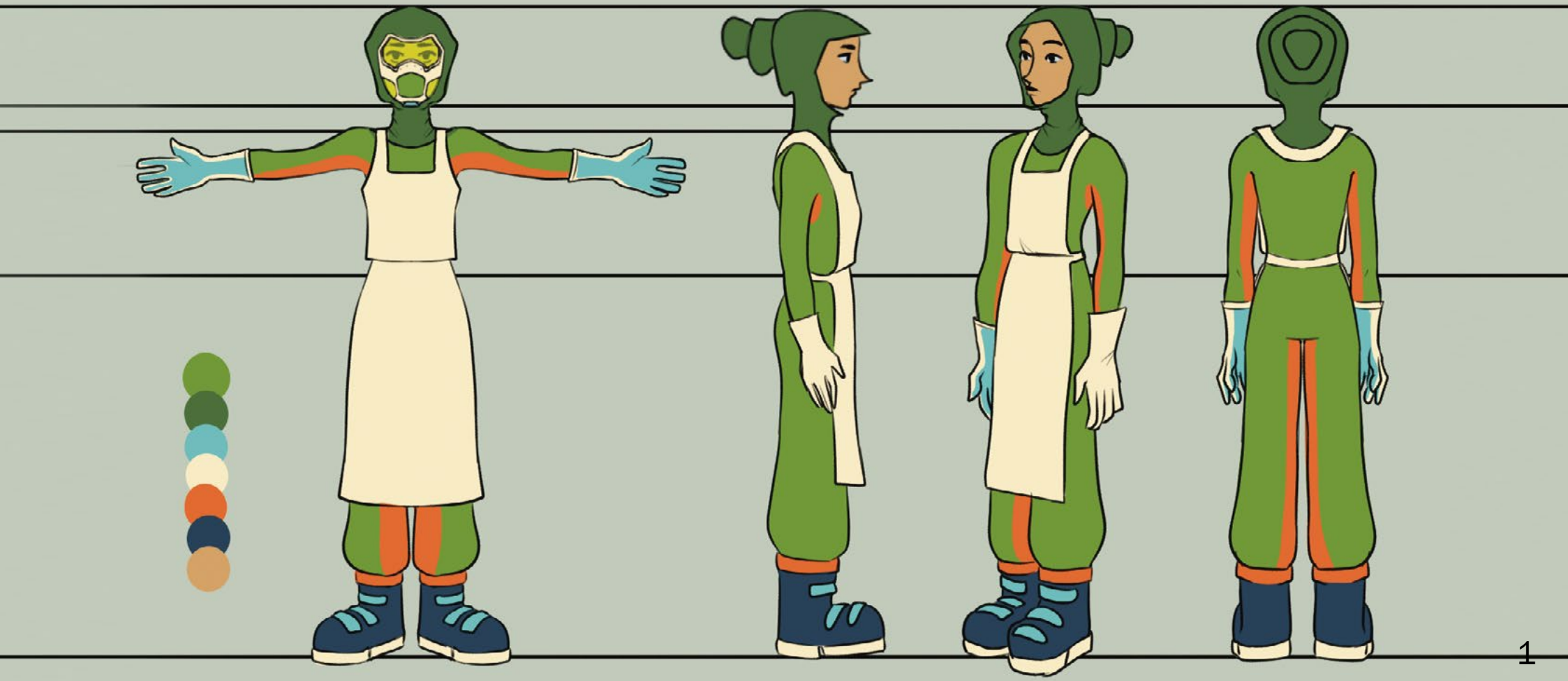
PORT-FOLIO.

Emma Scheuermann • interactive media • 2023

Character design

This is a character concept for the protagonist of an undefined game with a relaxed atmosphere and purposely simple art style, set in a distant future. It would centre roughly around tending to the grounds of a newly reached planet.

Her design is a mix of traditional gardening (gloves, apron) and more futuristic elements (hood, mask, full-body suit).



https://youtu.be/E5qqK-hU70Q

This is an earlier concept for the same character, although I obviously ended up going in a different direction. At this point in the process, I was still looking at nuns. Looking at the middle sketch, you can see where the hood came from.

