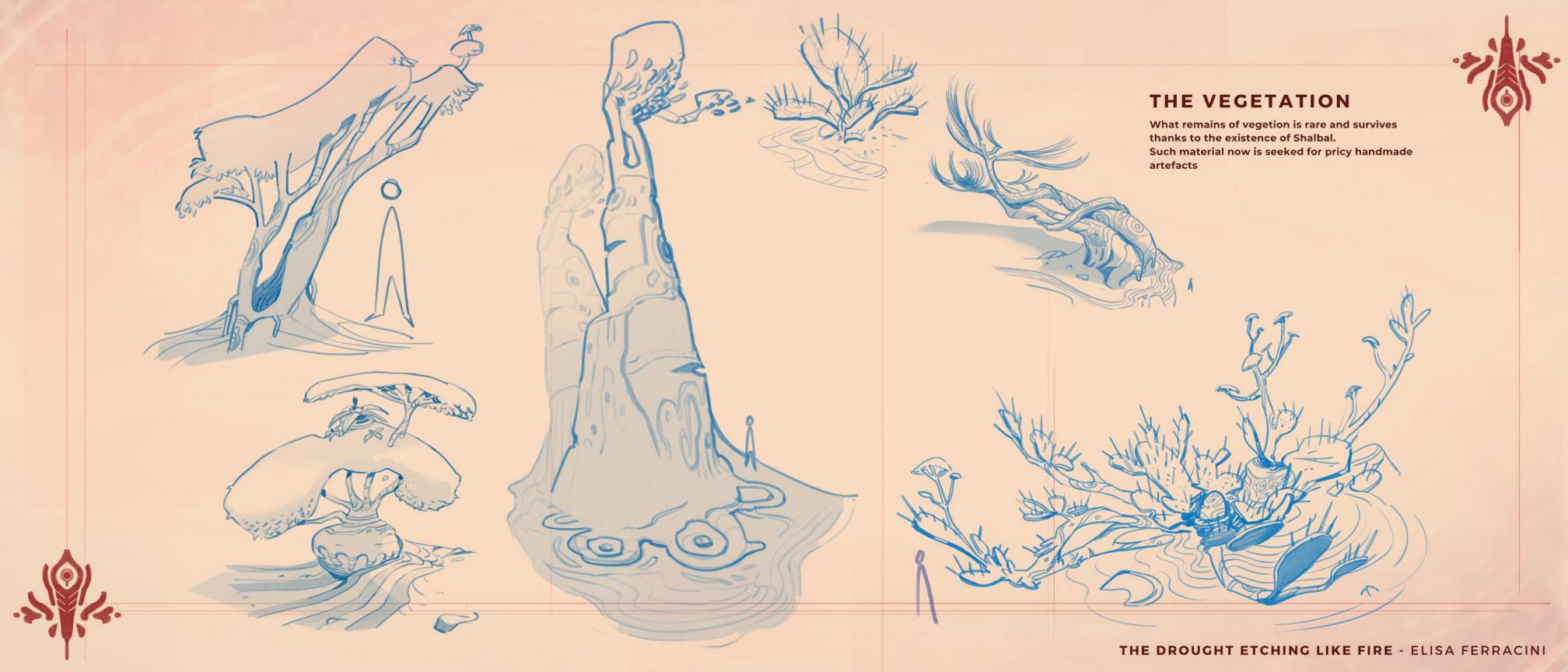
The curse was so terrible, that this world was left with markable scars













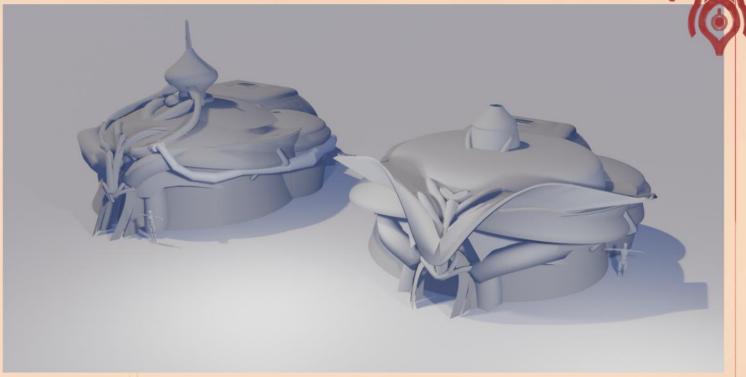
THE HIGH MERCHANT PLAZA

Blockout design made with Blender and rendered with Cycles (fig.1-3)

