Drawing Collections

This is the collection of my undergraduate period drawing

Jiahong Li



Introduction

I began watching hand-drawn animations.

Consequently, after entering this major, I spent some time learning hand drawing from certain organizations and continued to practice in the subsequent period.

Paper Drawing Examples

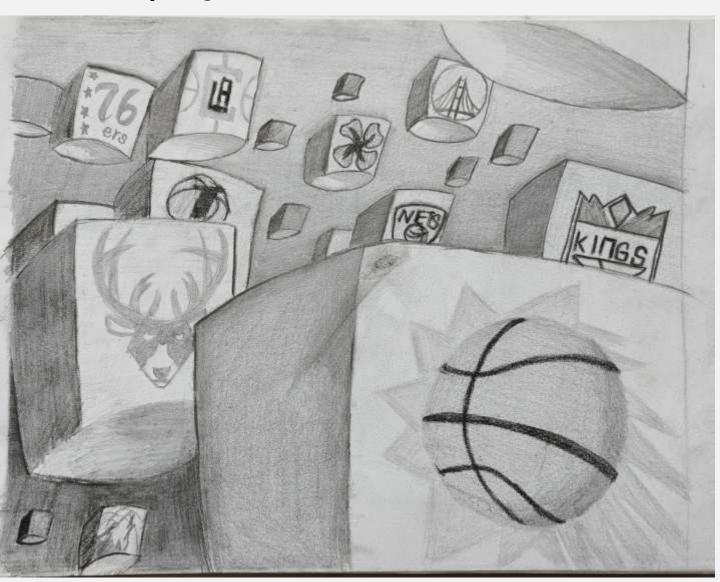
This work is done in my leisure time.



Paper Drawing Examples

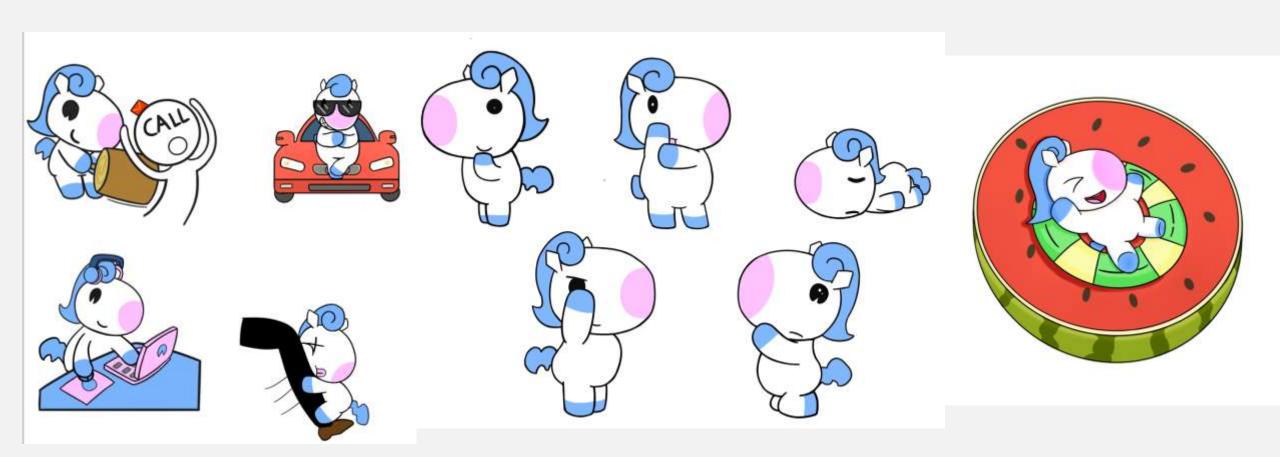
works are from my college courses





Internship Period Works

Since this internship was completed during the first summer vacation of my college years, I selected the position of illustrator. This was because I had not yet acquired 3D skills at that time. These works are the emoj of the company's IP characters that I designed.



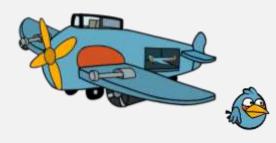
Angry Birds Aircraft-Adapted Design

A coursework assignment necessitated that I devise an idea for a video game sequel. I selected "Angry Birds" and developed an air war game, in which the birds and pigs continue to assume the roles of attackers and defenders, respectively. Each bird is equipped with its own aircraft, and the pigs are also provided with anti-aircraft vehicles.

