

the portfolio of
**Saumya
Oberoi**



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Section 1:

VisDev Art for 'The Left Hand of Darkness'
Bachelor's Thesis Project

Section 2:

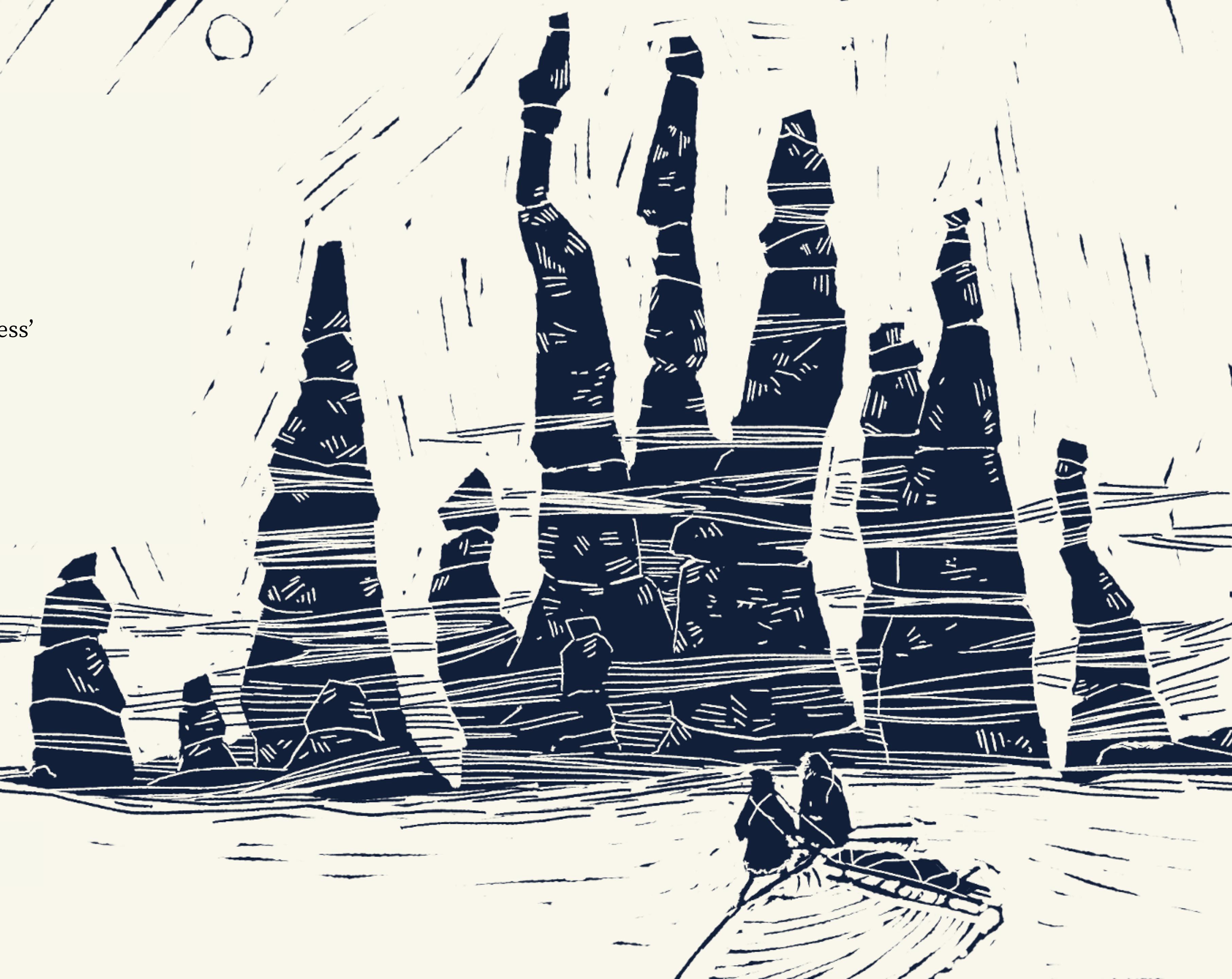
Assorted Projects

- Balu - *Short Film*
- Nahi, Abhi! (No, Now!) - *Short Film*
- Gadar - *Development and Production Art*
- Assorted Paintings and Illustrations
- Poster and Mural Designs
- Jaggu and the Don - *Graphic Novel*