On The Line For You – animatic

This storyboard turned animatic is based on the sentence: ‘The line keeps ringing, but Dr. Dietrichsen will not pick up. Jenny is starting to grow impatient… it‘s urgent after all!‘, although I was free to choose the exact plot.

In my version, Dr. Dietrichsen is a workaholic surgeon, and Jenny the daughter who is waiting for her at home to go to a concert. The rough audio was added by me.

https://www.youtube.com/watch?v=3iHK486ClaU

No longer available? – animatic

This animatic, too, came from a one-sentence prompt. ‘This image is no longer available, move on!‘

The unnamed protagonist journeys through a waste-land, unsuccessfully searching for a remaining area of green. Her map – the image in question – she crosses out the places she has already been to.

https://www.youtube.com/watch?v=fd7NKs5XhBA

Basics of 3D – final scene

This render is the final result of the course Basics of three-dimensional design in my first semester.

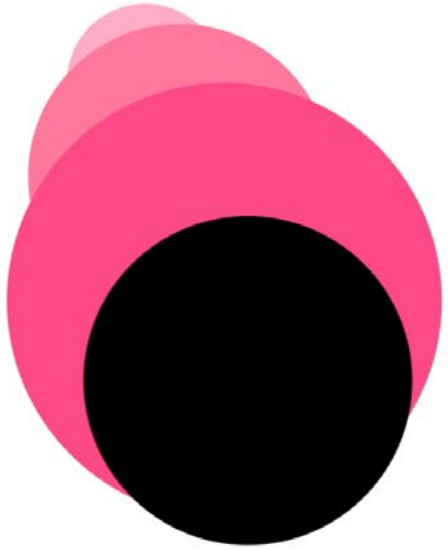
It was supposed to combine all the assets we had done over the semester (the ship, the hangar, the boxes and the landscape) into one cohesive scene: in this case, a pickup.

https://youtu.be/oASZpF3RXr0

Hear_it!

For this exercise in motion design and animation, a ball was animated to pre-determined audio. The ball was allowed to change in color and size, but not form.

I worked exclusively in Adobe AfterEffects.



