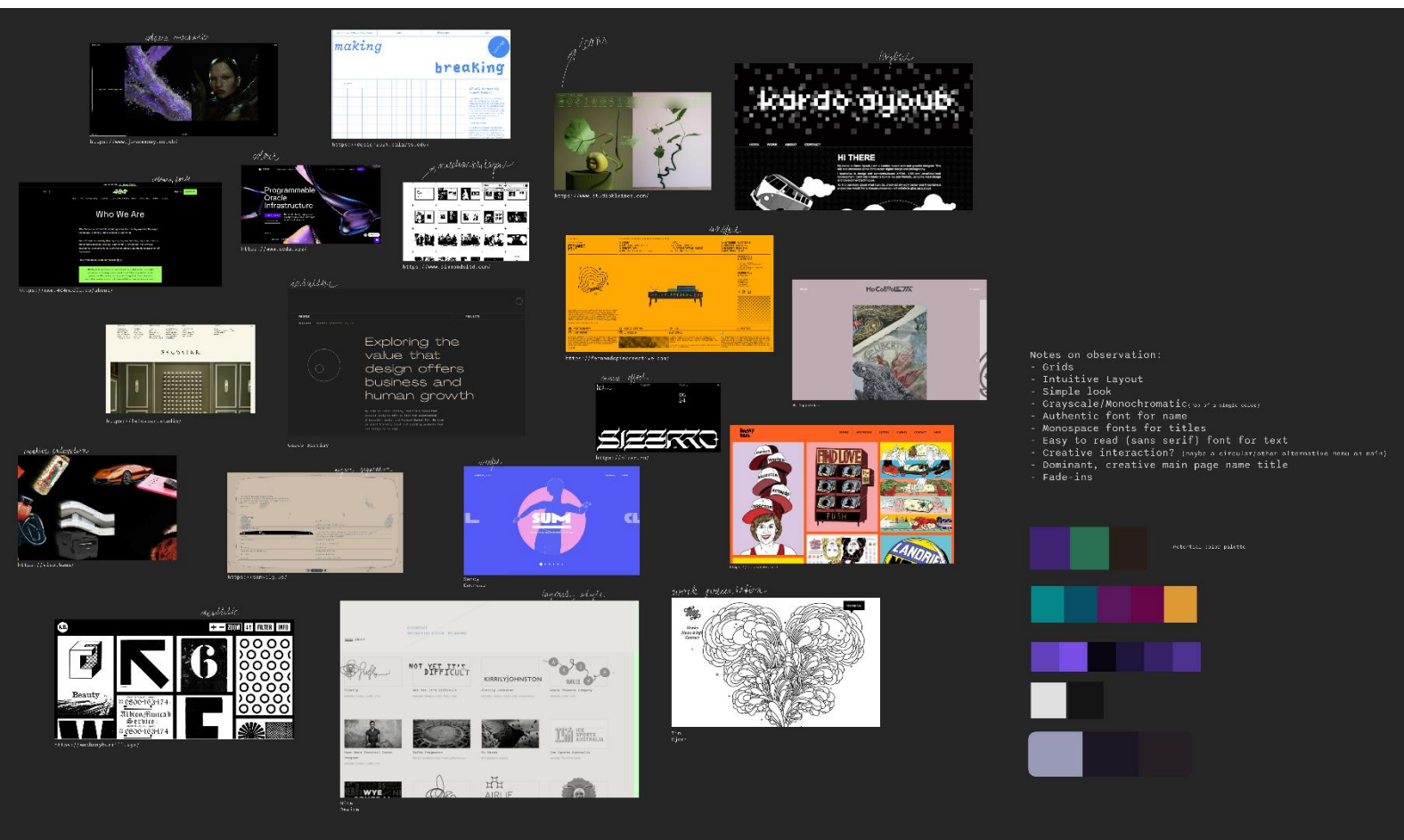


Web Portfolio Design Document

By Elisabeth Sykorova

