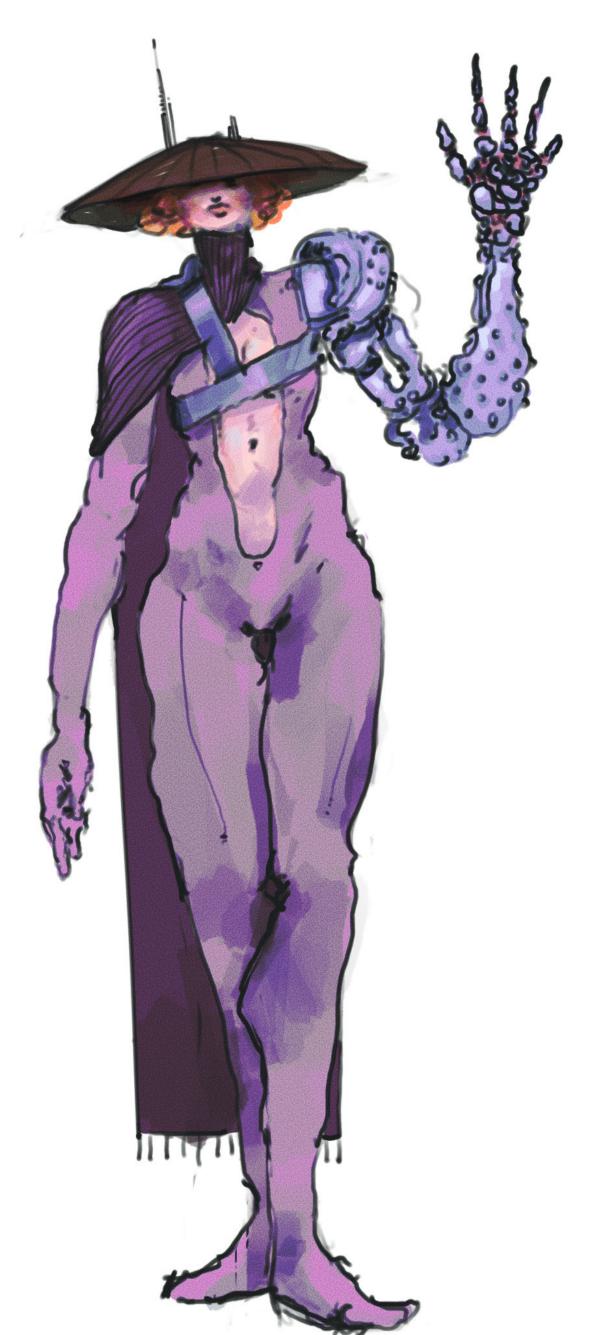
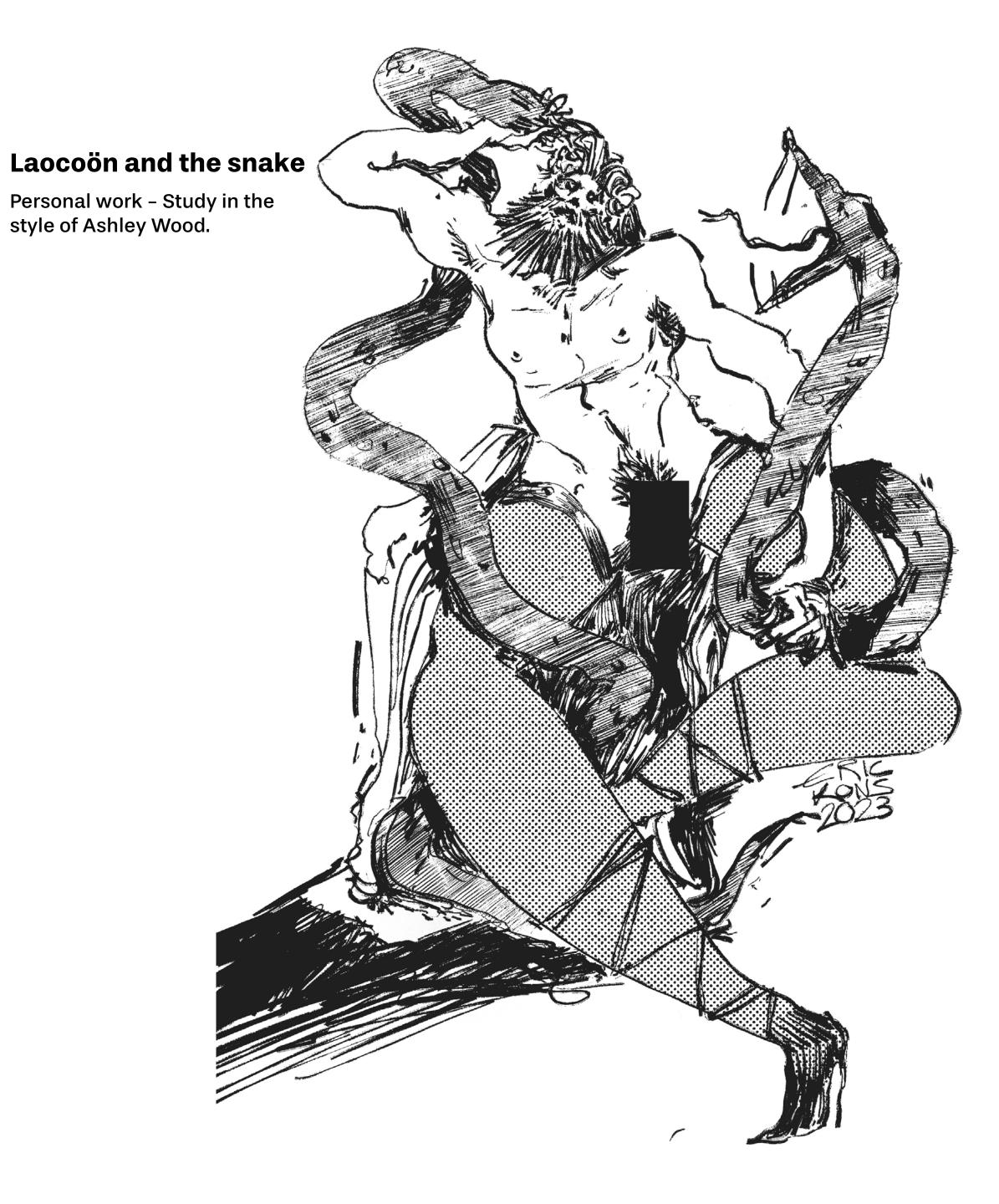