For my complete portfolio, please visit my personal website at the following link:

<https://somuberry.me>

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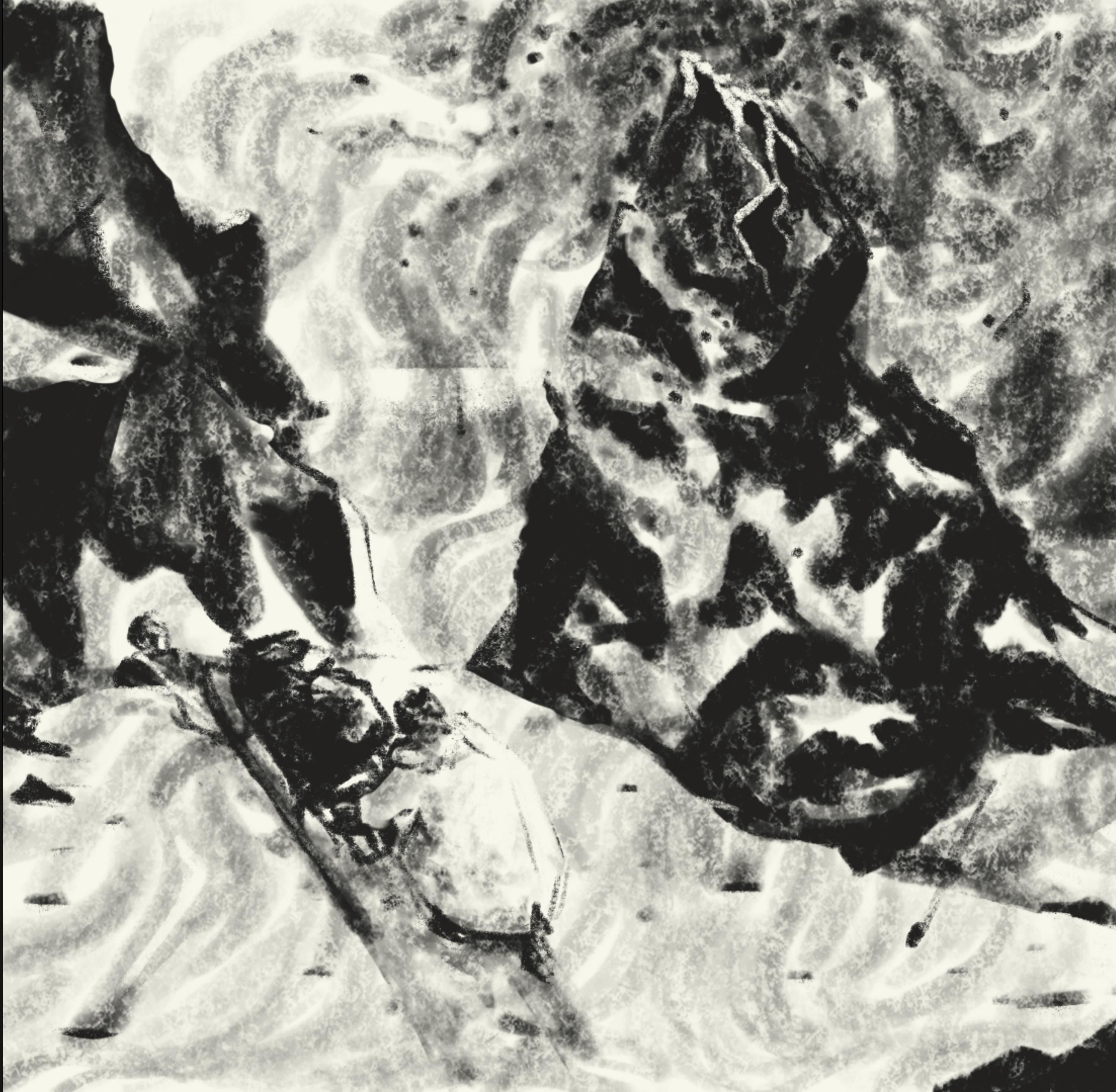
Section 1

Character Design, Environment Design, and Development Art for a hypothetical feature-length animated adaptation of Ursula K. Le Guin's 1969 sci-fi novel, 'The Left Hand of Darkness'.