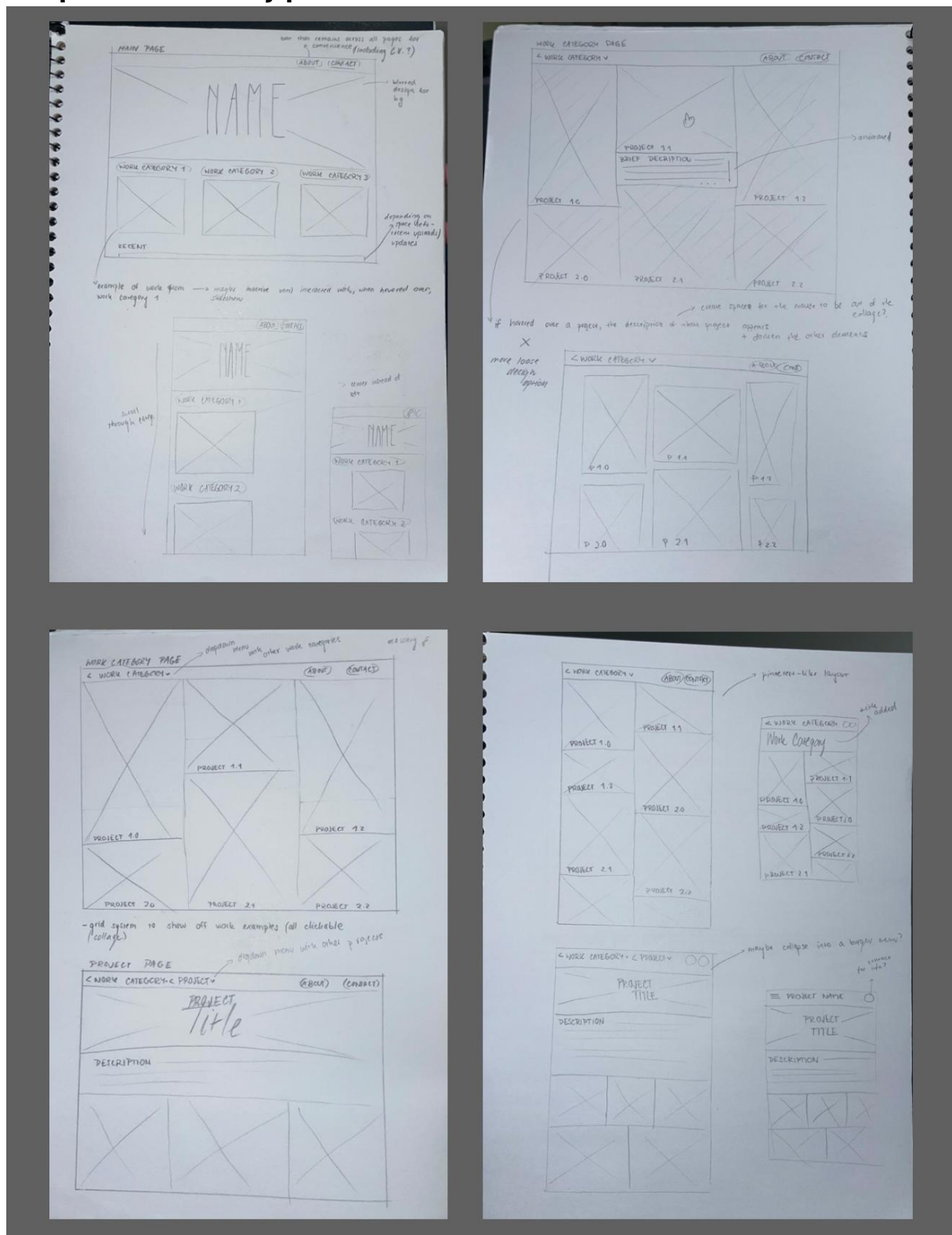
First References



Penpot Board

> a lot of unique styles, bold colors