Iterative building design done with Gravity Sketch (fig.2)



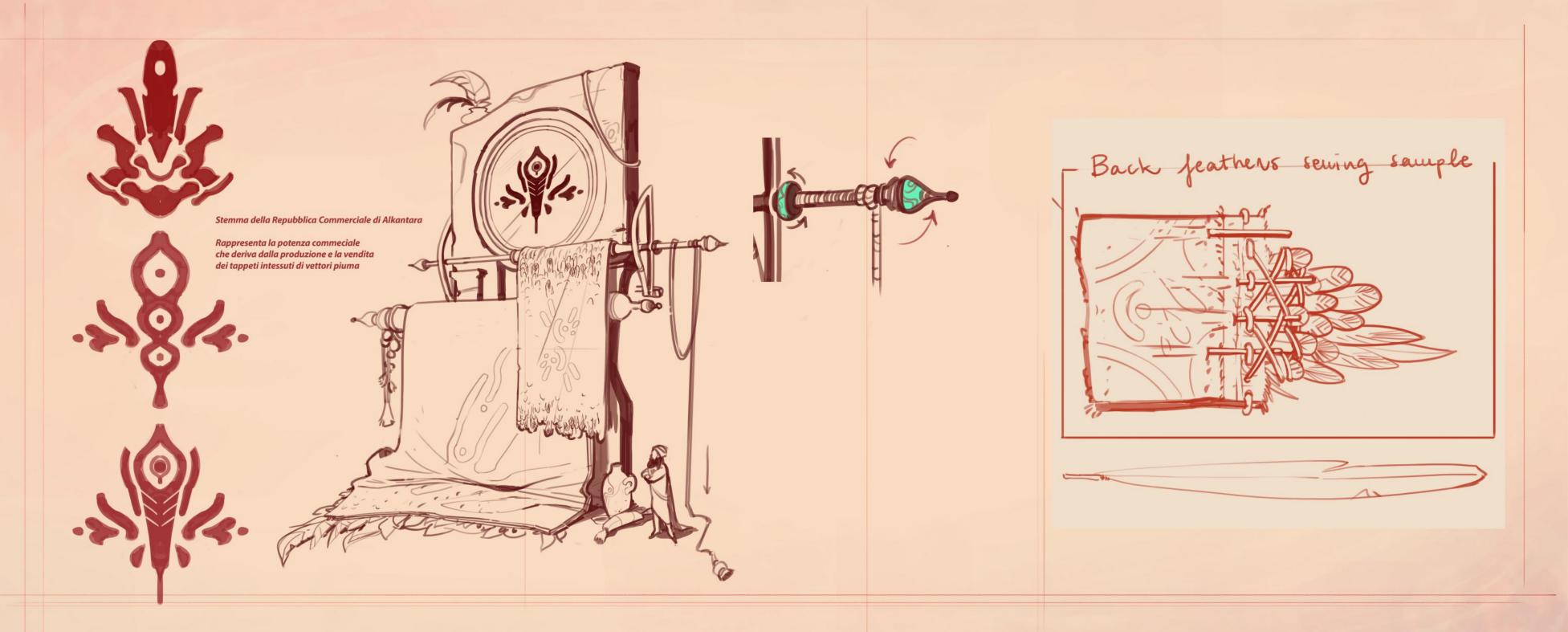
(fig.2)



(fig.3)