The novel revolves around the lone human emissary Genly Ai, who lands on a frozen planet named Gethen with the task of convincing the governments of this alien world to join the interplanetary confederation known as the Ekumen. Interestingly, the people of Gethen are not quite human - they are of a different biology. Neither man nor woman, but both simultaneously.

The full output, in the form of an artbook, can be viewed at the following link:

<https://indd.adobe.com/view/3be3f53e-a16c-43f5-b9cb-20d88de0cc5c>





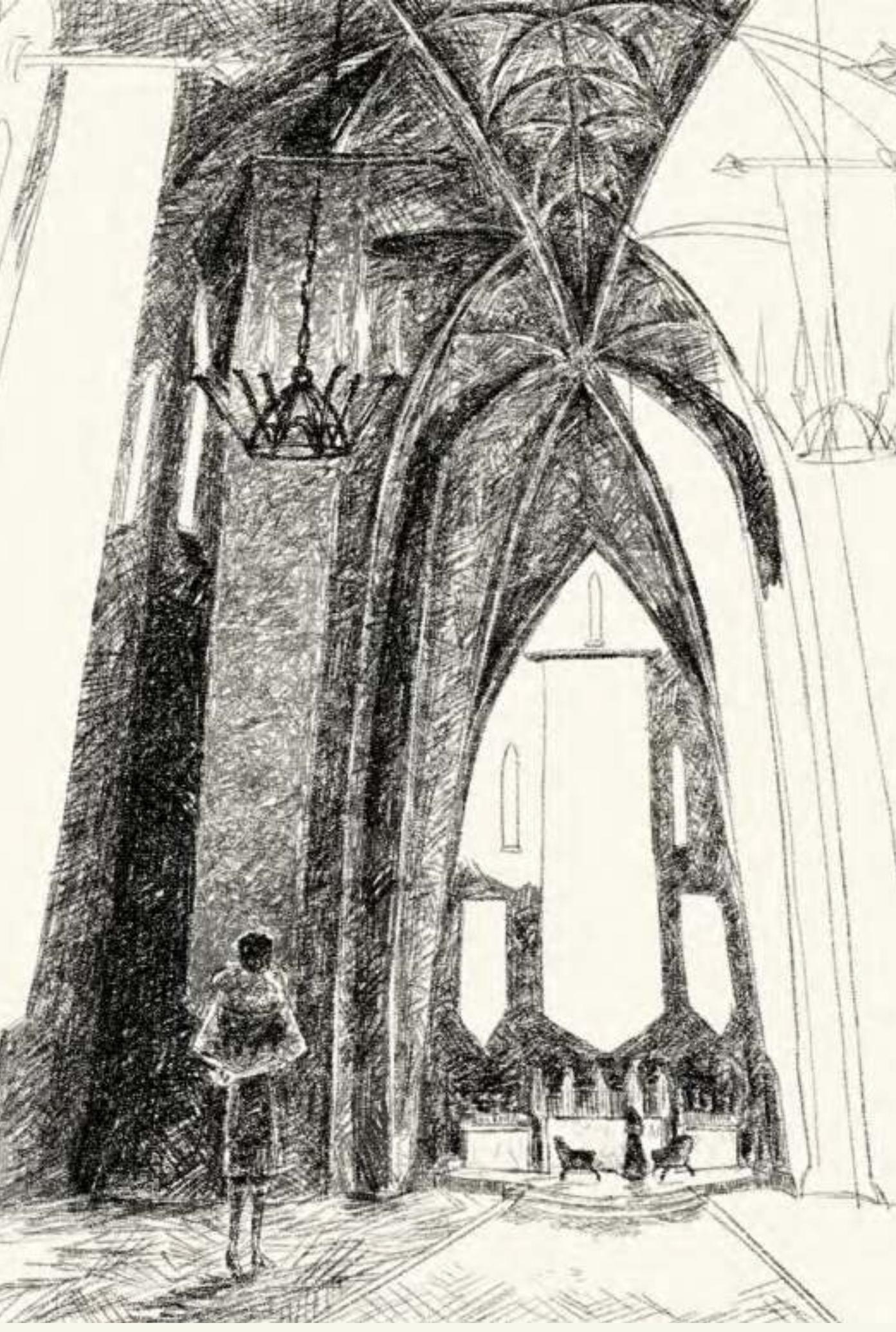
A Parade in Erhenrang: Early concept art



Final character designs for the main and side cast



Journey down the Red Hall: Key Beat Illustration



All images in the project were designed, drawn, and painted as original compositions.

