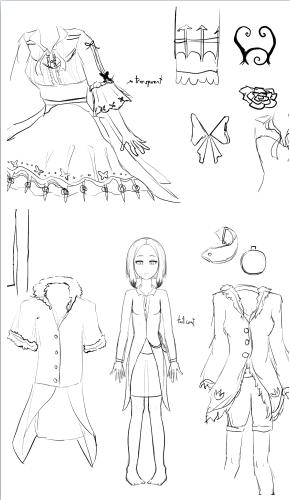


Art Portfolio

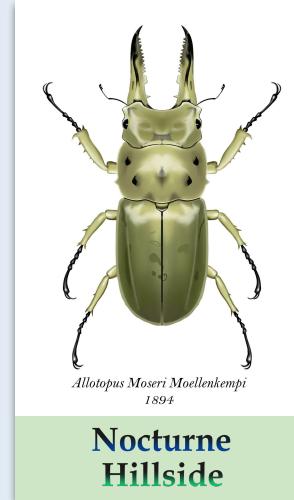
by Yeoh Hui Wuen



Illustration



Character Concept Design



Nocturne Hillside -
University Final Year Project



Sketches and study

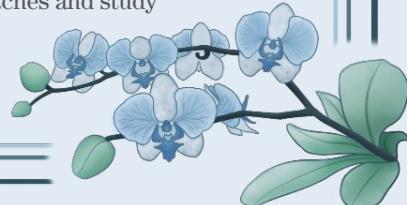


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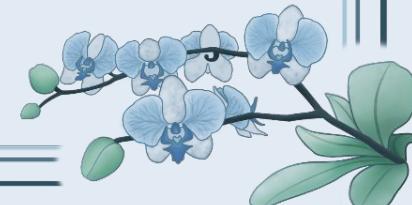
1 - Introduction

2 - Illustrations

3 - Character Concept Design

4 - Nocturne Hillside - University Final Year Project

5 - Sketches / Study



CHAPTER 1: INTRODUCTION

Introduction

Hello! My name is Yeoh Hui Wuen. I am a fresh graduated student in Malaysia. I study bachelor degree in multimedia design in Tunku Abdul Rahman University of Management and Technology.

Inspirations

At a very young age, I start having obsession about arts, by that time my favourites drawing subjects are animals.

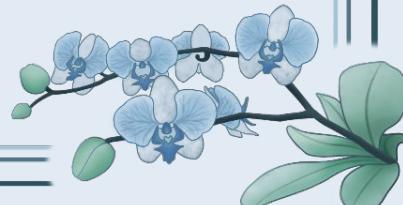
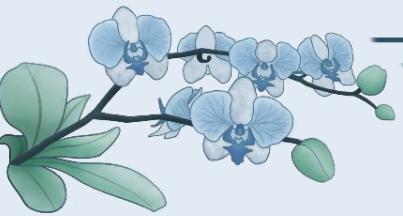
During high school, I have more often get in touch with Japanese anime, manga and game. Some of my favourites manga or anime including **Jojo's Bizarre Adventure** , **Monogatari Series** and **Love Live** .

While in game aspects, **Honkai Impact** , **Rune Factory** , **Fate Grand Order** and **Bang Dream**. They all have their own charm and unique art styles that inspired and confirmed my passion for becoming an artist.

What I proficient at / skill range

I have knowledge in

- **Body Anatomy**
- **Software function**
- **Colour Theory (colour harmony, colour temperature, light and shadow)**
- **Naturalism art style**
- **Anime 2D and 3D art style**
- **Character / costume concept design**
- **Perspective, background drawing**