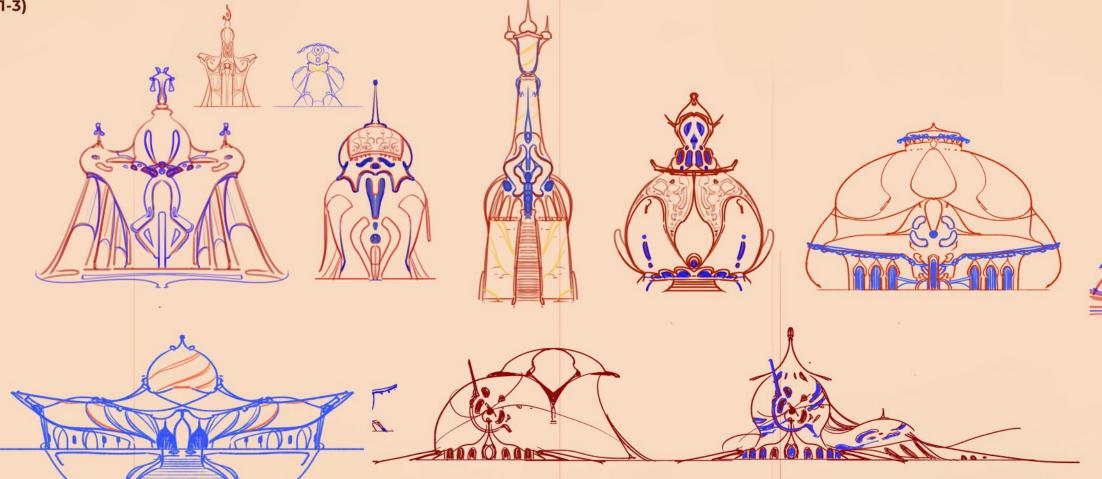




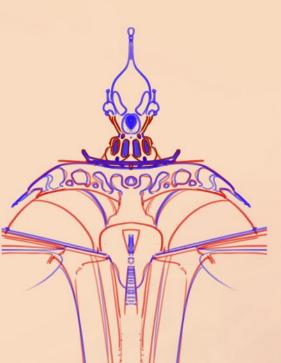


THE CITY ARCHITECTURE

Blockout design made with Blender and rendered with Cycles (fig.1-3)