Portfolio Eric Kons – 2024



TravelerPersonal work.







RoguePersonal work - style exploration

Cyclist

Personal work - style exploration



Background Elements

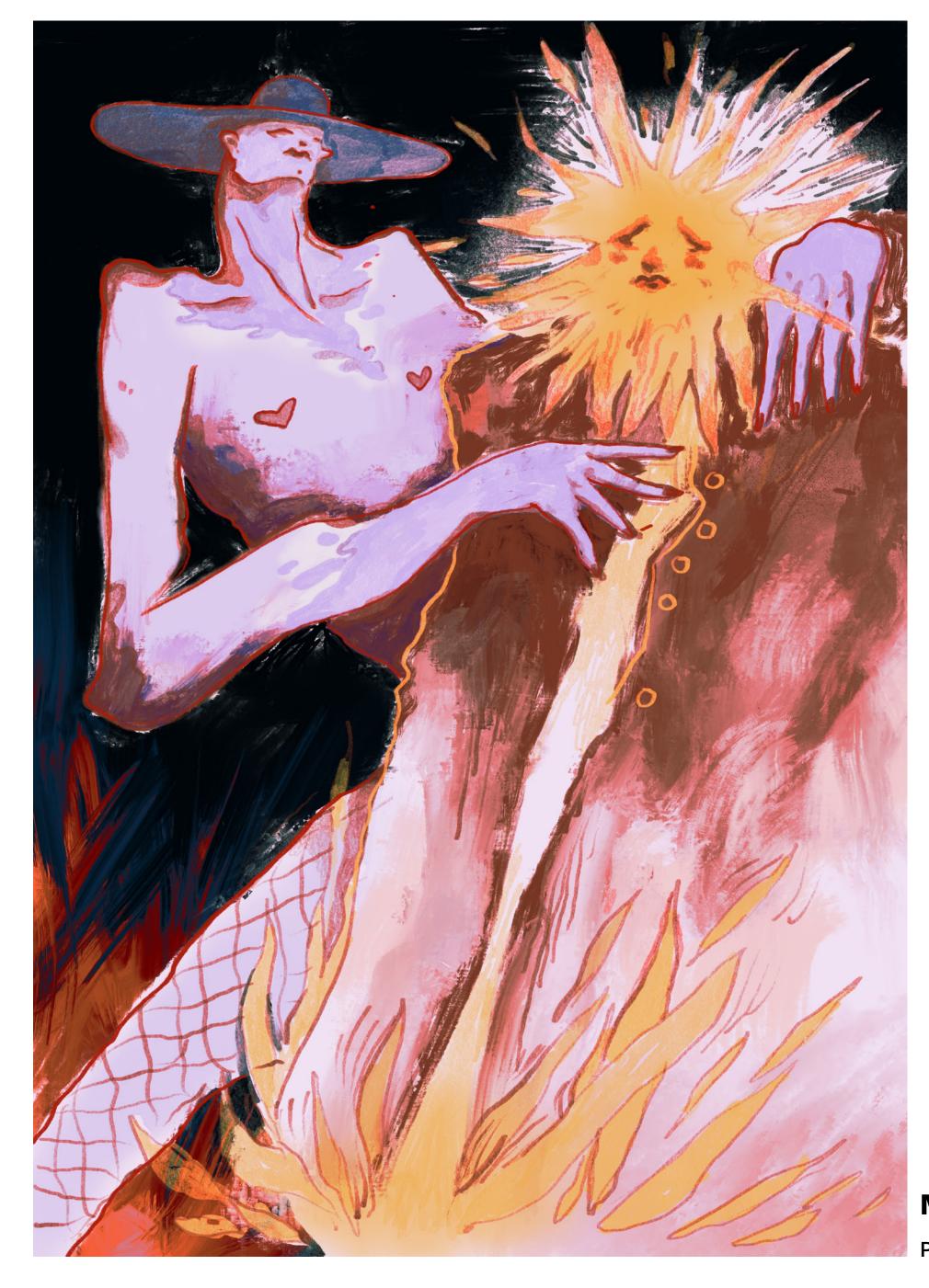
Personal work - style exploration



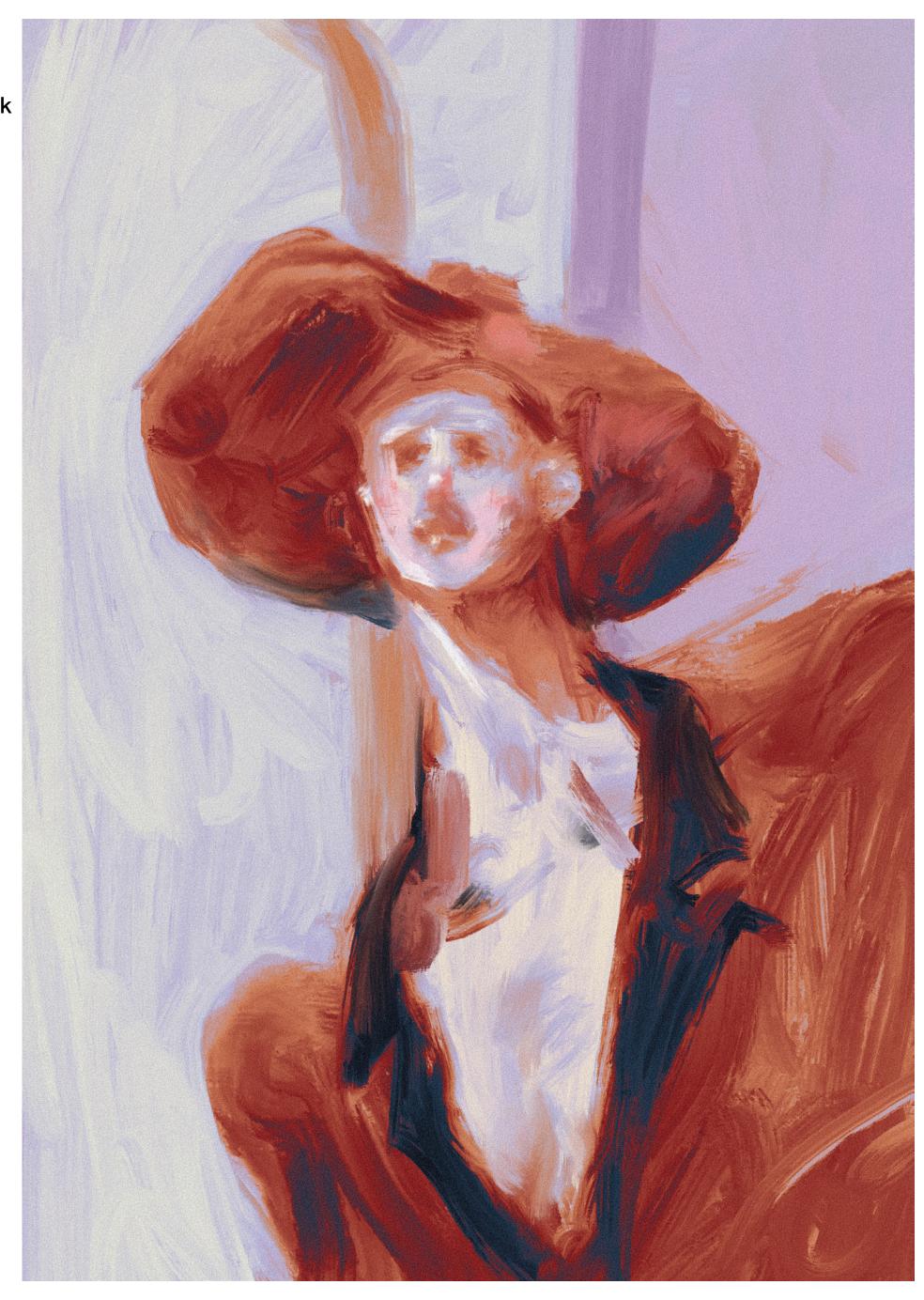
Quartet & Triptet

Personal work – Visual exploration of different musical compositions.





Portrait Personal work



My friend the Sun

Personal work



Dog OwnerPersonal work





Sardine Breakfast

Personal work – Inspired by a still-life from @stillherestilllife.



