



**DIEN EUGENE P. RAMOS**  
ART PORTFOLIO





Done for a school project. Design a character, draw it with an environment, make a flipbook with it. This character is inspired by the Japanese yokai, Tengu. The scene portrays him destroying a village. Amongst all the chaos and destruction, he looks calm and methodological, yet you can tell the anger hiding within. Above are some of the frames for the flipbook animation.



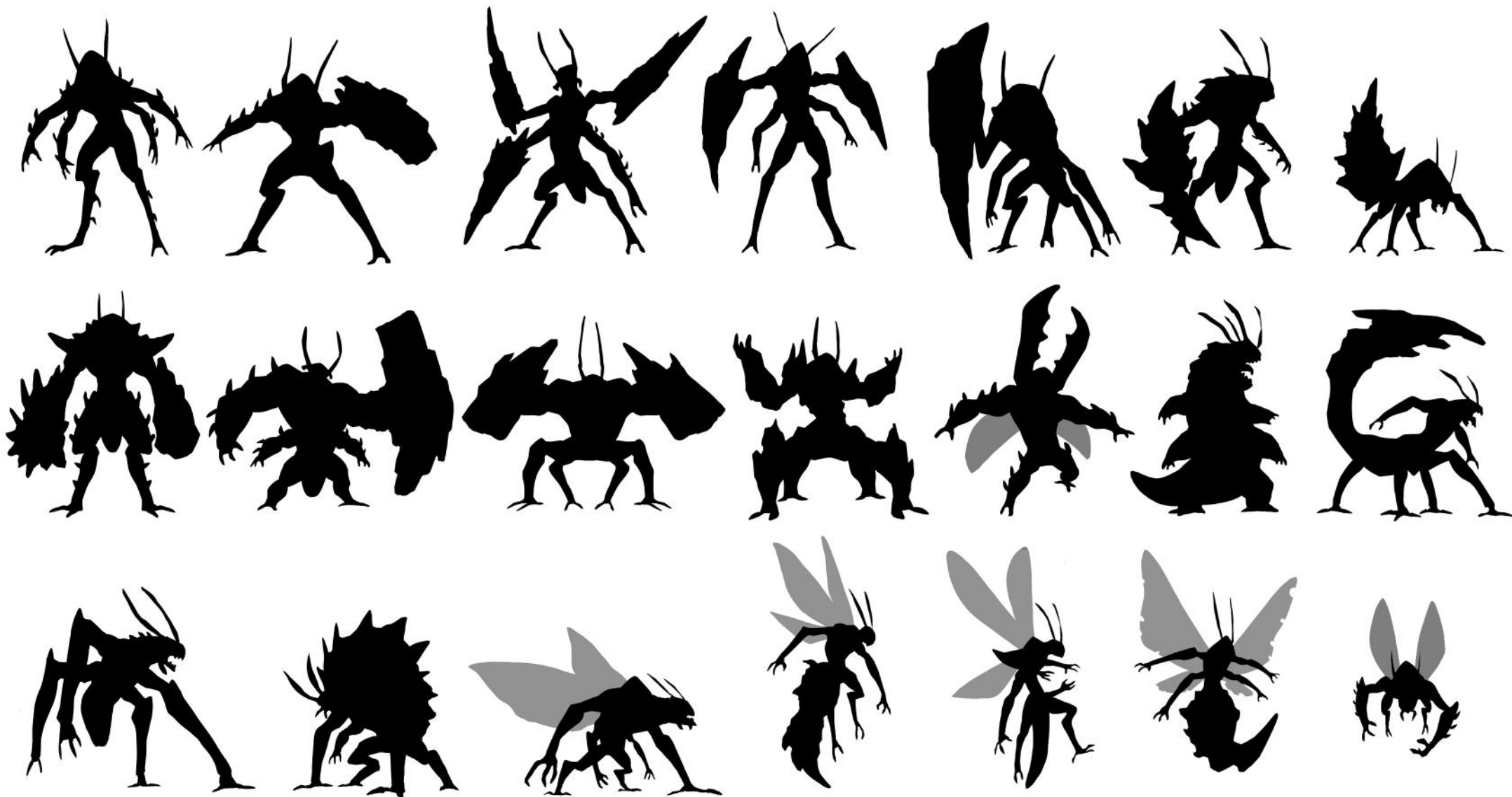


## CHARACTER DESIGN

### Character Sheet

I Initially sketched a scrawny goblin, which turned into a Tengu due to both creatures being notable for their long nose. Once i made that jump from goblin to tengu, my next thought process was incorporating crow-like elements; black wings, dark clothing, bird-like feet.