CHAPTER 2: ILLUSTRATIONS



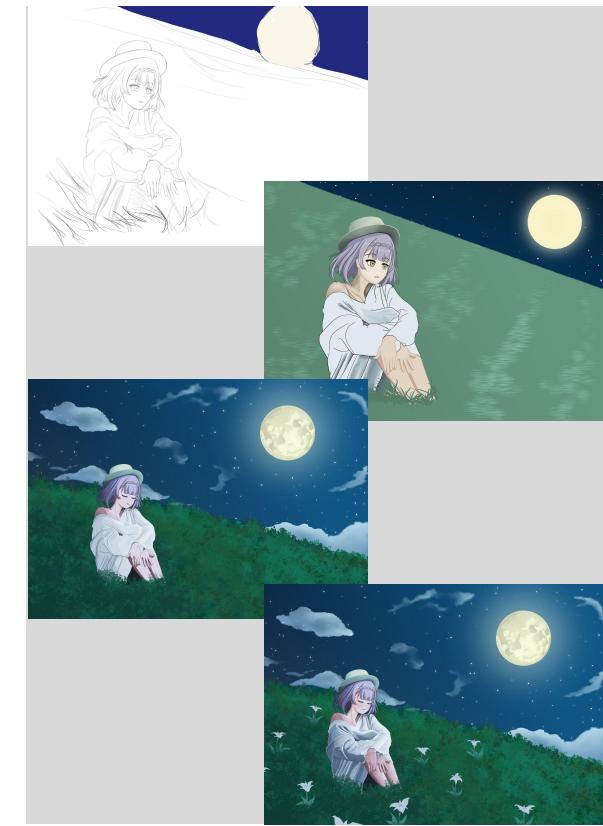
Serval Landau - Honkai: Star Rail



Progress of drawing



Noelle - Genshin Impact



Progress of drawing



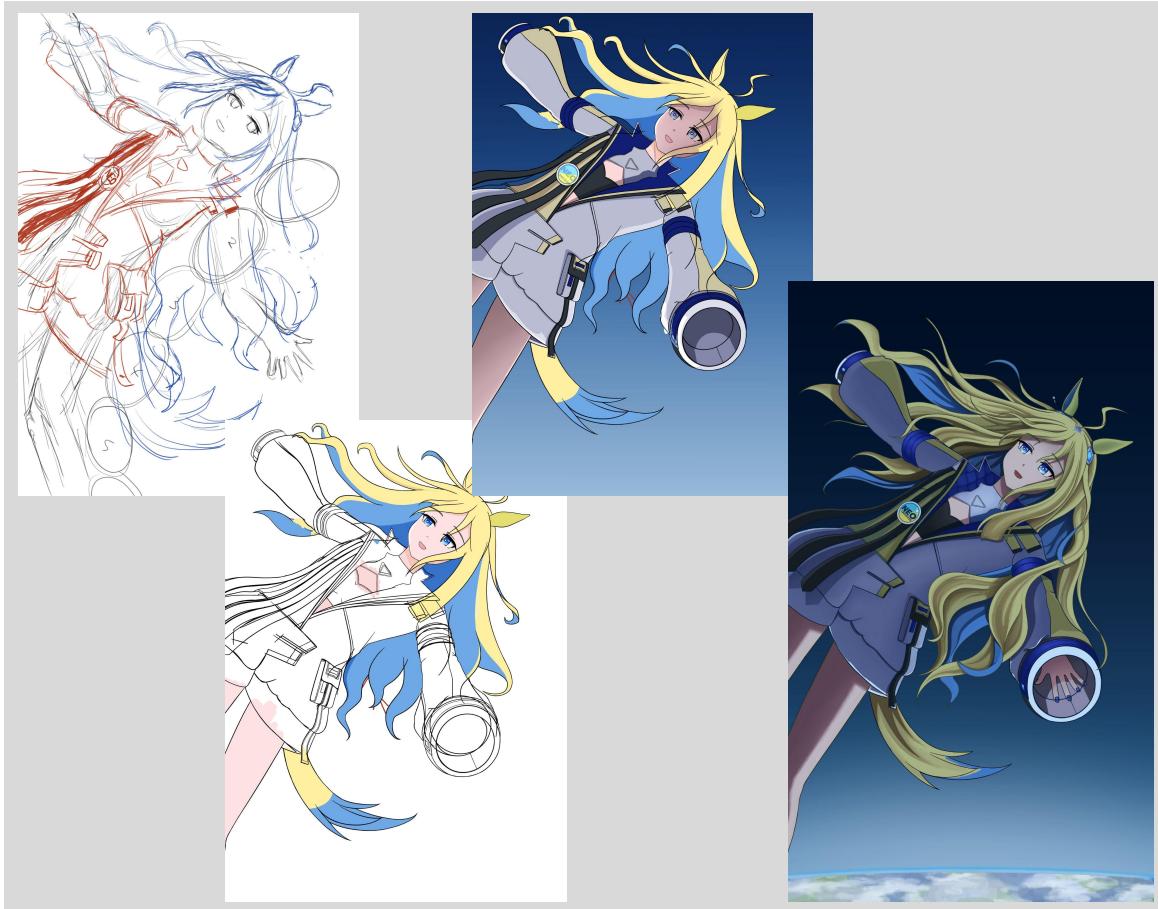
Rosaria - Genshin
Impact



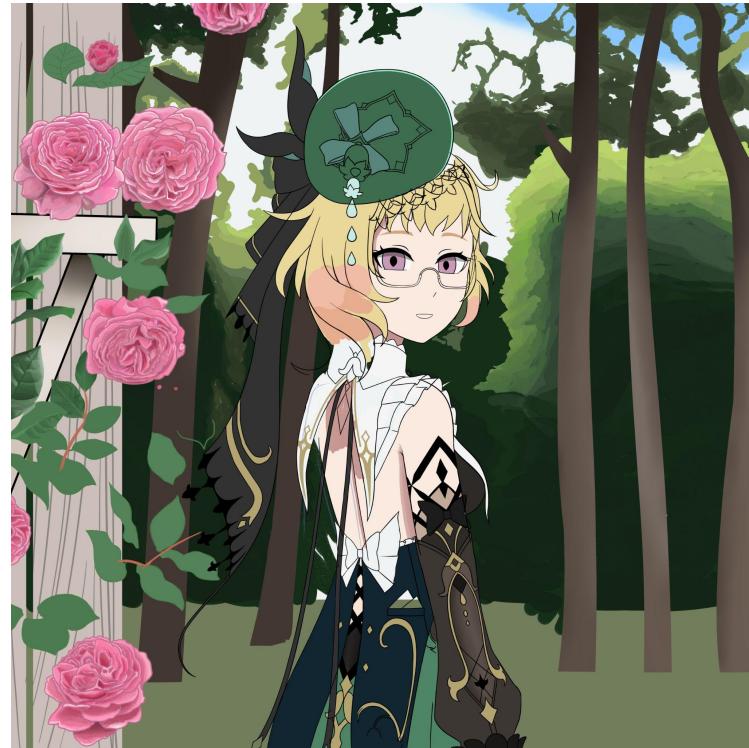
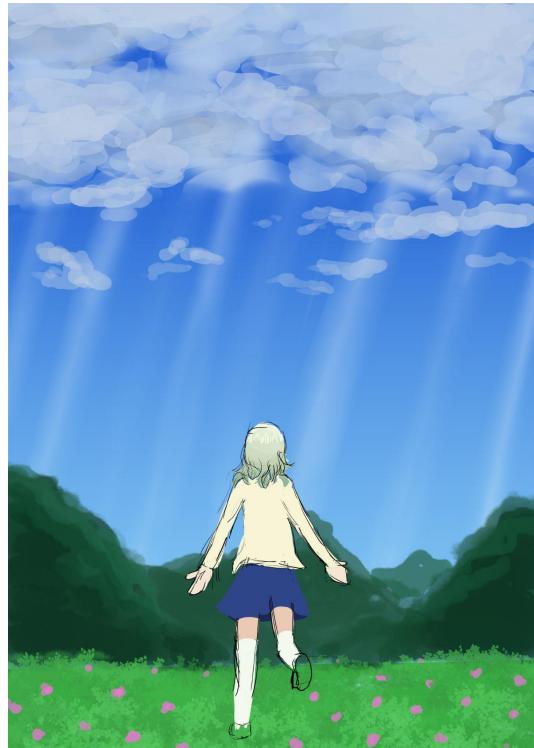
Progress of drawing



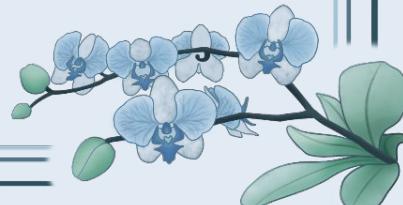
Neon Universe - Umamusume



Progress of drawing



Illustrations sketches



CHAPTER 3: CHARACTER CONCEPT DESIGN

Introduction to Character Concept Design

I lack of formal artworks in character concept design to present previously, so I created original concept design project. The two themes and setting I came up are ‘fantasy’ and ‘school’.

While ‘**fantasy**’ topic I could have explore wider subjects, such as human hybrids characters, detailed costumes filled with personalities.