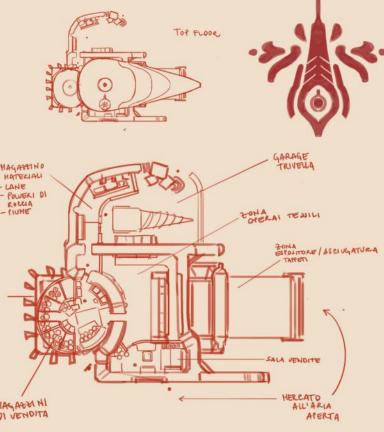














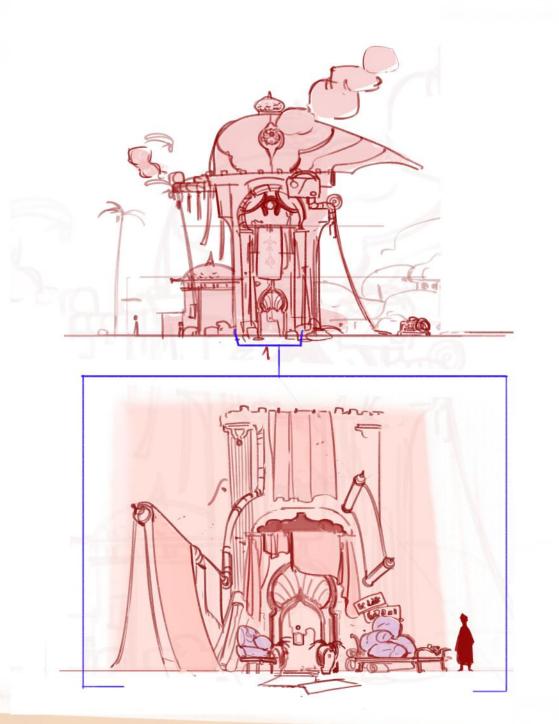


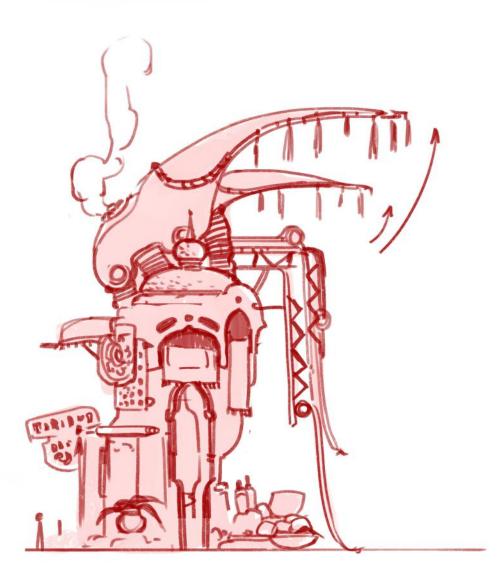


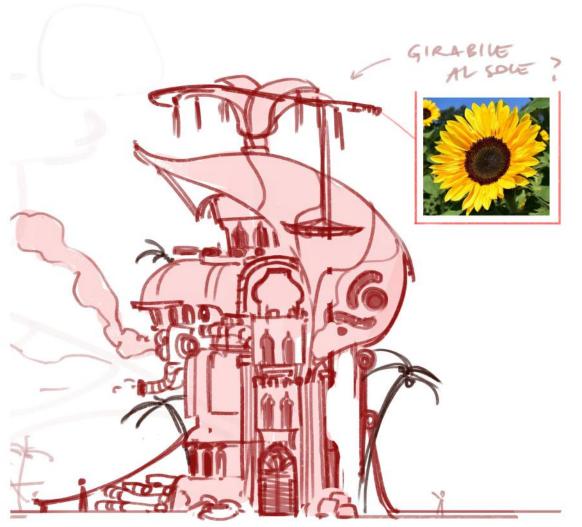






















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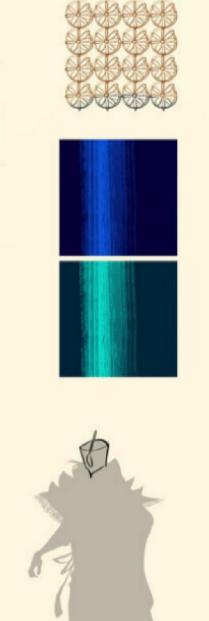