https://www.youtube.com/watch?v=3iHK486ClaU

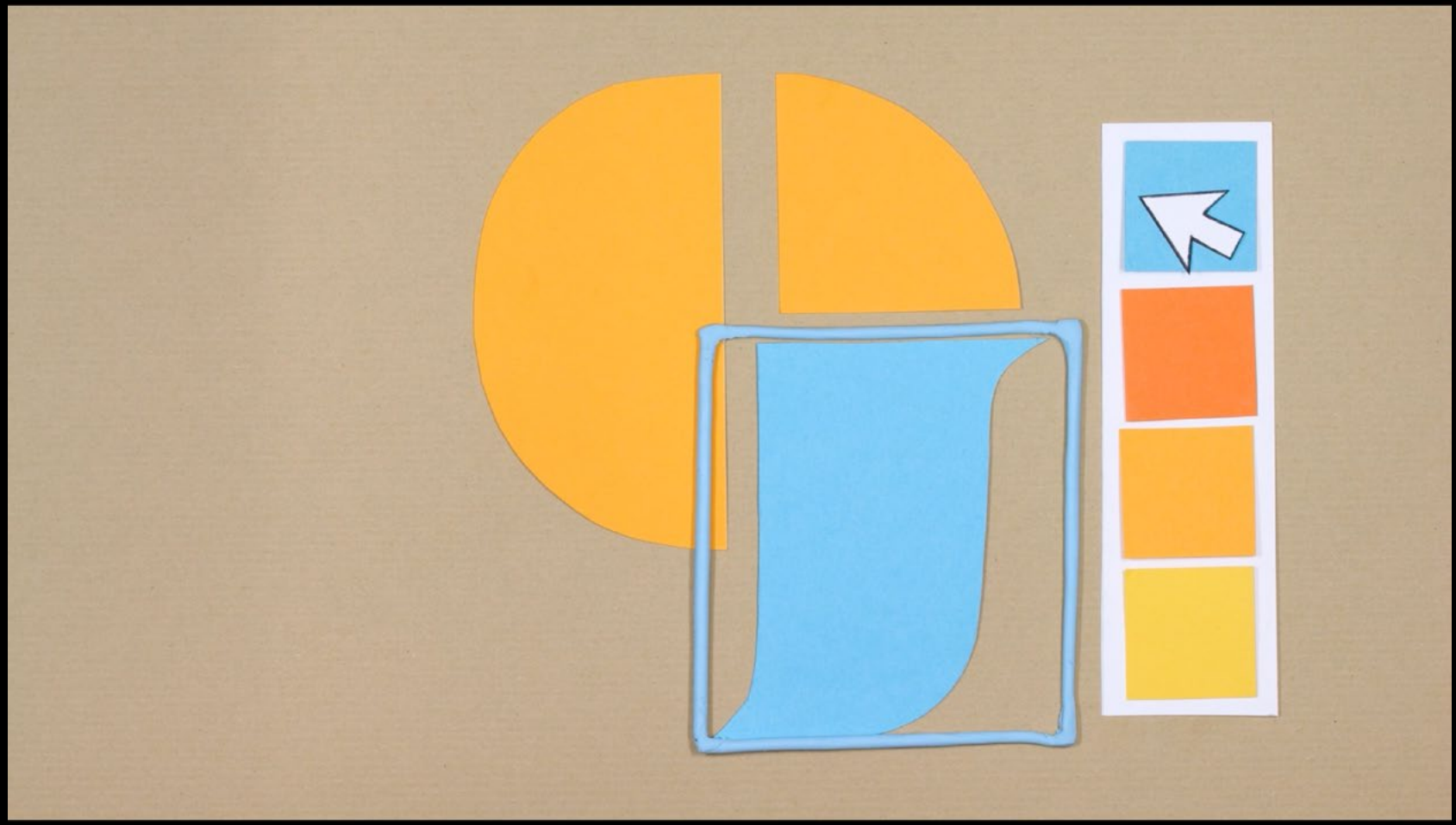
Brand Design – Fakultät Gestaltung

The purpose of this team work with Karen Pfeiffer and Lucilia Metzer was to design a brand for the faculty our degree belongs to (‘Fakultät Gestaltung‘ = art/design department). We designed a logo, animated it and created an ident.

We decided on using stop-motion animation and clay to emphasize the more hands-on aspect of design that we felt was often forgotten when people thought about our degree. The thought is echoed in the logo, which is supposed to bring to mind a stamp.

In addition, this choice had the added bonus of making our concept quite unique.