On the other hands, ‘**school**’ topic should have character and costume design with modern vibe and practical function.

These are my interpretations towards different topics of character design, the following slides will present the sketches and development of my ideas.

Mary

A cat girl, mysterious and thoughtful girl, she is always behind the scenes plotting for something.

Setting:

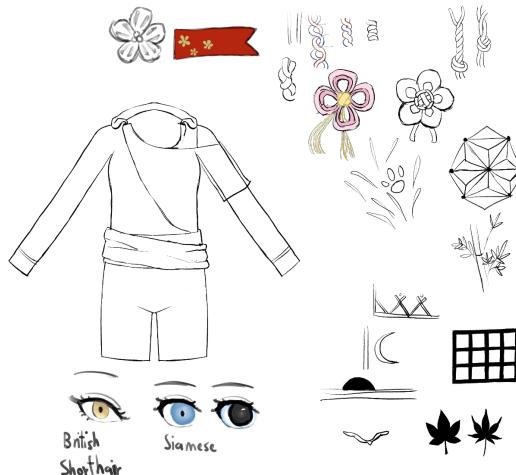
Always seem to be lazing around the house, wearing Japanese style hoodie and accessories.
Specifically, she is from the bobcat family in cat species.



First impression of character



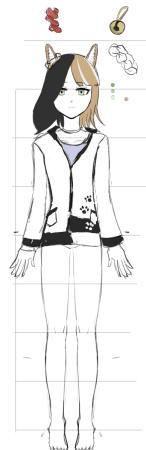
Eyes



Study on relating topics



Costumes design sketches

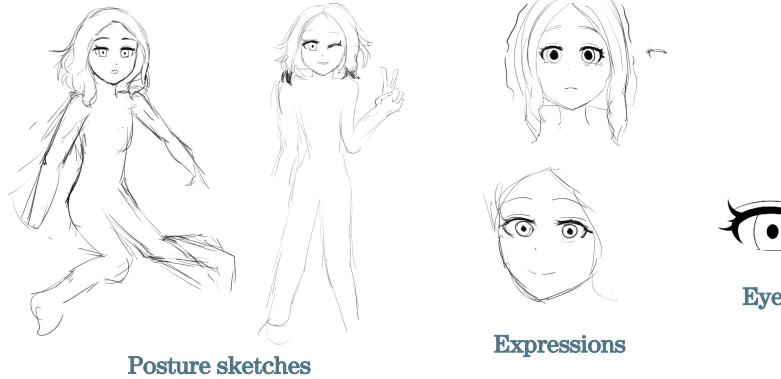


Nightfly

An owl girl, an outgoing and cheerful girl, have a boyish side.