Through them, I intended to explore a variety of both experimental and traditional looks that might be possible in an animated film for adults, while keeping the character designs consistent.

For the project, I illustrated Key Beat illustrations for important moments of the story, as well as Location and Environment illustrations to help visualize the world.



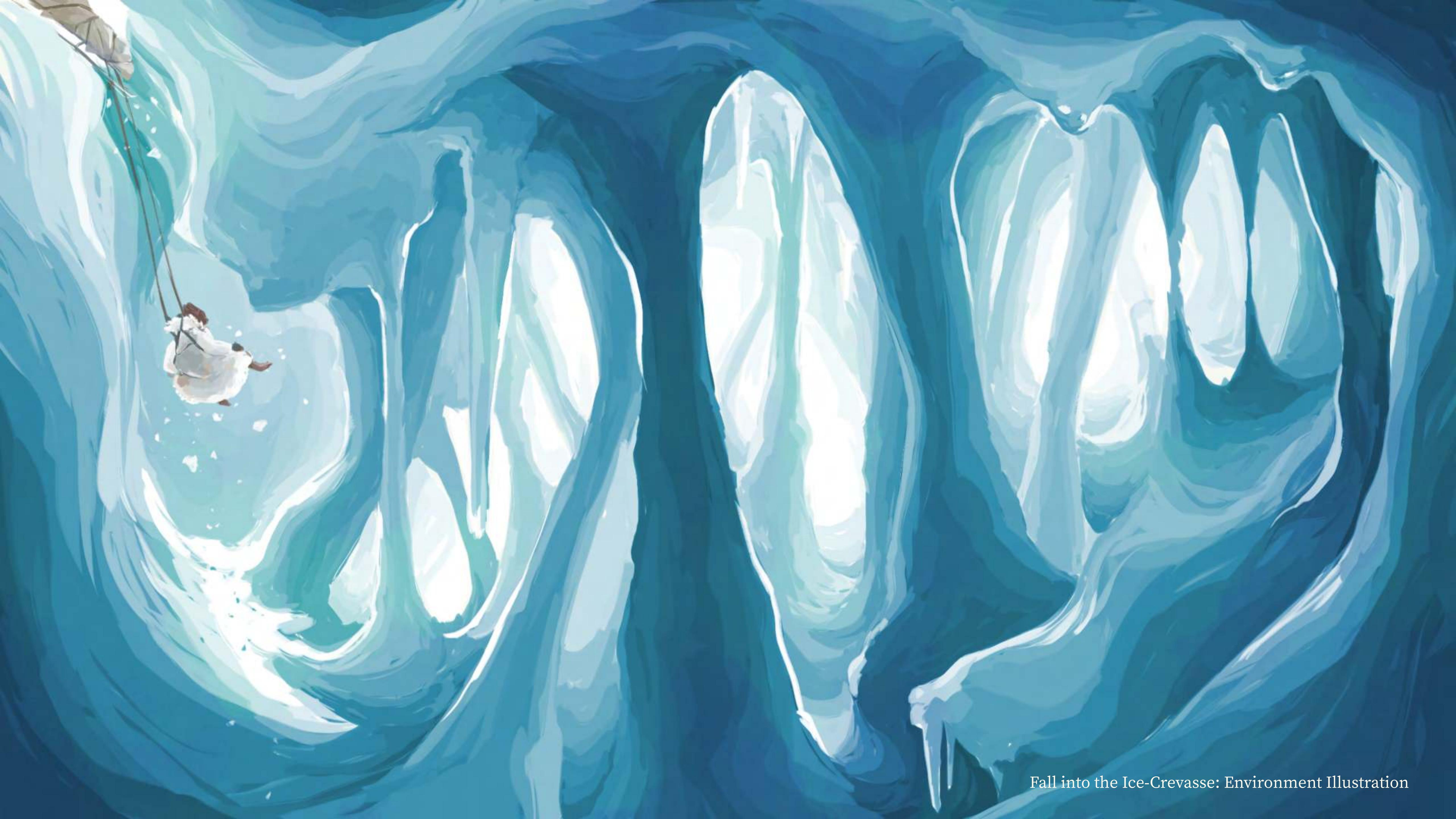
Banquet with Mishnory Officials: Key Storybeat Illustration



