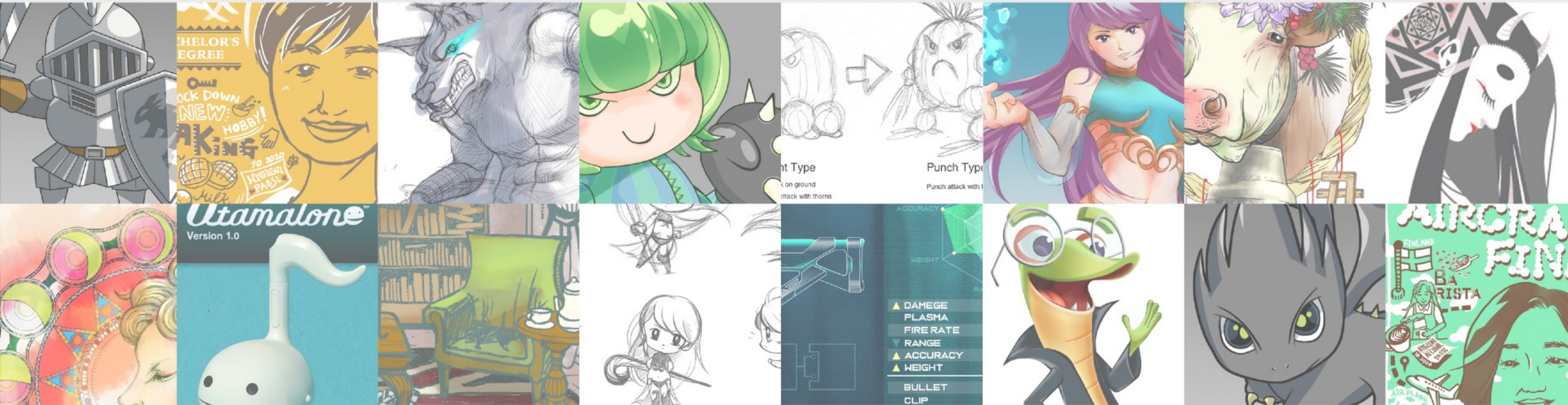3D Concept

2D Concept

Enemy Skeches

I joined in the early stage of The Tomorrow children. In the early stage of this game, the concept was a story that one girl fight against nightmare. I also created the concept of enemies which were named "Demon" in nightmare. I put out the 2D/3D concept of the entire world view with 2D Painting soft "SAI", Maya and Octan Render. See more → **Go to Artstaion**

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Freelance Artist

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UI/UX Artsit
Illustlator

Graphic Designer, UI/2D/3D Artist, Art Teacher

Mizuko.M

Portfolio