Setting:

She is talkative, always bringing a blast to people around her. Despite that, you might having a hard time finding her during day time. Her outfit is fur coat.



Posture sketches

Expressions

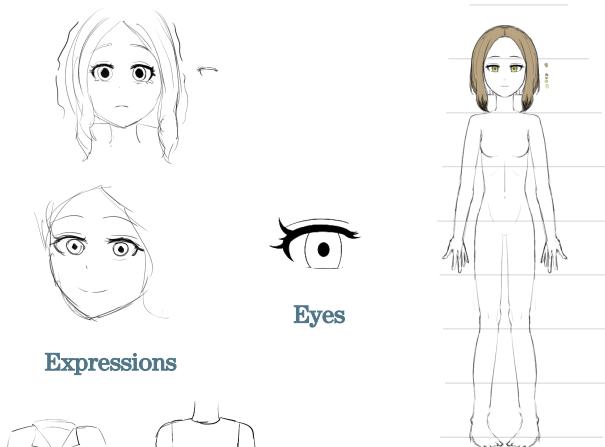
Eyes



First impression of character



Costumes design sketches



Femo

A girl that resemble beetle, she is very quiet and always seem to be spacing out.

Setting:

She has an emotionless face (or scary looks). In contrast, she has a sweet voice. When she is embarrassed or angry, she will bite the person. She wears high waist suspender pants with uniform.



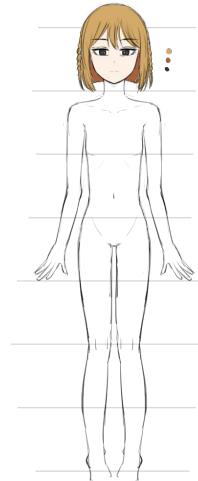
First impression of character



Eyes



Costumes design sketches



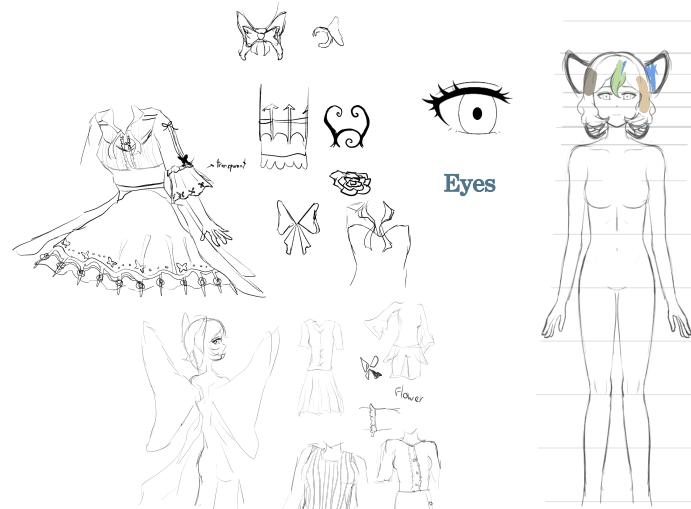
Full body front view

Meido

A moth girl, she is very gracious and sophisticated person.

Setting:

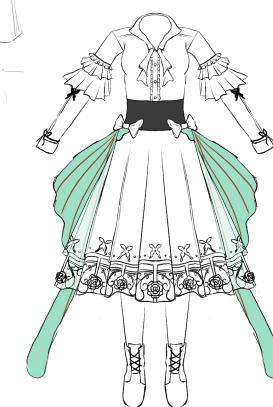
She is the one that most relied by other people because of her personalities. As species suggest, she also mostly active at night, and nearby lamps are the first places you could see her during dawn.



First impression of character



Costumes design sketches





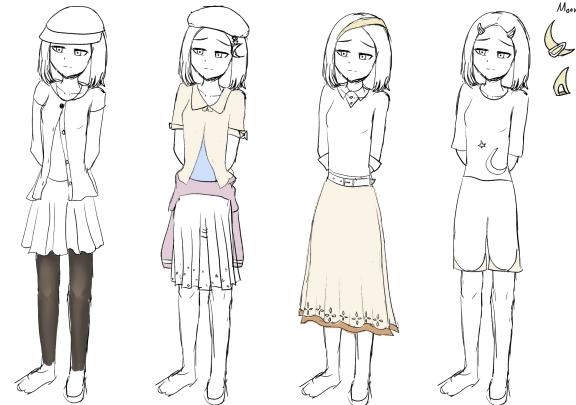
Moony

First impression of character

Character Introduction:

From her action, one could easily tell that she is a very shy person. Despite the fact, she really wants to talk and together with someone.

Artist Note: I thought of the word moon, it is always behind in the dark, and will shine brightly when the time is right. It is very much resemble to this child.