Café

Personal work

Sofatutor



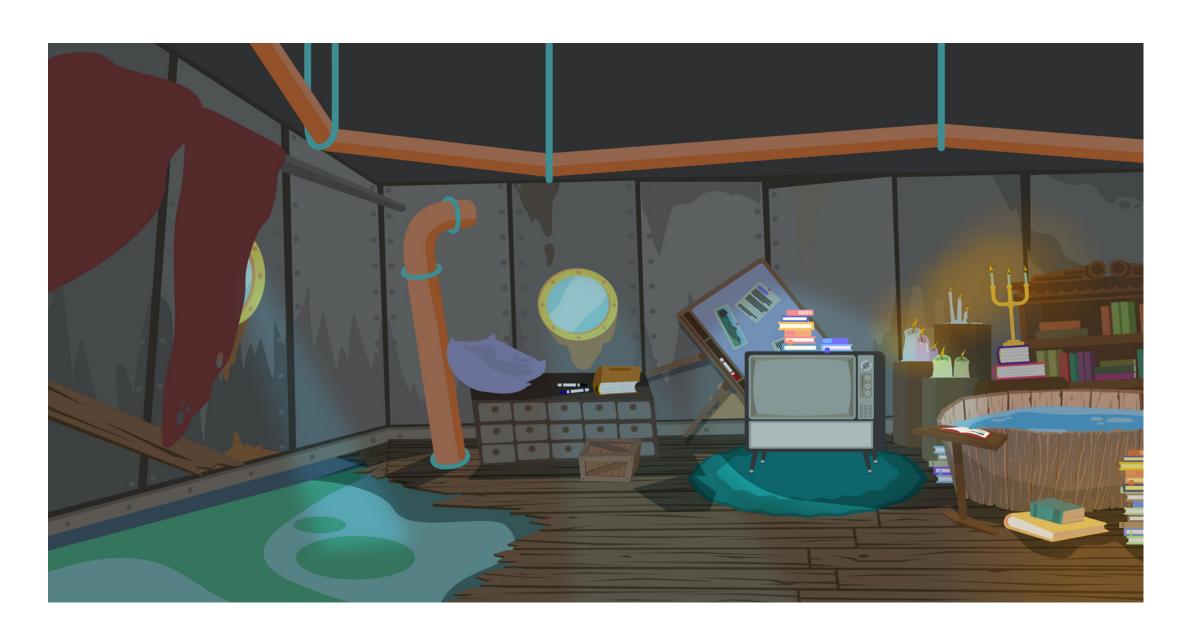
Jungle Scene

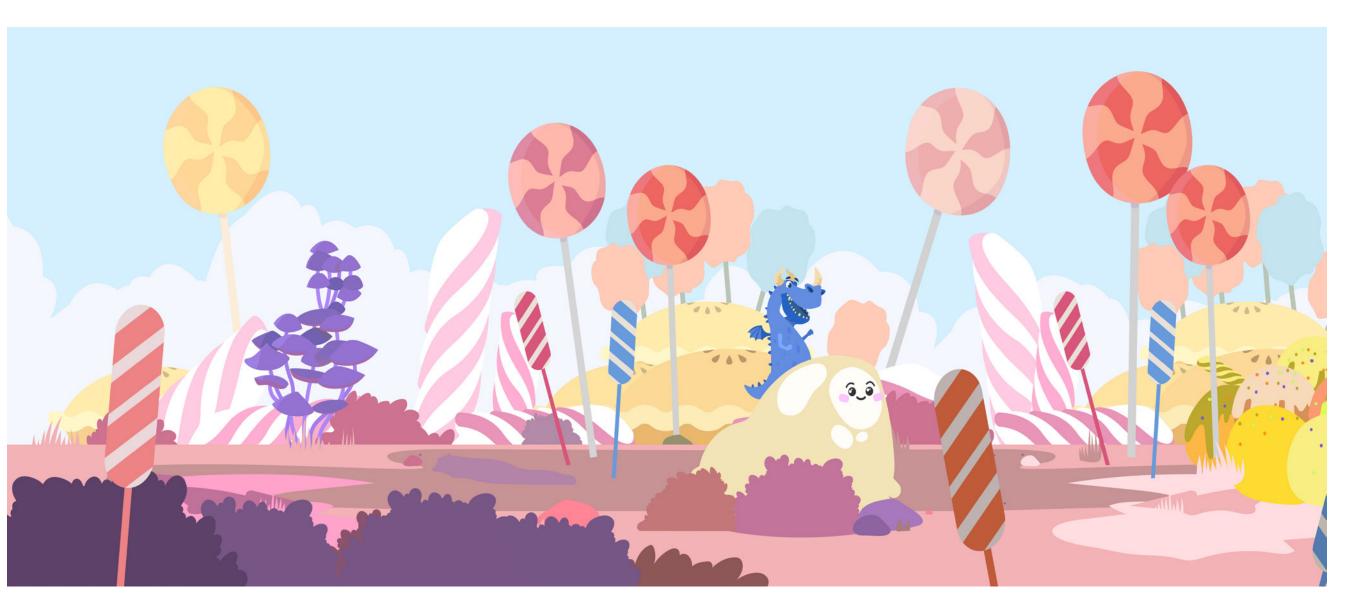
Creation of detailed and atmospheric backgrounds using existing assets from a dtabank as well as new elements.