Fakultät
Gestaltung

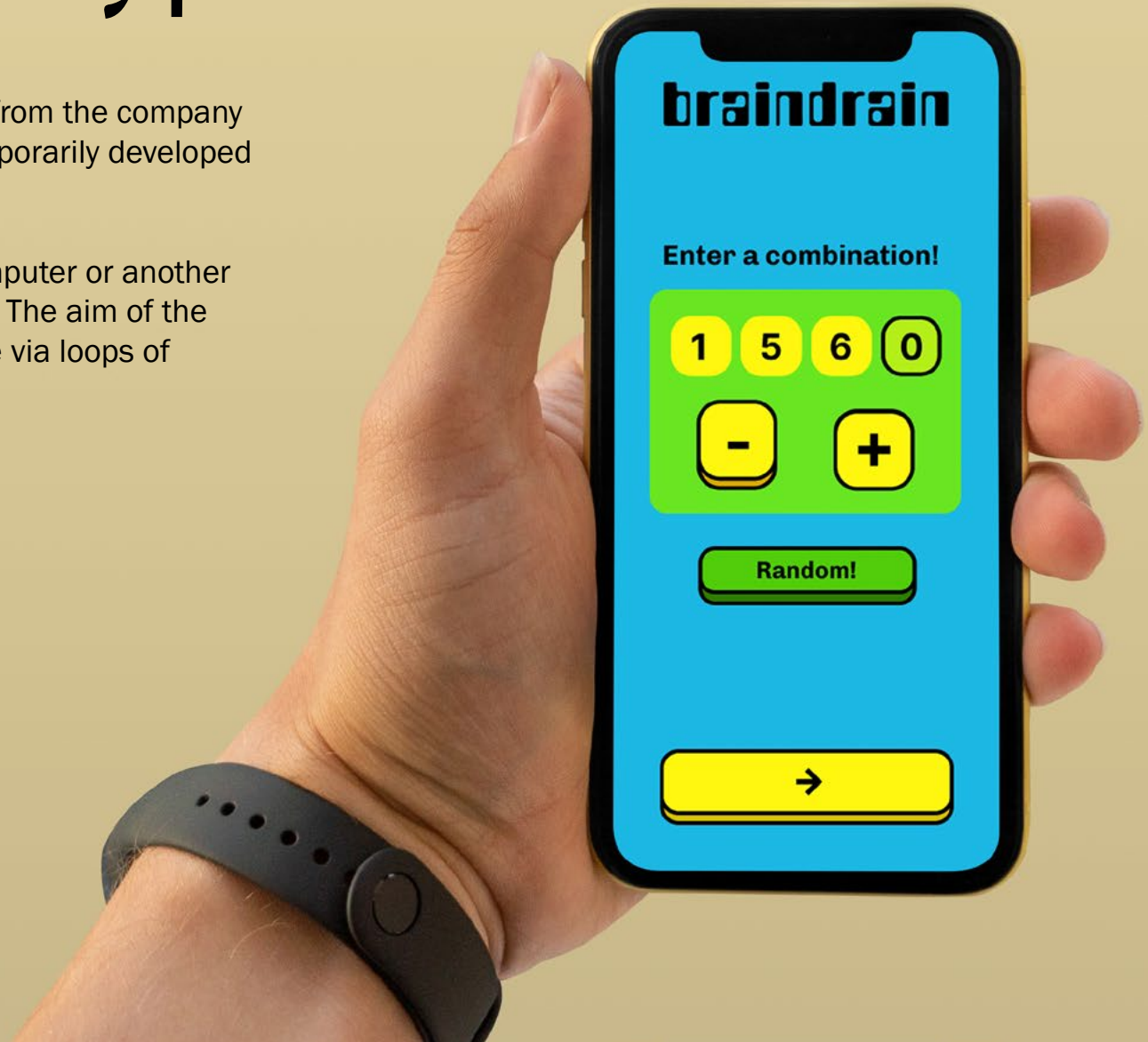


https://www.youtube.com/watch?v=Pg9LAywsWrE

BrainDrain – app prototype

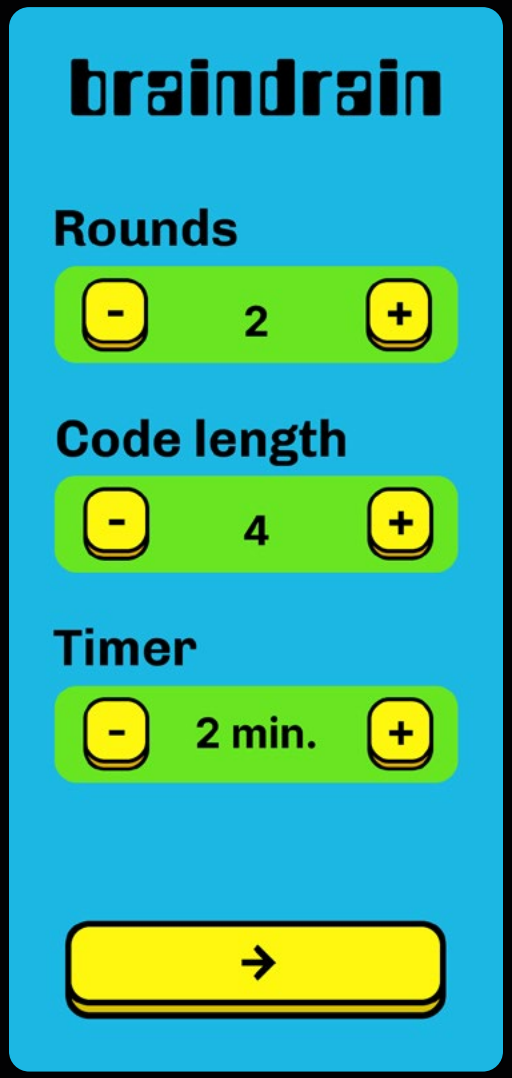
A small handheld console from 1978 from the company Radio Shack, reimagined as a contemporarily developed app.