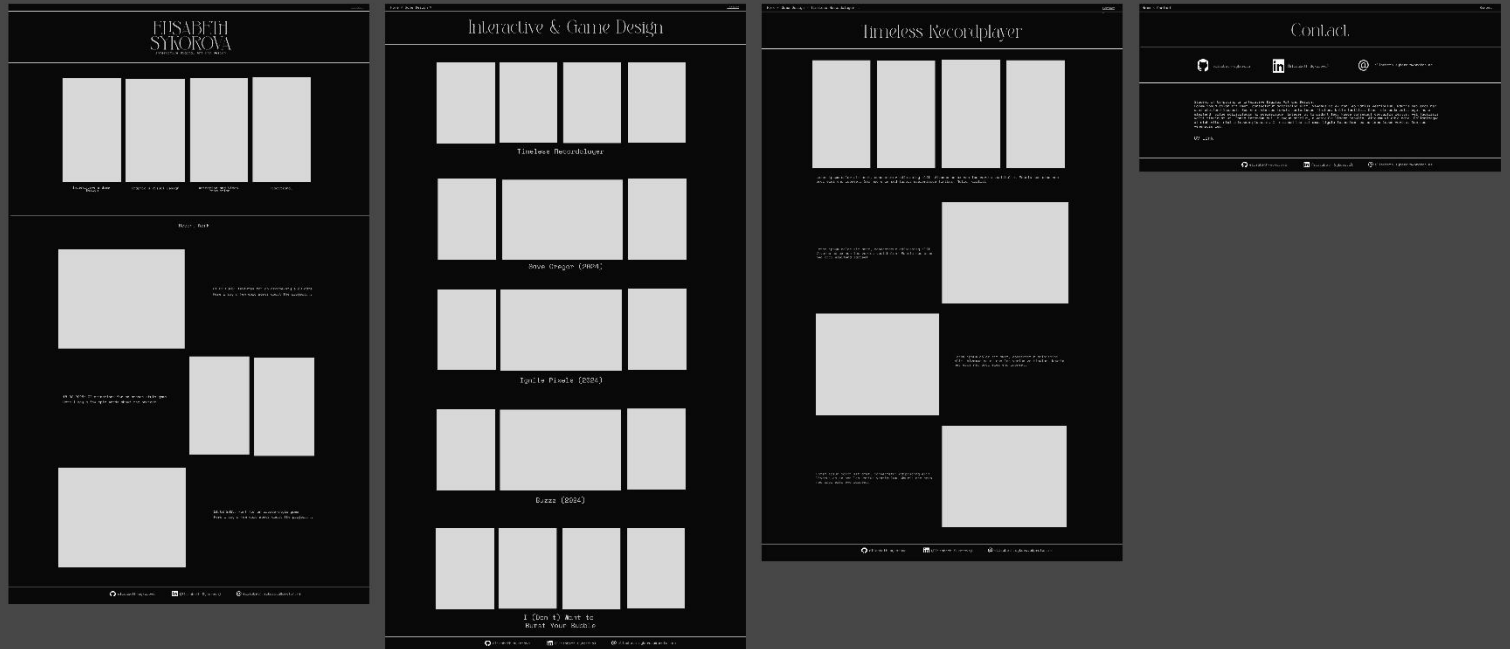
Paper Prototypes



Penpot Board

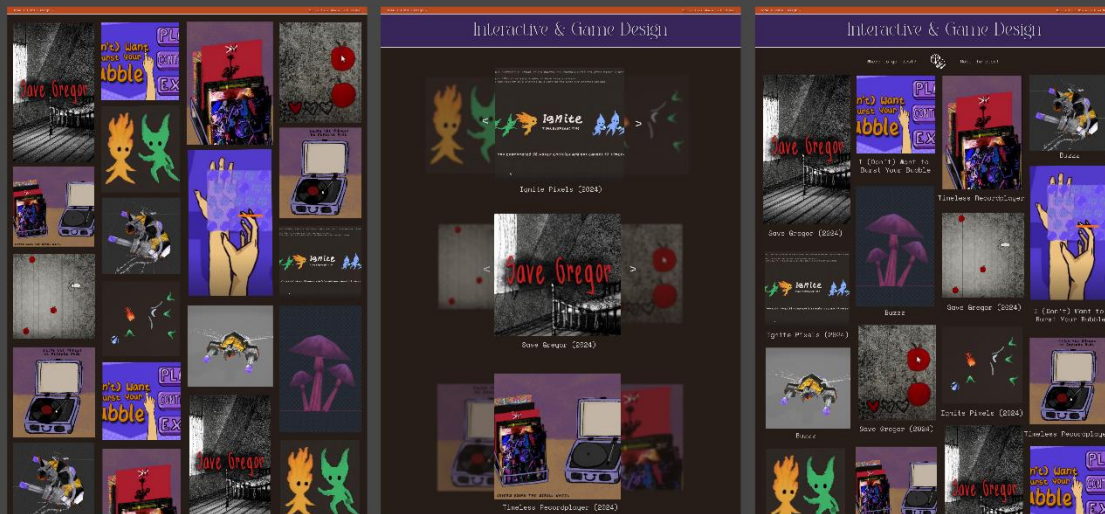