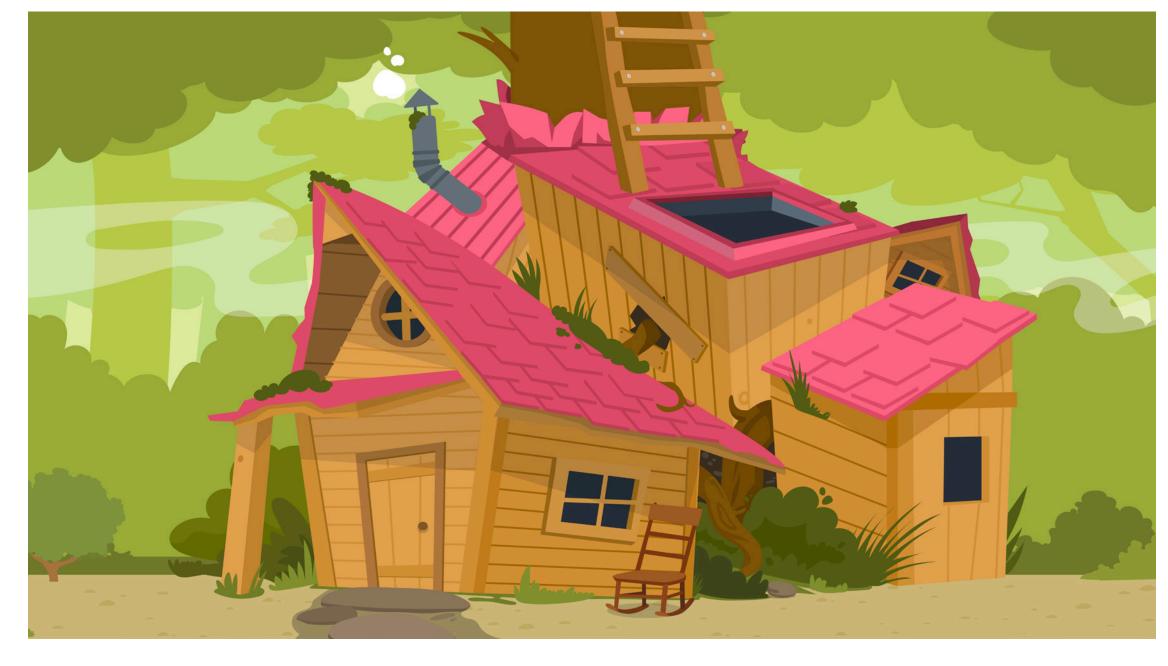
Character Bedroom/Workshop

Creation of detailed and atmospheric backgrounds creating most assets from scratch.