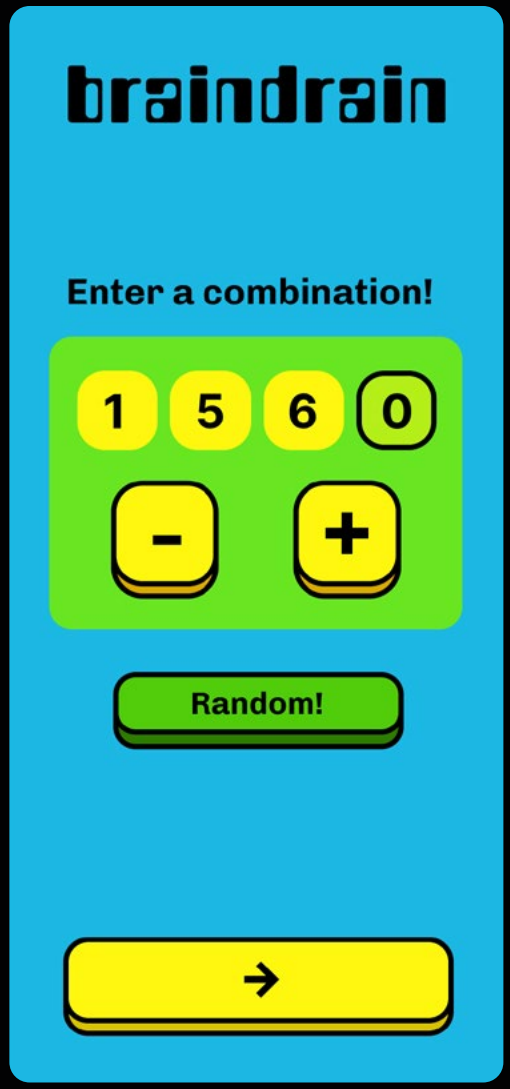
The player can compete against a computer or another human in the multiplayer game mode. The aim of the game is to find out an initially set code via loops of guessing and correcting.



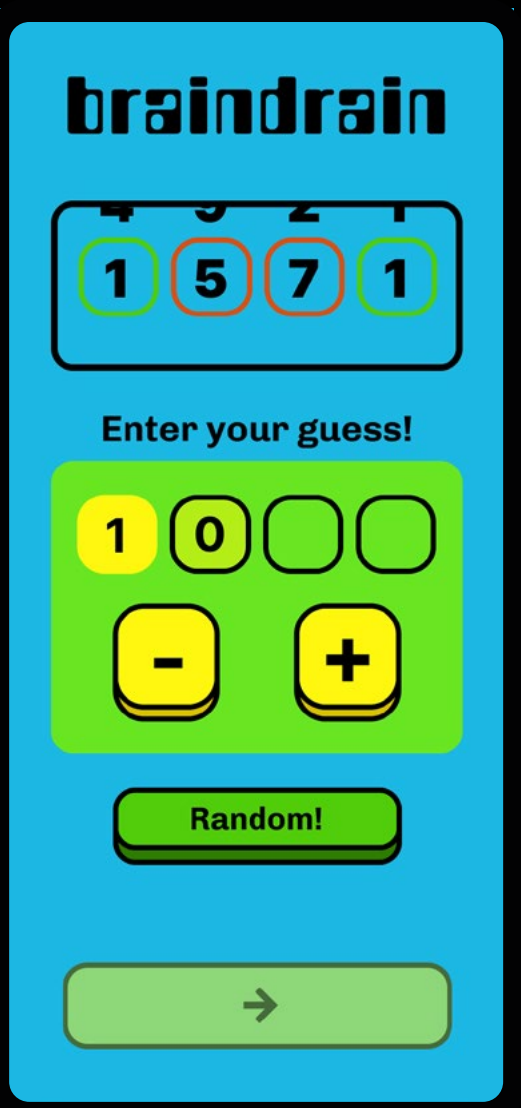
Choosing the game mode.