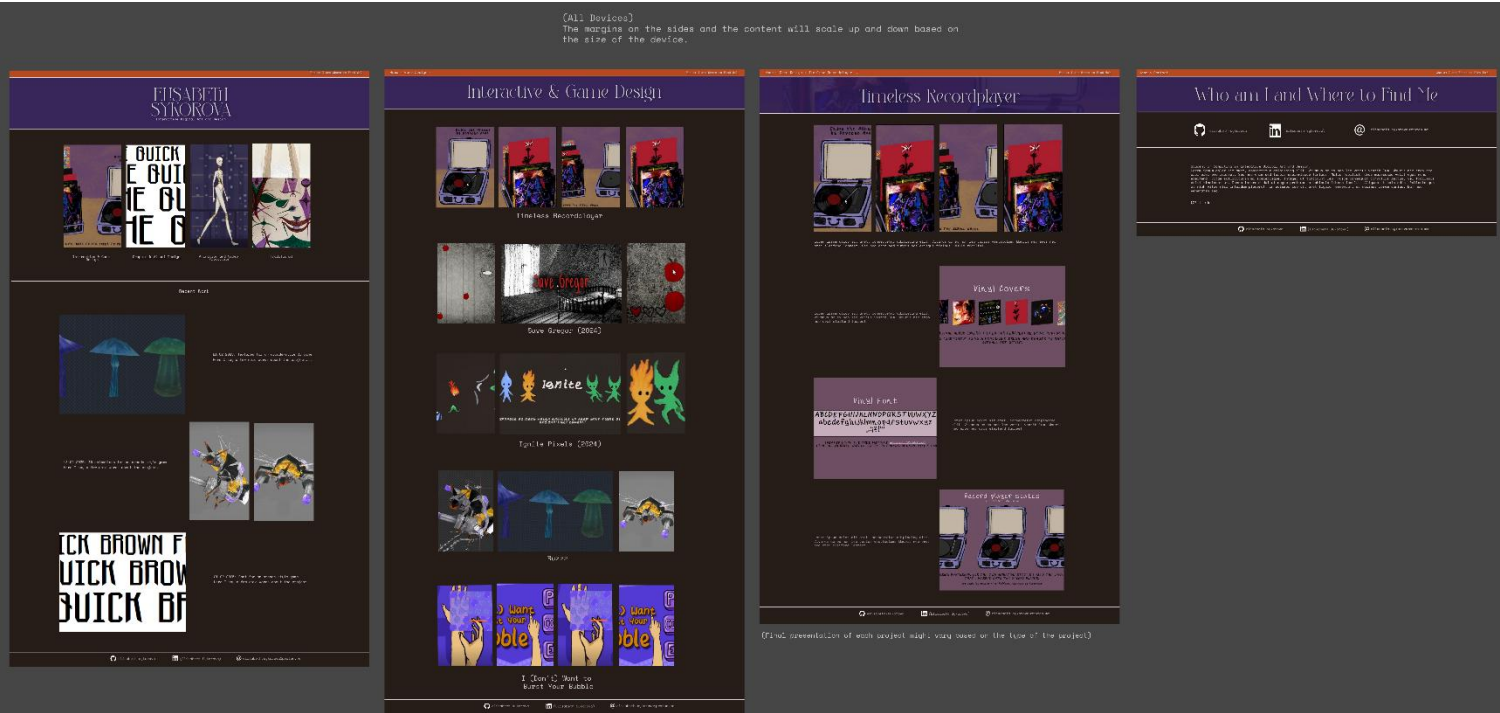
> dominant main page, work categories, top nav bar