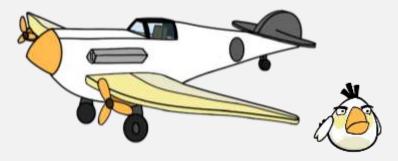












Angry Birds Aircraft-Adapted Design

A coursework assignment necessitated that I devise an idea for a video game sequel. I selected "Angry Birds" and developed an air war game, in which the birds and pigs continue to assume the roles of attackers and defenders, respectively. Each bird is equipped with its own aircraft, and the pigs are also provided with anti-aircraft vehicles.





Poem Adaptation

A coursework required students to choose a literary work to adapt into a short film.

I chose "A Supermarket in California" by Allen Ginsberg from 1955.

Referring to three key scenes in the poem, I designed three concept scenes that also represent the core theme of this poem.

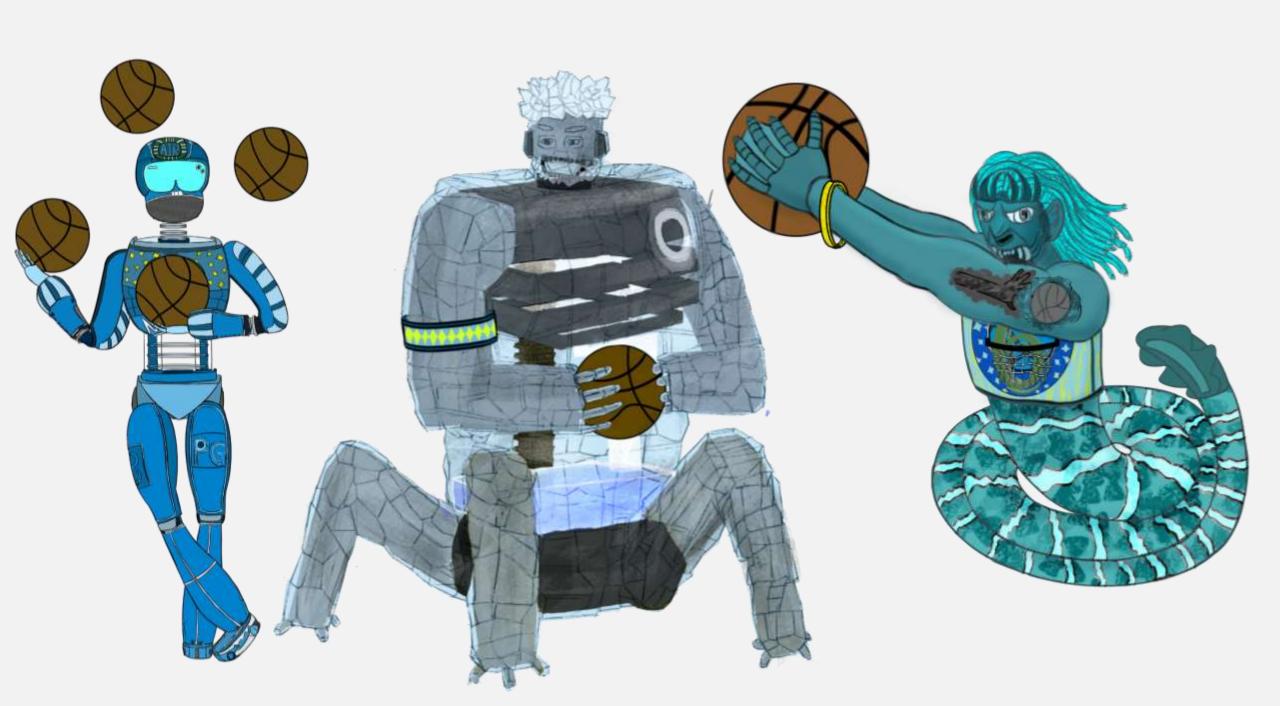






Interstellar Basketball Team

A coursework required students to design three characters related to specific domains, and I chose sports. These three characters are teammates on an interstellar basketball team: a robot point guard, a power - forward snake - man, and a center ice - man.



THANKS