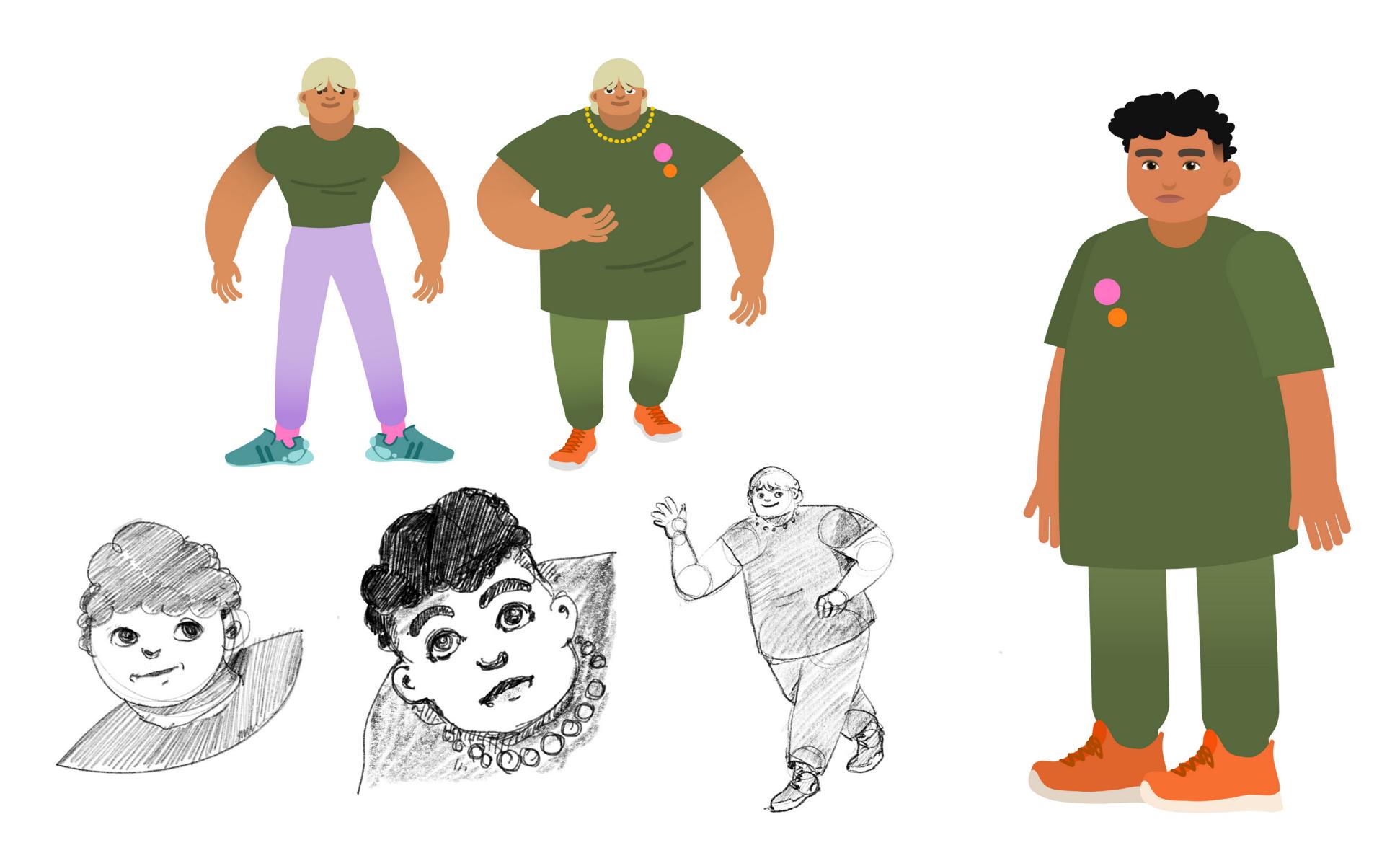






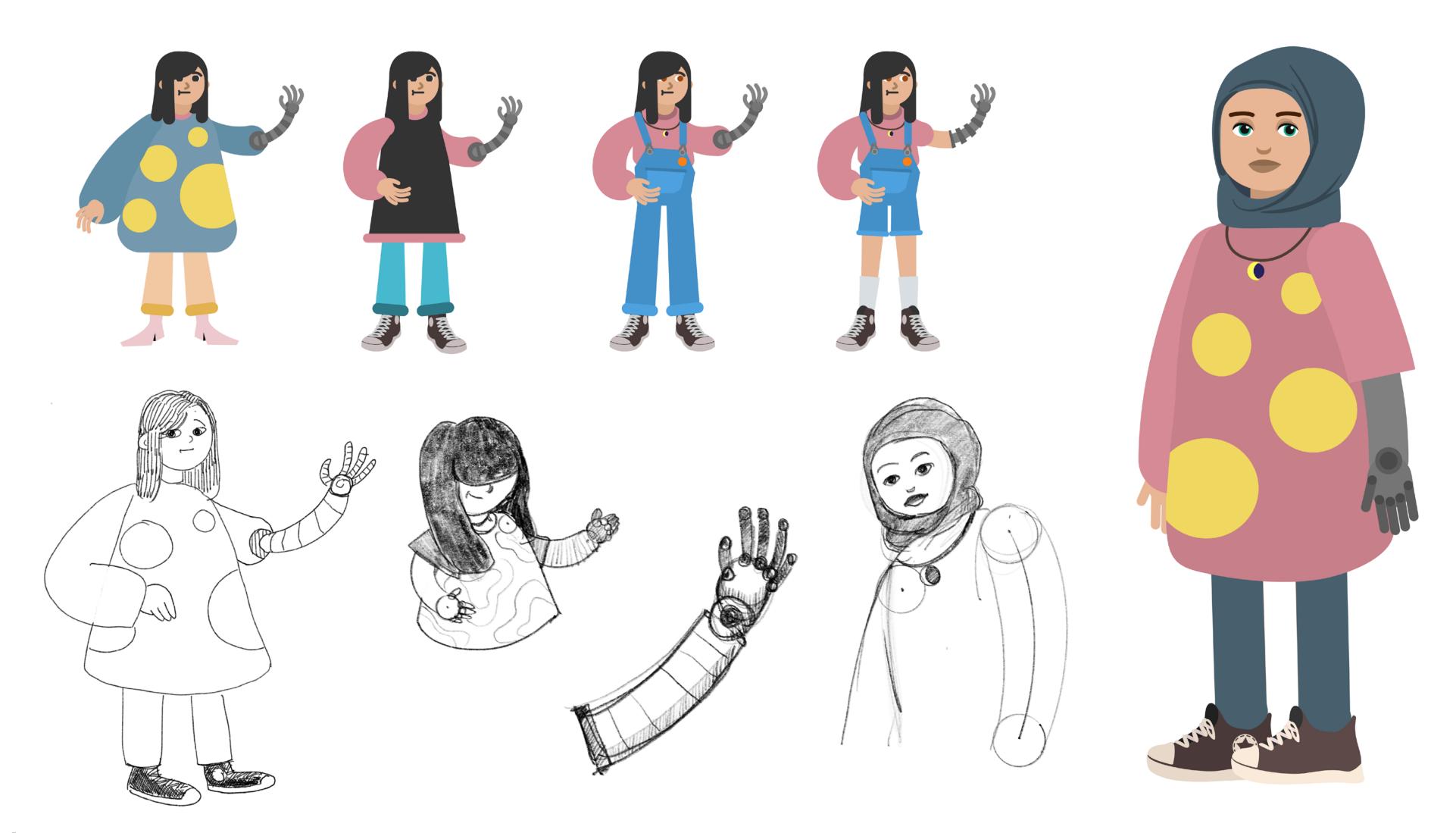
Various Backgrounds and Assets

Creation of detailed and atmospheric backgrounds creating most assets from scratch.