Medium Fidelity Prototype



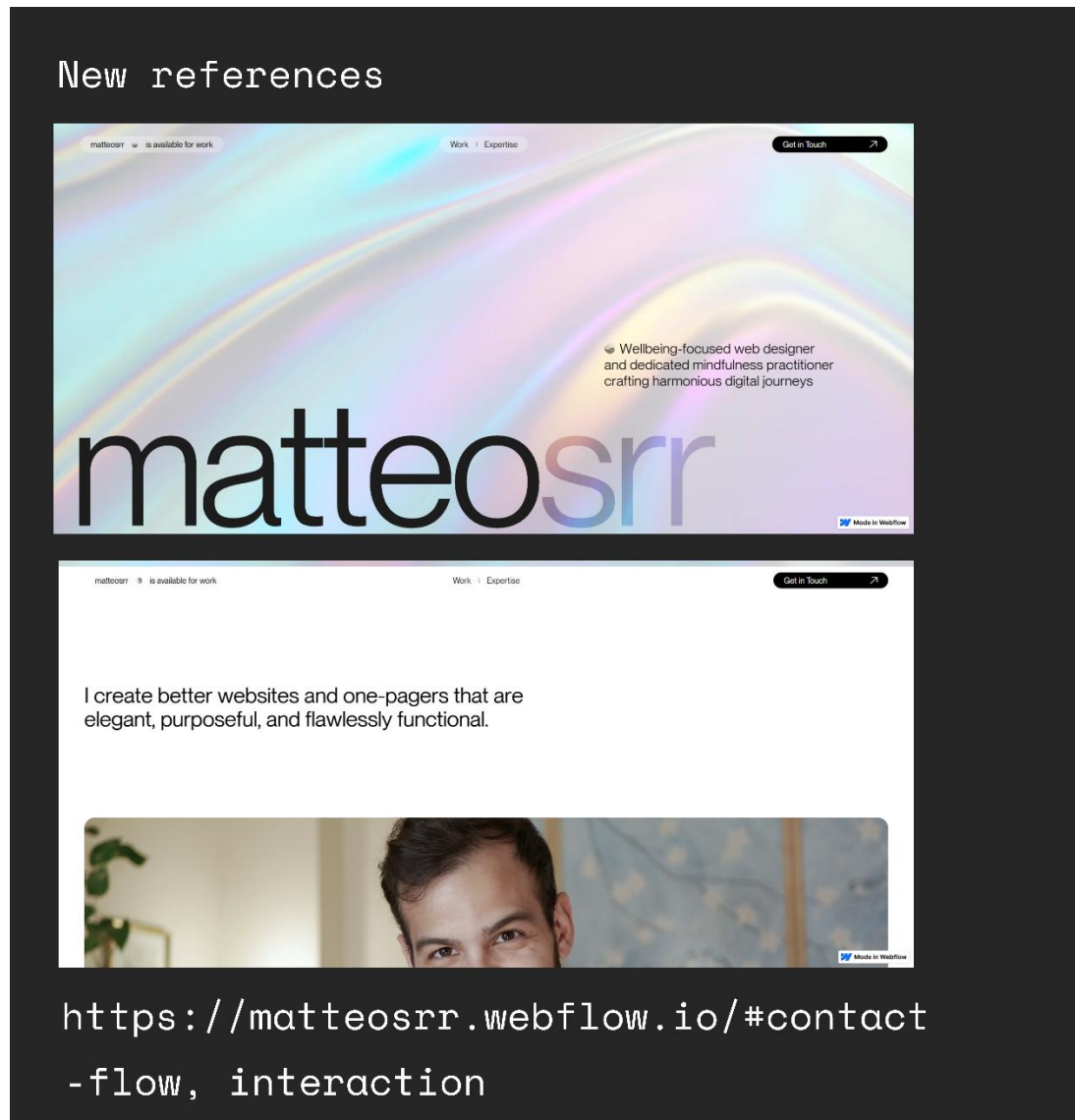
Penpot Board

High Fidelity Prototype



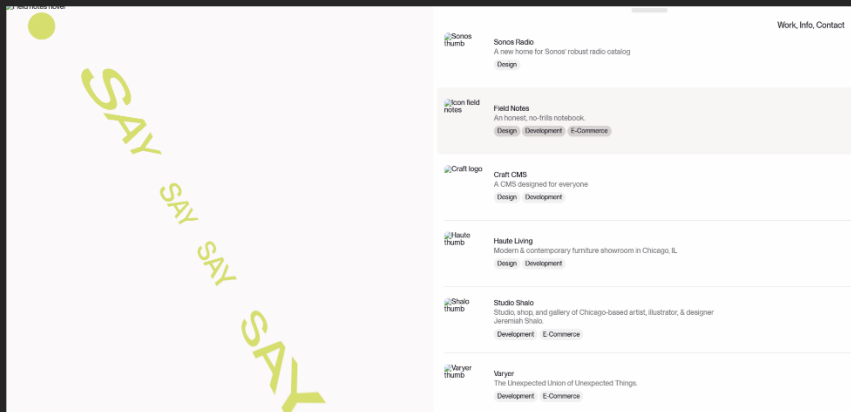
[Penpot Board](#)

Final (main) Inspiration



Penpot Board

> In the end, closer to the development, I ended up choosing a lot more simplistic, straight-forward design based on these references. Smooth, flowy design to make sure the focus is my work. Barely anything remained from the original concepts. However, what stayed the same is the main page being the majority of the entire website. The nav bar is still very simple, only consisting of the most crucial links. There are categories to filter the content.