Costume Design Sketches



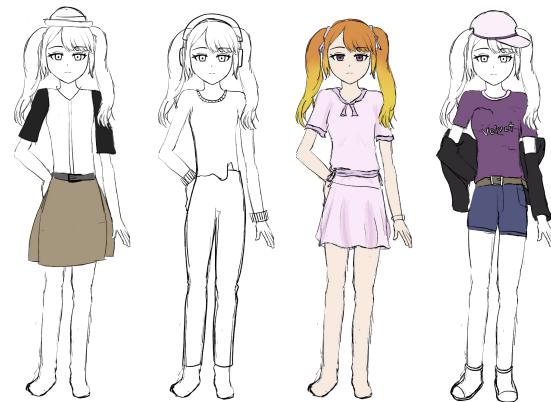
Final Costume Design



First impression of character

Character Introduction:
On first glance she looks to be unfriendly, but in reality she is just bad at communicate and express herself.
She wants to become a fashion designer at the future.

Artist Note: I always like the idea of a person that looks unapproachable, but deep inside is the opposite. Following the idea of her ambitious, I try to design her to wearing fashionable clothes.



Costume Design Sketches





First impression of character

Character Introduction:

A carefree person who love music. Highly influenced by rock and roll cultures, not only she choose costumes with the trends of rock and roll, but also learnt how to play drums.

Artist Note: Emma is the person that I think that will be best friends to hang around, I imagine she would be the unserious person that often joke people around her.



Bicolor Hair
Black and Deep Red



Sleeveless Shirt



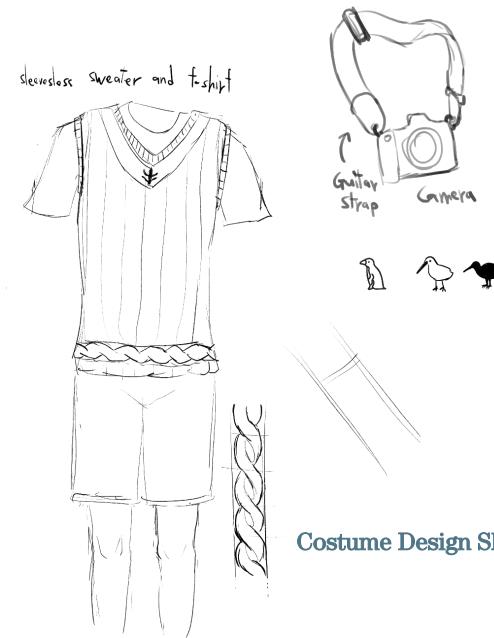
Costume Design Sketches



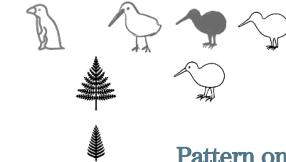
First impression of character

Character Introduction:
Major in biology. She is a quiet and cool person that found reading books most of the times.

Artist Note: Ave is the person that usually silently observing the surrounding, and when friends at difficulties, she will find a way to help them. Being too rational and sometimes ignored feelings is a characteristics that I could think of her.



Costume Design Sketches



Pattern on sweater

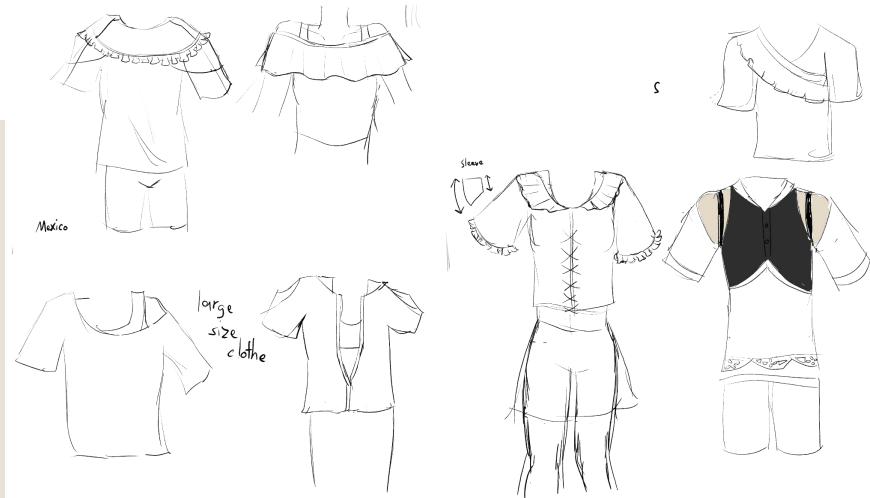
**Olivia**

Tied hair while
doing work

First impression of character

Character Introduction:
An extrovert girl that could
starts any conversation
anywhere, anytimes, with
anyone. She is smart and like to
tease other people in a good
way.

Artist Note: I thought of
designing Olivia as someone
who is lovely, and usually the
spotlight in a group. From the
image of having strong
personalities, I thought of
designing a really outstanding
costume to match with her.

**Costume Design Sketches**



Nana



Character Introduction:
A kind girl that will accept most of the requests from friends, giving an impressions of prone to bad influences, but it was never the case. She is excel in sports.