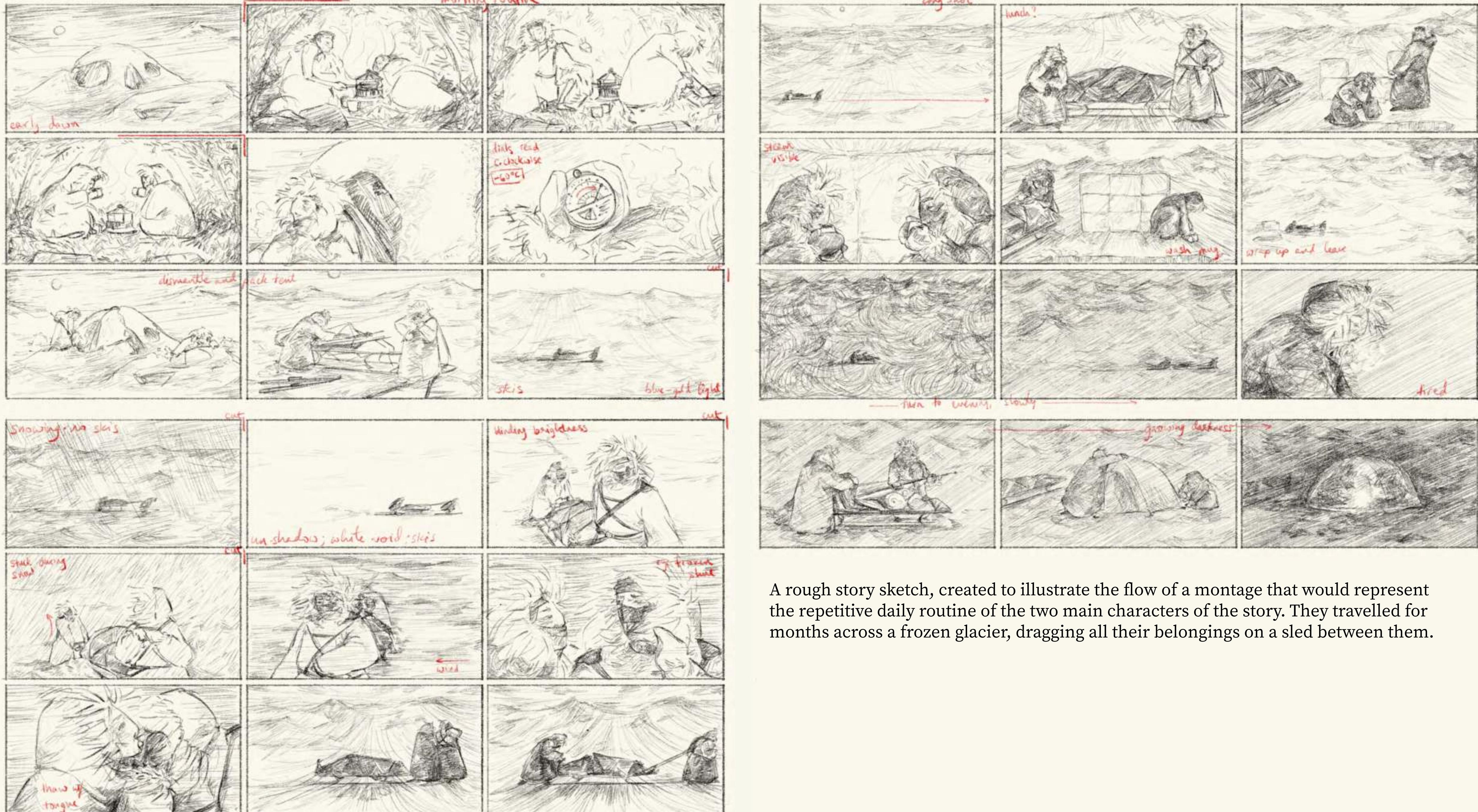
Estraven in the Fish-Houses: Key Storybeat Illustration



Key Beat Illustrations and Environment Designs



Fall into the Ice-Crevasse: Environment Illustration



A rough story sketch, created to illustrate the flow of a montage that would represent the repetitive daily routine of the two main characters of the story. They travelled for months across a frozen glacier, dragging all their belongings on a sled between them.