Determining the settings.



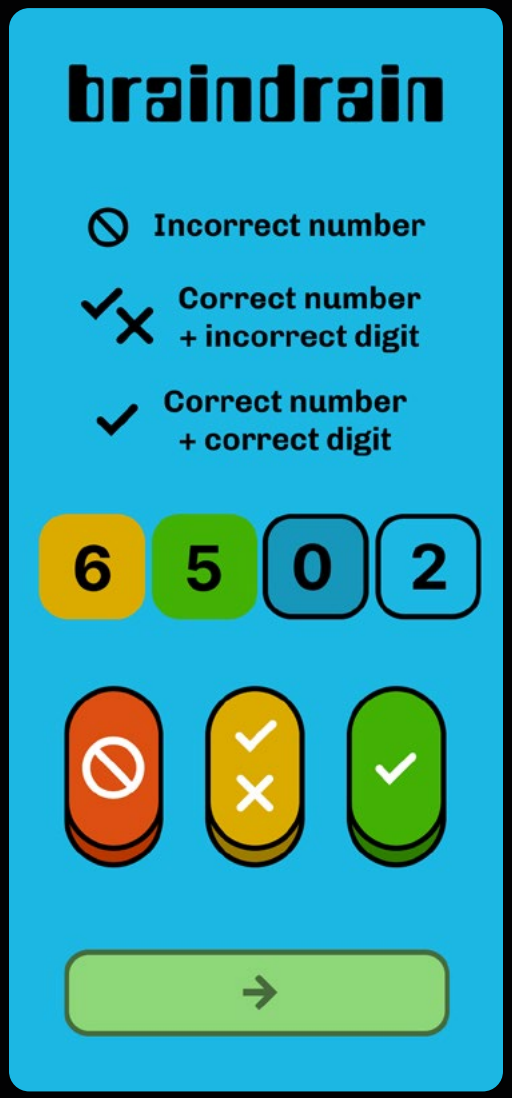


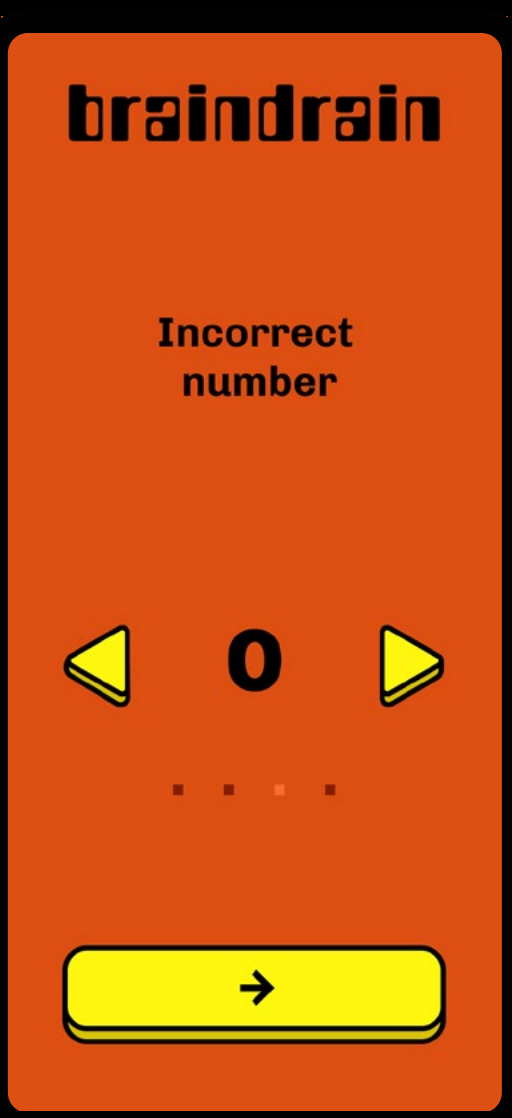
Entering the code (player A).



Entering a guess
(player B).