Artist Note: When I first designing this character, I was thinking of keywords 'athletic and kind'. I think of the setting of foreigner could also fit well for her.



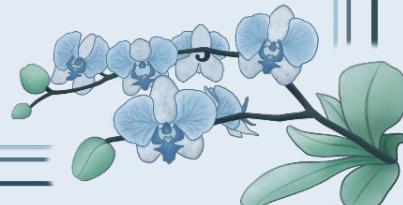
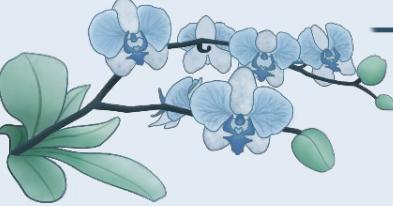
First impression of character



Costume Design Sketches



Character Second Design



CHAPTER 4:

NOCTURNE HILLSIDE -

UNIVERSITY FINAL YEAR PROJECT

Introduction

In my final year university project, I choose to do interactive website and illustrations with the topic of beetles.

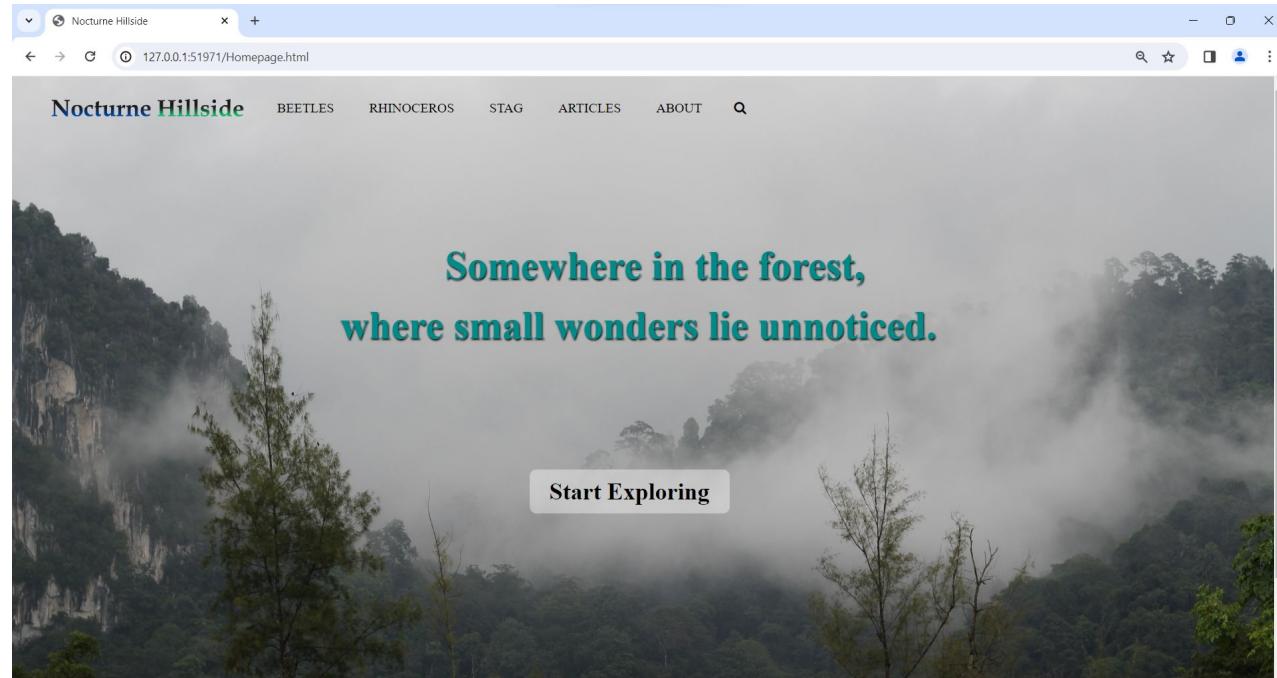
Purpose

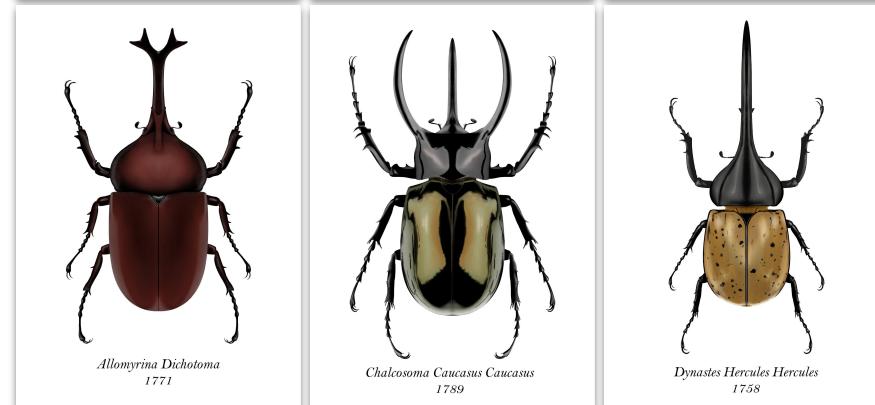
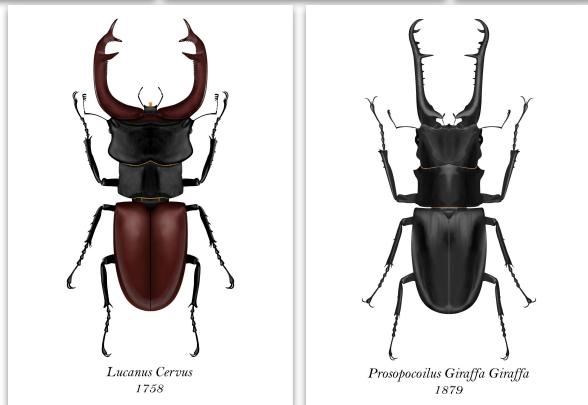
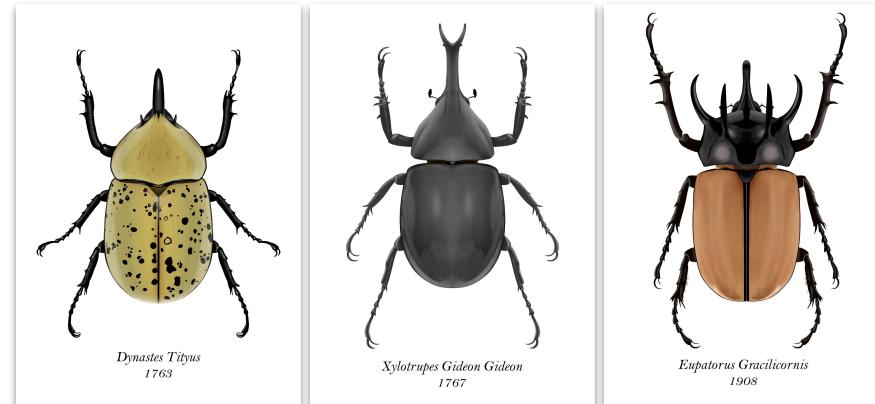
