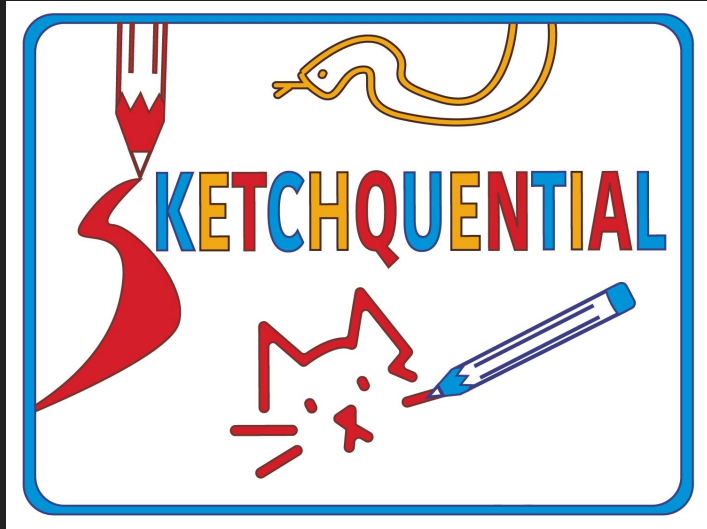


Beatriz Luna's Design & Art Portfolio

<https://bealunala.github.io/>

Sketchquential



A party drawing game where the players, given a randomized madlib prompt (“a [adjective] [noun] [present participle]”), take timed turns completing one drawing on a single shared canvas.

Designed on Adobe Illustrator, 2023.

[noun]

NOUNS



[verb]

VERBS



[adj]

ADJECTIVES



Two Spools of My Soul



Winner of the Greater Conejo Valley Juried Art Show's Greg Cole Memorial Award, this piece is an introspection of my identity as a Filipino-American.

Acrylic paint on canvas, 18x24", 2022.

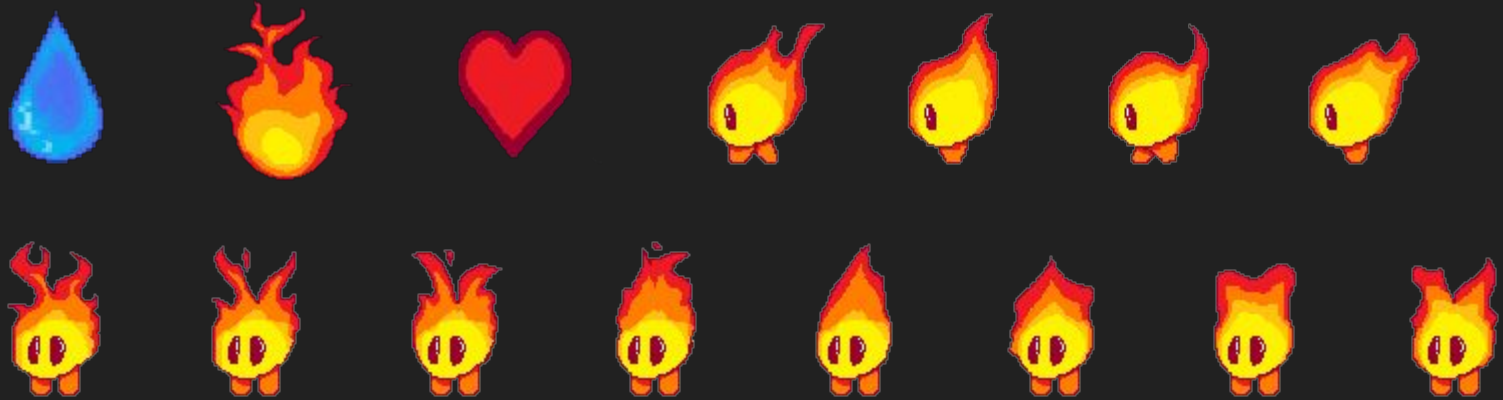
Flame-Game Demo

I programmed a simple game about a little sentient flame who is stuck in the middle of a rainstorm. The goal is to survive in the rainstorm (and gain the most points) for as long as possible.