I want him to look imposing. His clothes imply that he isnt just a brute but his weapon tells a different story.



## CHARACTER DESIGN

### Silhouettes

#### CONCEPT:

Insect-like invaders from another dimension. As a last resort to stop their invasion, they along with the rift they came from were crystalized, frozen in time. Centuries later, They broken free out of their "amber", now more powerful as they were infused with the magical crystals they were frozen in.



**CHARACTER DESIGN**  
Exploration & Render

# CHARACTER DESIGN

## Silhouettes

### CONCEPT:

A White Mage and a scholar. Exudes reverance and a model figure. Looks prim and proper, clean,clearly raised well. She's the only healer in a mining town, so she's well-respected and stand out from the townspeople.







**CHARACTER DESIGN**  
Design Exploration



## Pixel Art Sprites

First time doing pixel art.  
Did it for school project where we have to make  
a simple game in a program called "Stencyl".













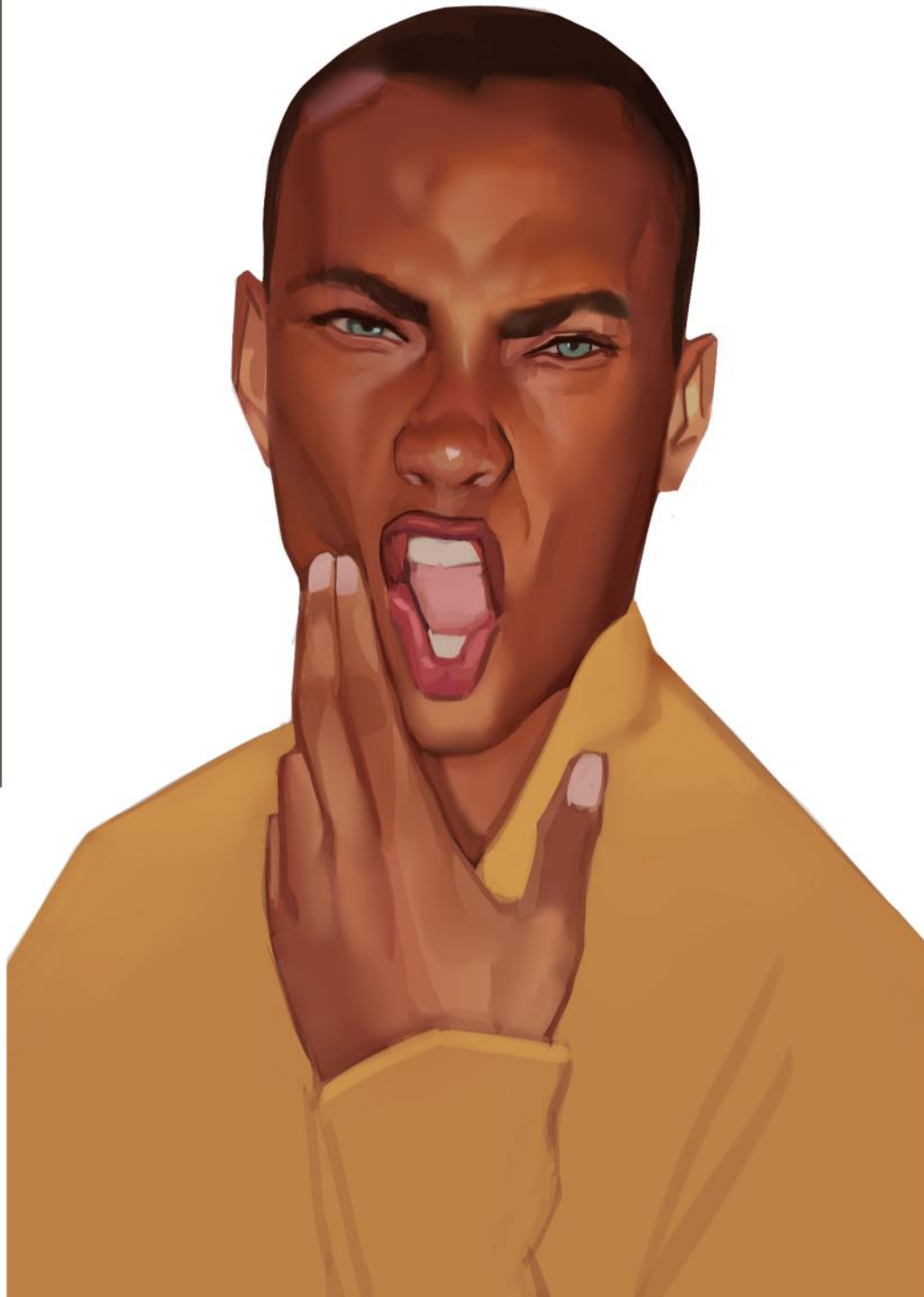




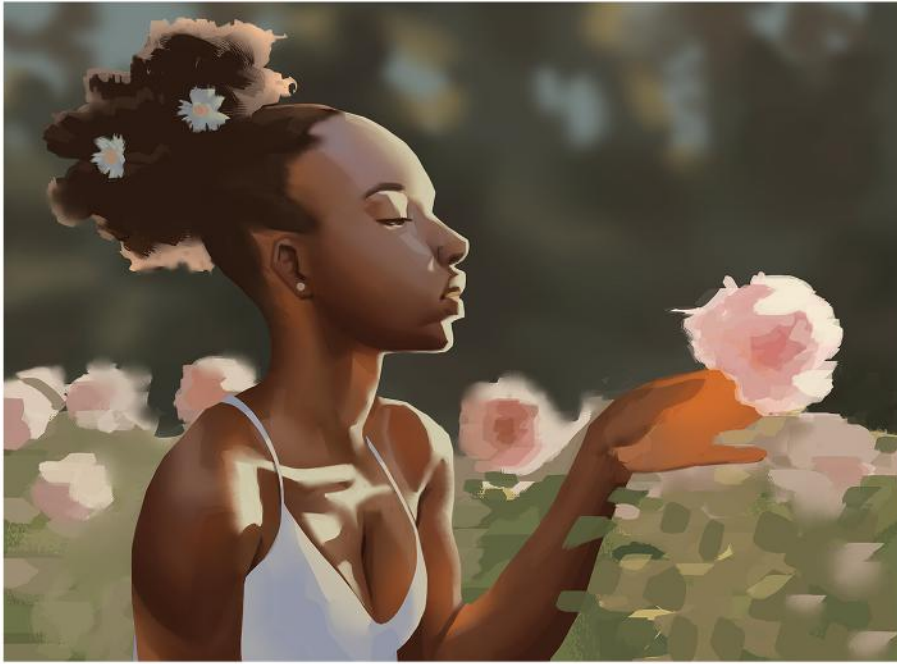




## Portrait Studies



## Portrait Studies



# DIEN EUGENE P. RAMOS

illustrator



## PROFILE

Illustrator and Concept artist.  
Doing digital art since high school.  
Quick to learn new programs and workflows. Grew a small following on social media through Fan Arts. Passionate about character design. Believer that every element of an image must have a clear intent. Eager to flesh out concepts and characters.

## CONTACTS

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Rodriguez, Rizal

## HARD SKILLS

- Proficient in CLIP STUDIO PAINT
- Proficient in Adobe Photoshop
- Basic knowledge of Adobe Illustrator
- Basic knowledge of Adobe Premiere
- Basic knowledge of Maya and Blender
- Art Fundamentals such as composition, design principles, values, etc.
- Character Design principles

## SOFT SKILLS

- Multi-tasker
- Quick Learner
- Team-player
- Open to criticism and revisions
- Flexible
- Empathetic
- Can handle crunch time

## EDUCATION HISTORY

### College

Lyceum of the Philippines University, Manila  
2019-Present

### SENIOR HIGH SCHOOL

Polytechnic University of the Philippines  
2016-2018

### High School

Roosevelt College Rodriguez  
2012-2016