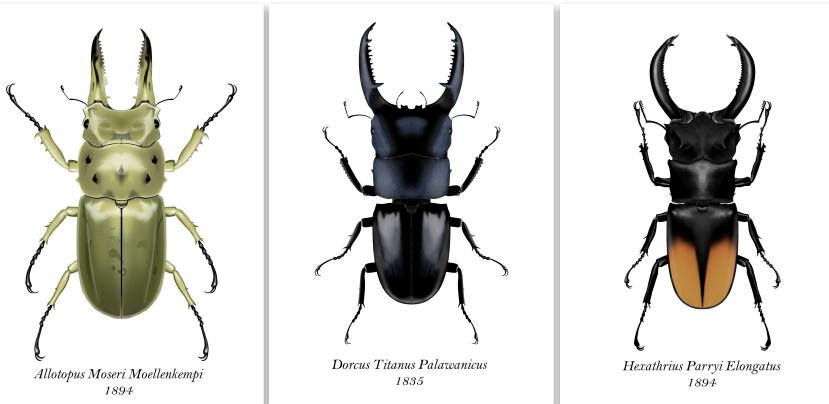
The purpose of selecting this topic is to educate people more about beetles. As they are not well known by the public.

A showcase of the project progress and final outcome

Link: [Behance](#)

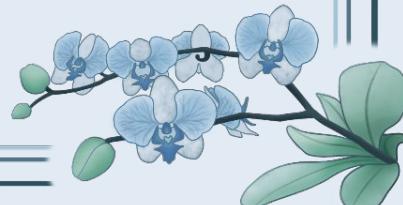
Website showcase video
link: [Youtube](#)



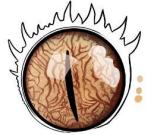


In category of stag beetles' illustrations

In category of rhinoceros beetles' illustrations



CHAPTER 5: SKETCHES / STUDY



Crested Gecko



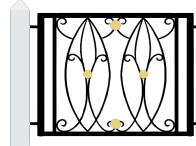
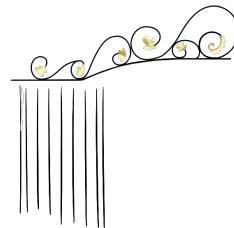
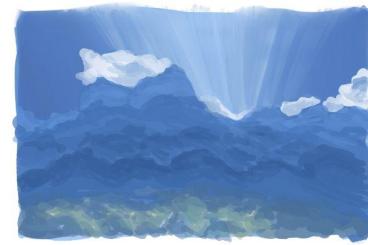
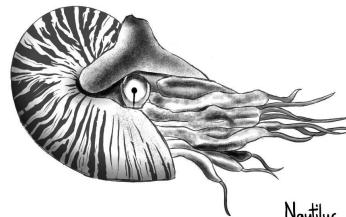
Adélie Penguin