<https://say.studio/#work>

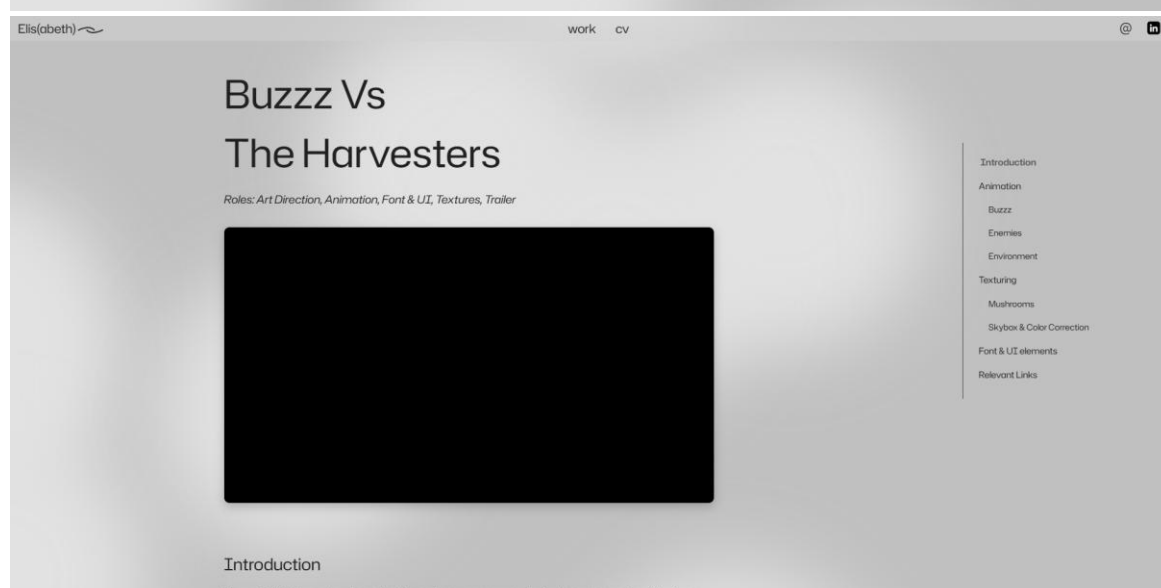
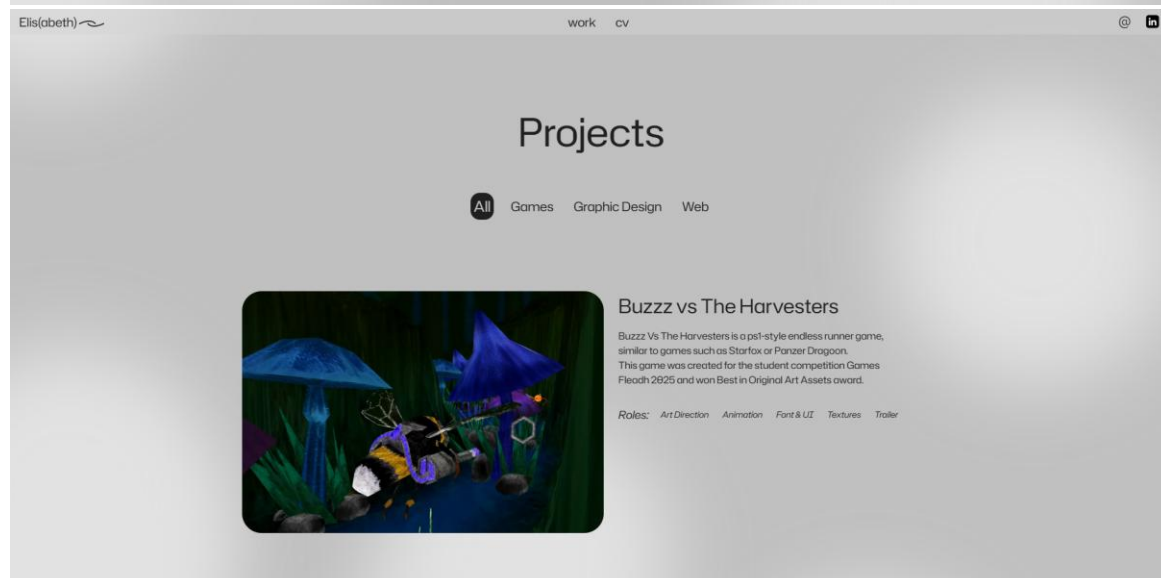
- one page, simple layout
- use of ids



- unique colors

big inspiration from youtube videos:
<https://www.youtube.com/@FluxAcademy>
<https://www.youtube.com/@leanderangst>
 = portfolio reviews, showcases

Final Website



Buzzz Vs The Harvesters

*Roles: Art Direction, Animation, Font & UI,
Textures, Trailer*



Introduction

Buzzz Vs The Harvesters is a ps1-style endless runner game, similar to games such as Starfox or Panzer Dragoon.

Buzzz is a wholesome bumblebee living in a magical forest. One day, mechanical creatures, the Harvesters, invade the forest and start stealing its natural resources by feeding on the plants. It is up to Buzzz now to save the forest.

Elis(abeth)

Interactive Digital Art and Design



Student of Interactive Digital Art and
Design, based in Czech Republic and
Ireland.

Projects

All

Games

Graphic Design

Web