Chararacter design - Luis

Creation of a new Character for middleschool audience.
Final Character ready for rigging and animation, including lip synch animation.



Character design - Penny

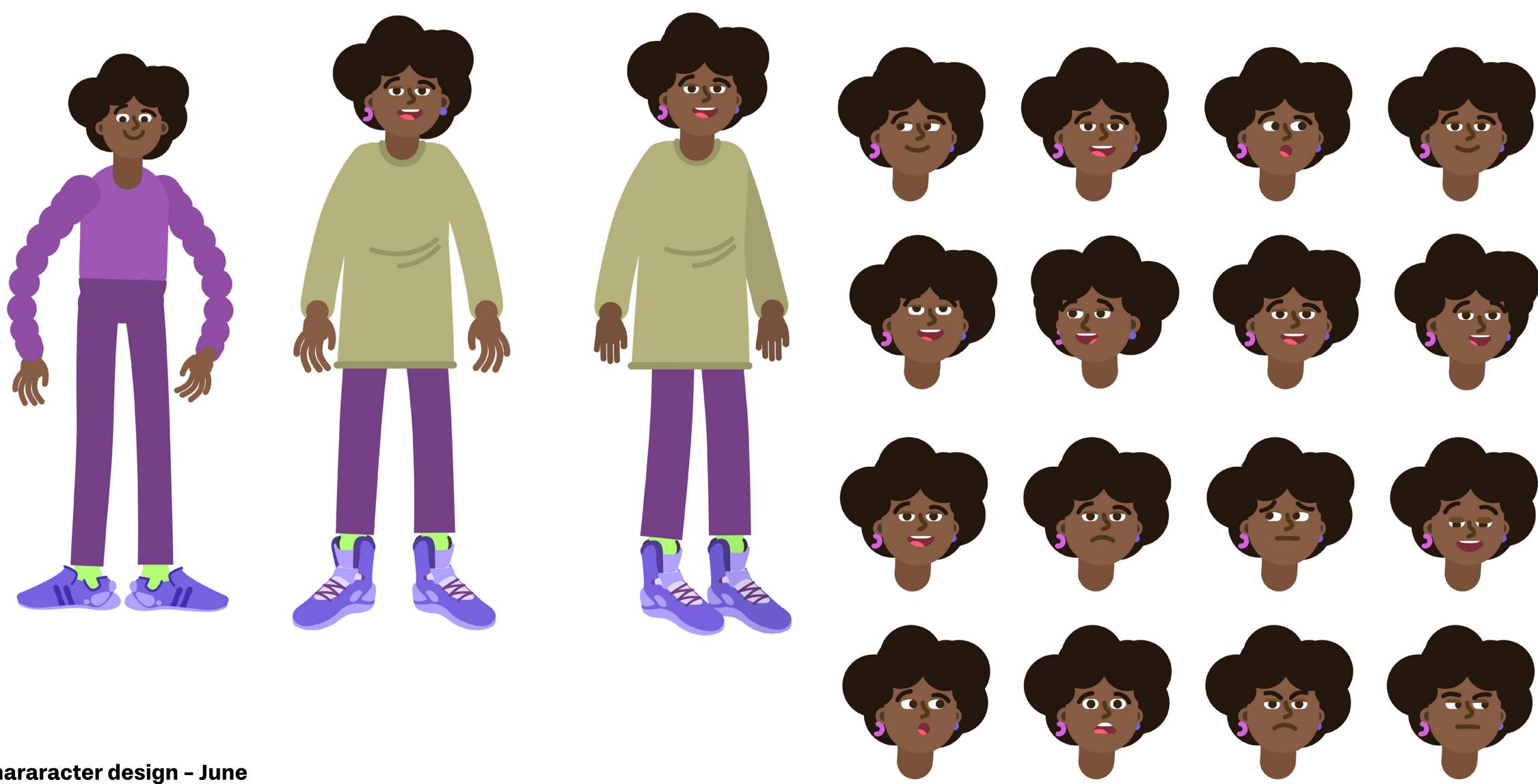
Creation of a new Character for middleschool audience. Final Character ready for rigging and animation, including lip synch animation.



Chararacter design - Pearl

Creation of a new Character for Elementary School audience.

Final Character ready for rigging and animation, including lip synch animation.



Chararacter design - June

Creation of a new Character for middleschool audience. Final Character ready for rigging and animation, including lip synch animation.