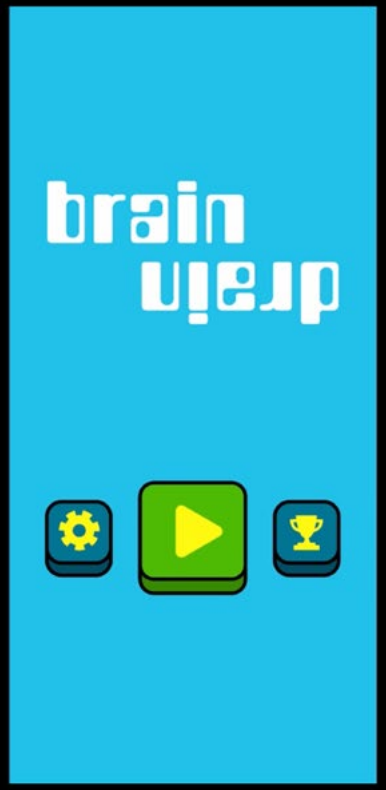
Evaluate the guess
(player A).





See the evaluation
(player B).

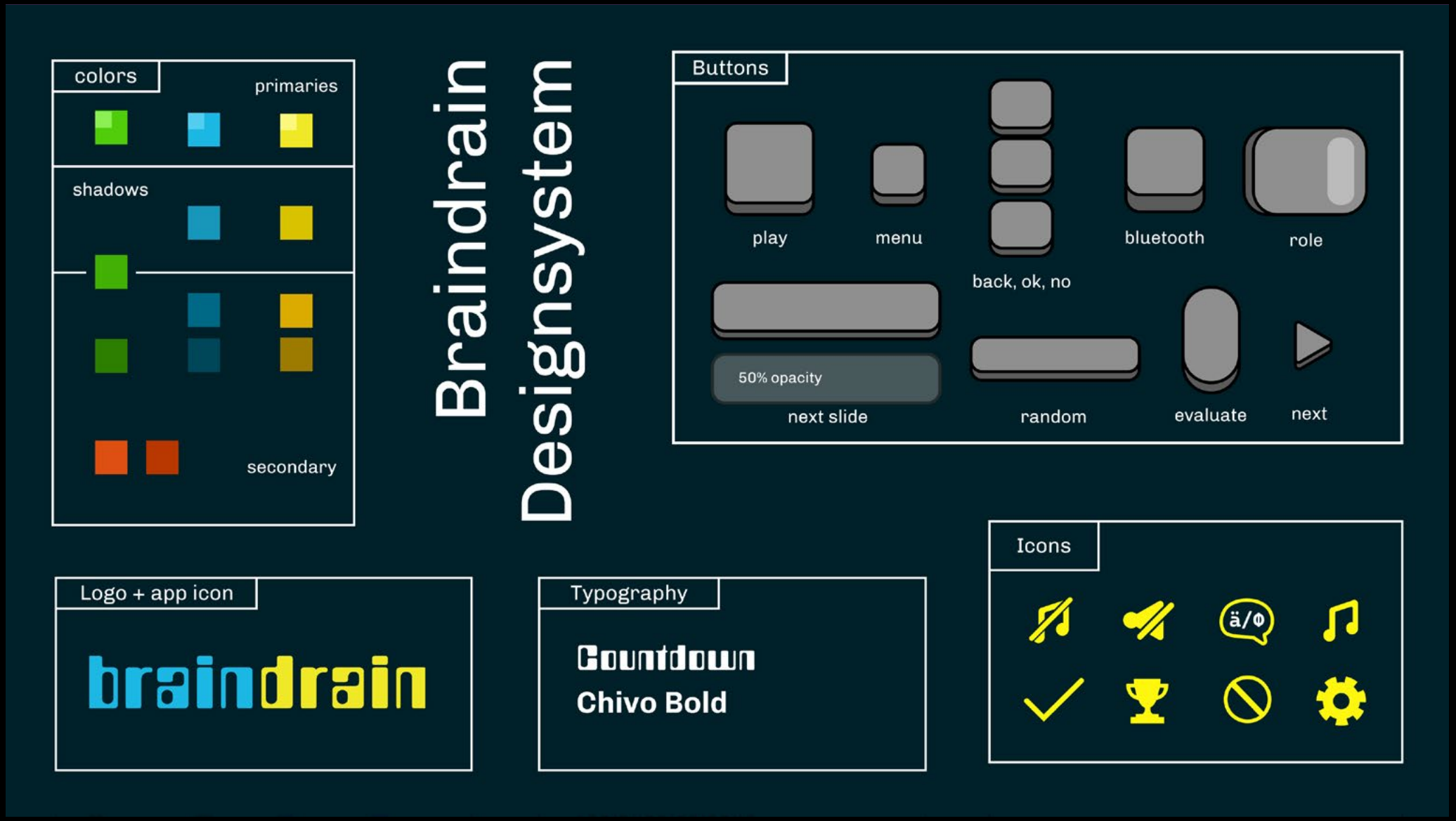
This game is an exercise in **combination** skills