Alligator Gar



Freshwater Sawfish

Perspective study on
Fraser Hill Clock TowerEnglish Style
Gates and Fences

Nautilus



Stars

References Sketches and Study

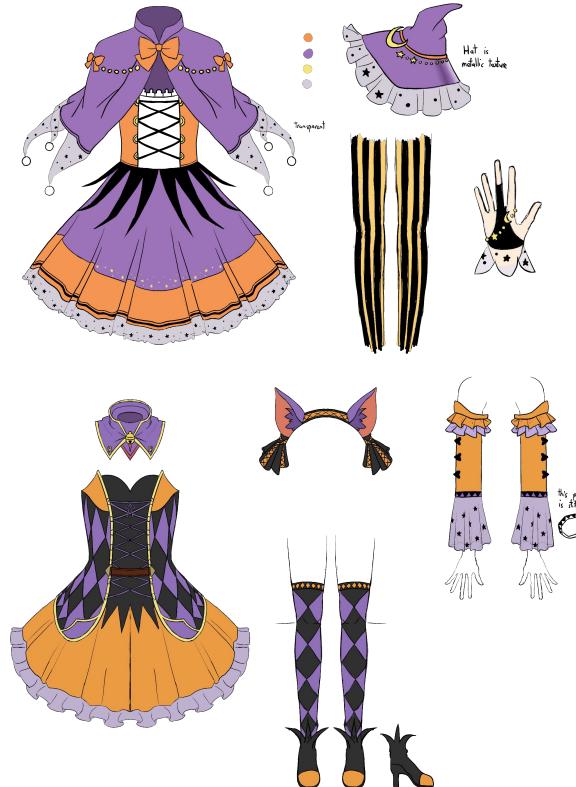
Besides improve drawing skills, it is also a methods to explore or study different topics that I never looked into details. I often looks into the topics of naturalism, buildings, character and costume design.



Costume study from anime promotion image
**'Alya sometimes hides her feelings in
Russian'**



Costume study from anime
'Makeine: Too many losing heroines!'



Costume study from anime
'Re: Zero (Halloween Costume)'



Costume study from anime
'Puniru is a cute slime'



Costume study from anime '**Re: Zero**'



Costume study from game
'Dorothy - Nikkie: Goddess of Victory'



Petunia



Lizard Monster



Morning Glory



Zombie

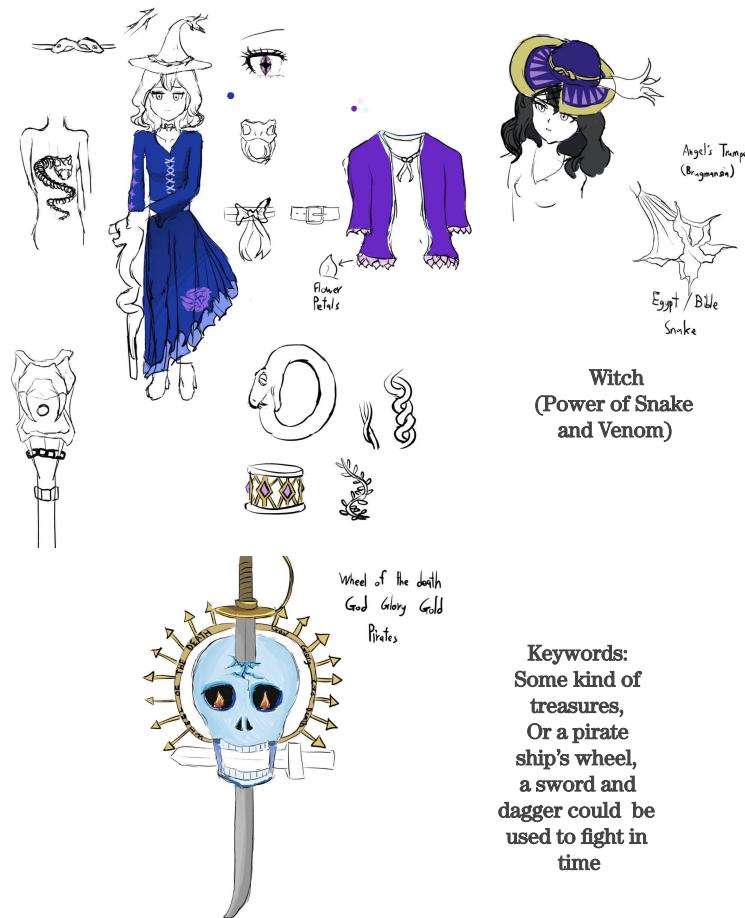


Keywords: Summer and Sea, Sail Ship Shaped Hat

Keywords:
Cloud and
Sleepy

Concept Design Sketches

There are many character design that come to mind while exploring different topic and subjects. I will do quick sketches to capture my concept ideas. They still have big improvements that could be done, and a potential to be shine in future works.



Witch (Power of Snake and Venom)

Keywords:
Some kind of
treasures,
Or a pirate
ship's wheel,
a sword and
dagger could be
used to fight in
time



Keywords:
Villain,
Purple and
Gold,
Poets on Flag or
Accessories



- Sulf Note:
Easy to see
heat, so sh
always strip
her sulf.

Keywords:
Villain,
Purple and
Gold,
Poets on Flag or
Accessories



Sea Angel



Sea Animals



Stingray



Dart Frog

Egyptian
Cultural