(SFX are not captured in the video)

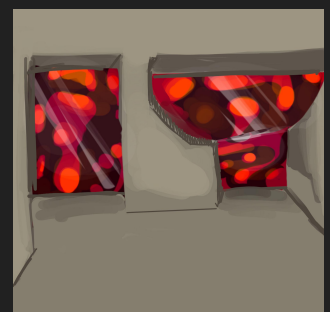
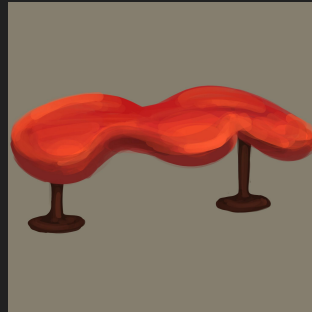
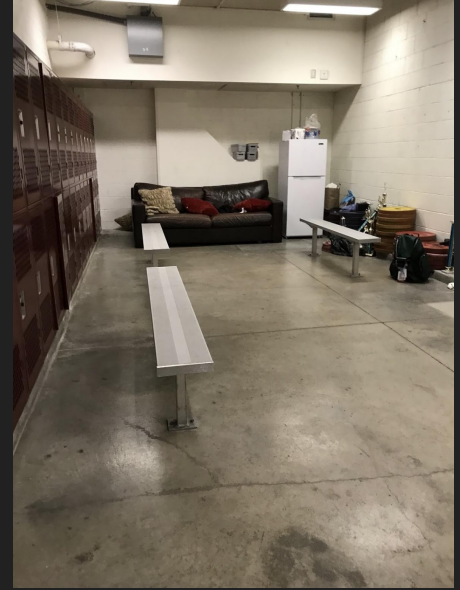


Flame-Game Sprites



Locker Room Redesign

Envisioning an enhanced version of my high school women's basketball locker room, I redesigned certain aspects of the room to foster a fun, unwinding environment. While some facets of the redesign are not entirely plausible, the purpose was to create a fun environment given the restraints of the room's materials.



Objects as Self Portrait

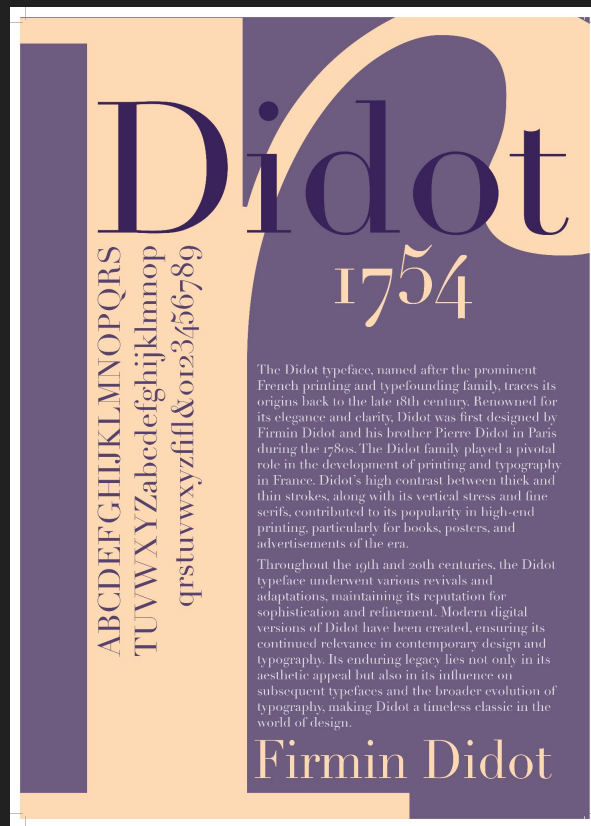


Value study.

Charcoal on paper, 14x17", 2023.

Typeface Posters

Further developed my Adobe Illustrator skills, I designed a pair of informational posters on the typefaces Didot & Helvetica and their respective backgrounds.



Designed on Adobe Illustrator, 2024.

Touching Grass

I programmed a website hosting a game I designed, critiquing the absurdity of the Internet and its tendency to radicalize & sensationalize anything & everything. I am currently developing a zine expanding on this concept and characters.