and a **fun** way to compete with your friends.

https://youtu.be/g4rDoAauaa4?si=5O12Vw8Y6oKQy7Sz

Braindrain Designsystem

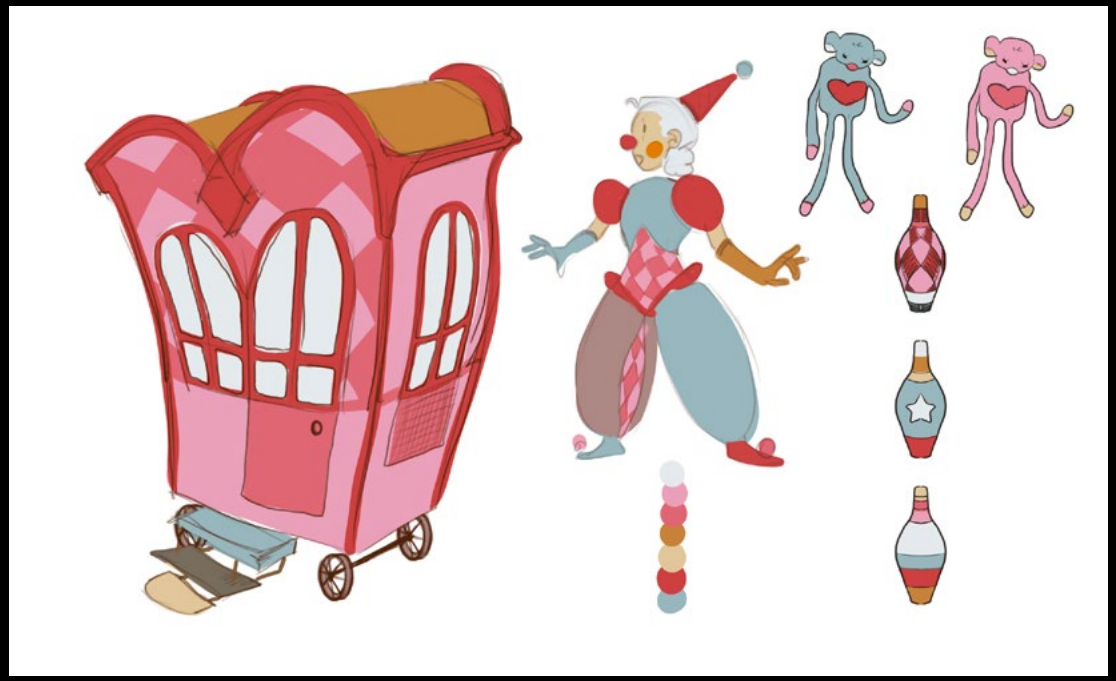


Personal work

Left to right: Character design for three protagonists of a popular children‘s book series. (Style emulates Cartoon Saloon, one of my favourite animation studios.)

A sketch idea for a travelling jester.

A small self-portrait roughly emulating the style of Into the Spiderverse.



Above: Character sketch for a DnD monk/cleric.

Right: Illustration with focus on dynamic poses and colours.

Illustration with a focus on expressive posing and perspective.

Illustration with a focus on lighting, background and expressive posing.