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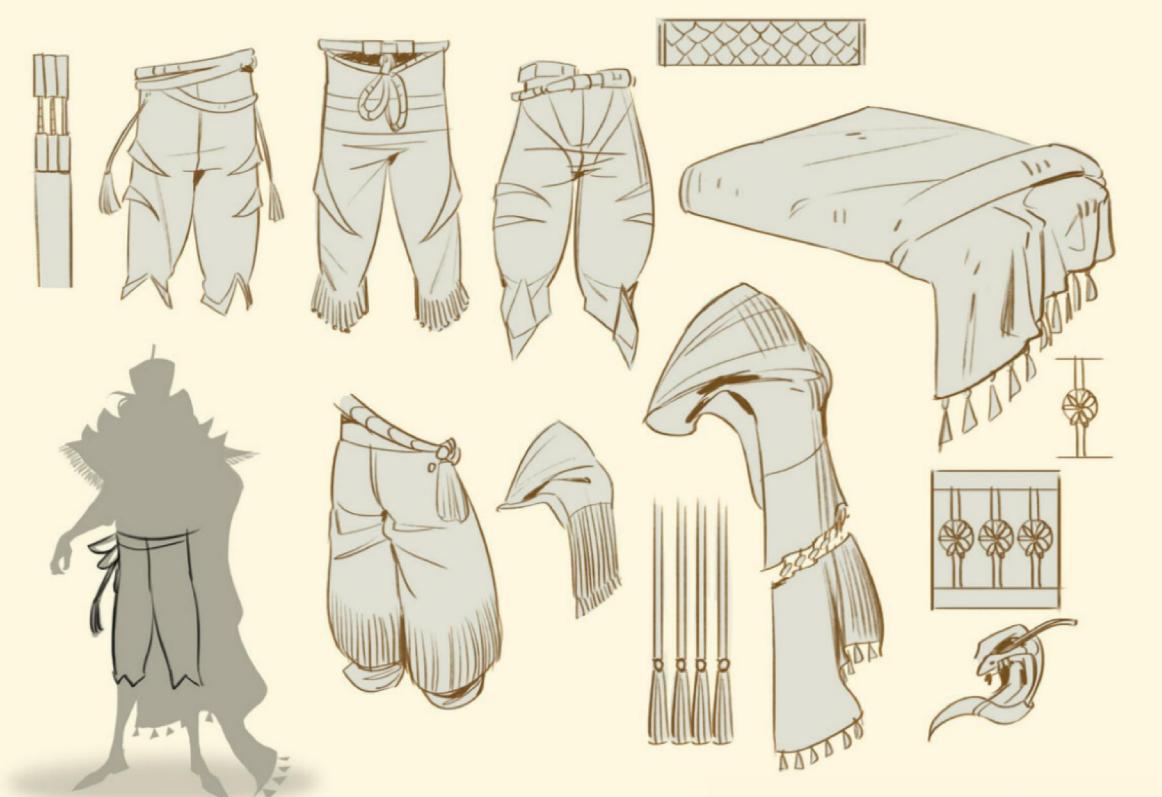
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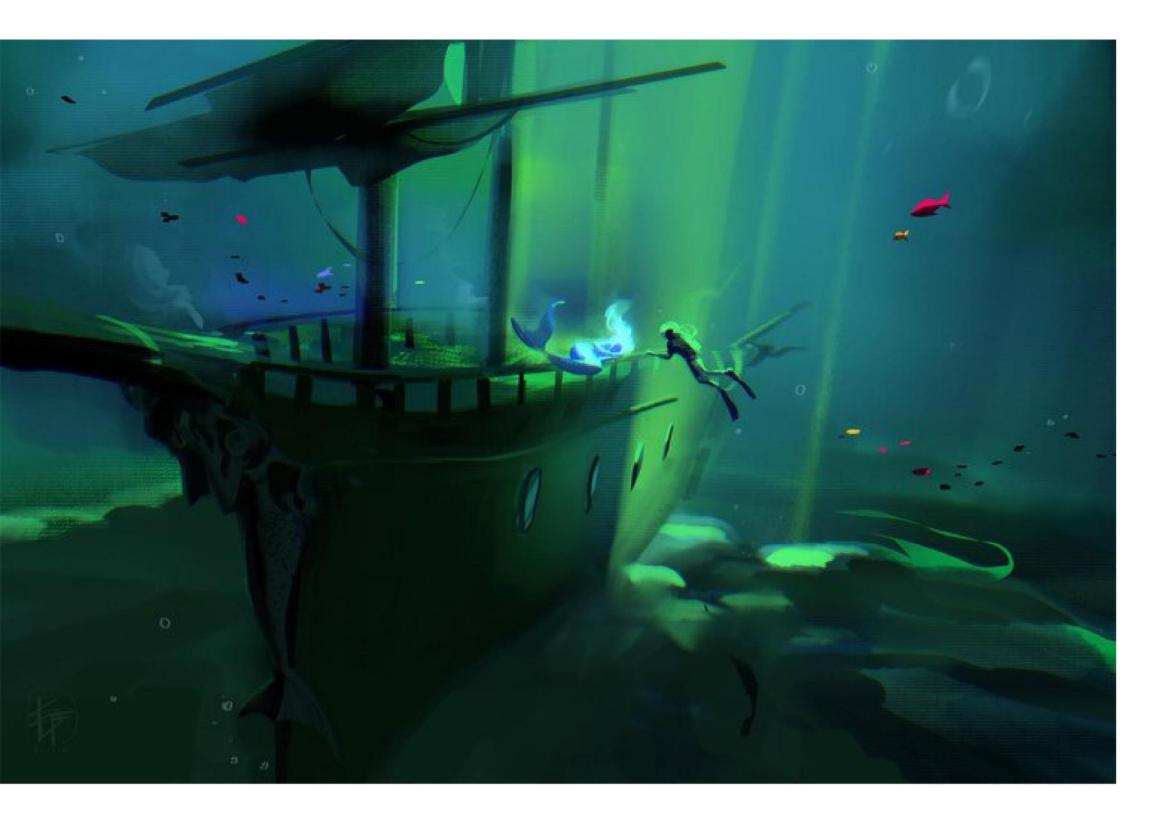




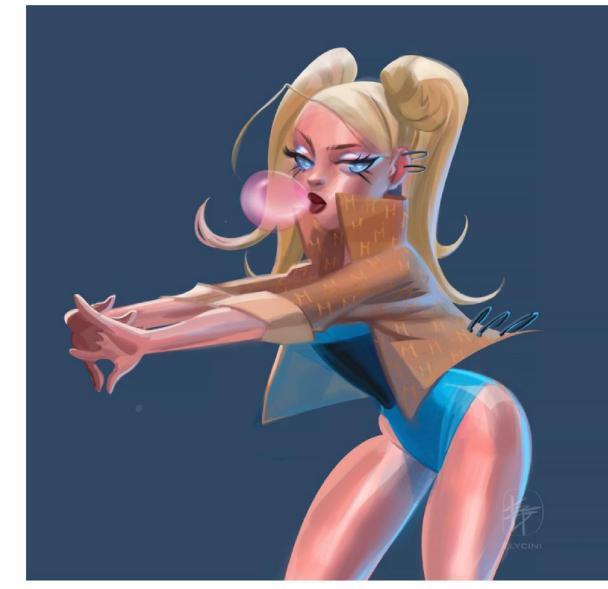




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thank you!

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