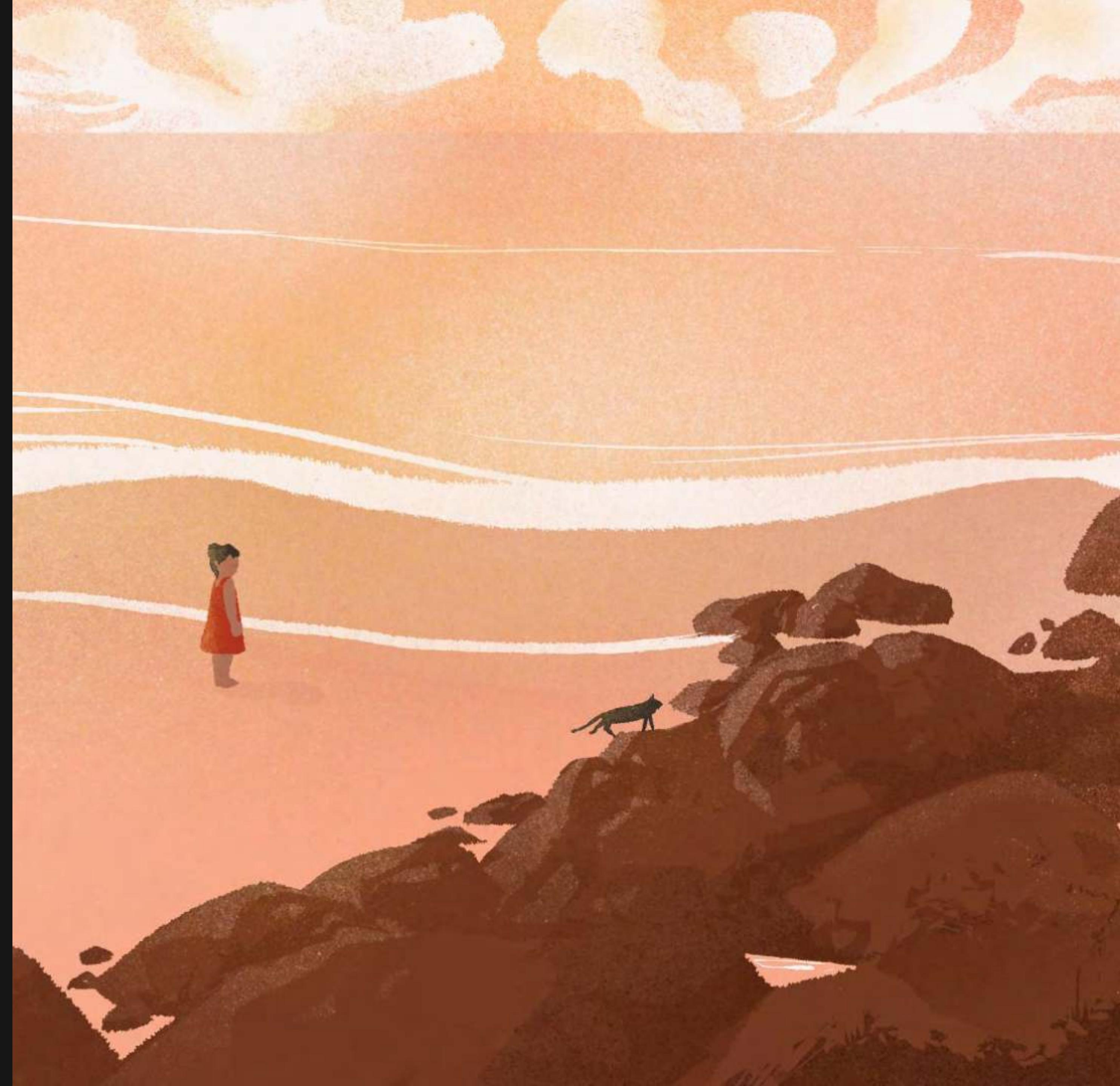
Section 2

Animations, paintings, illustrations, and graphic designs made as part of academic projects, freelance opportunities, or personal work.

The image on the right is a still from an animated short film named Balu*, currently in progress. It can be viewed in its current stage at the following link:

<https://youtu.be/dferadER9mo>

*Hindi for 'sand'



Concept art from the 1-minute short film that I am currently developing for the first of my postgraduation projects. The film is about taking care of yourself before your body (externalized in the film as a goblin-like creature) forces you to rest.

The animatic for the film can be viewed at the following link:

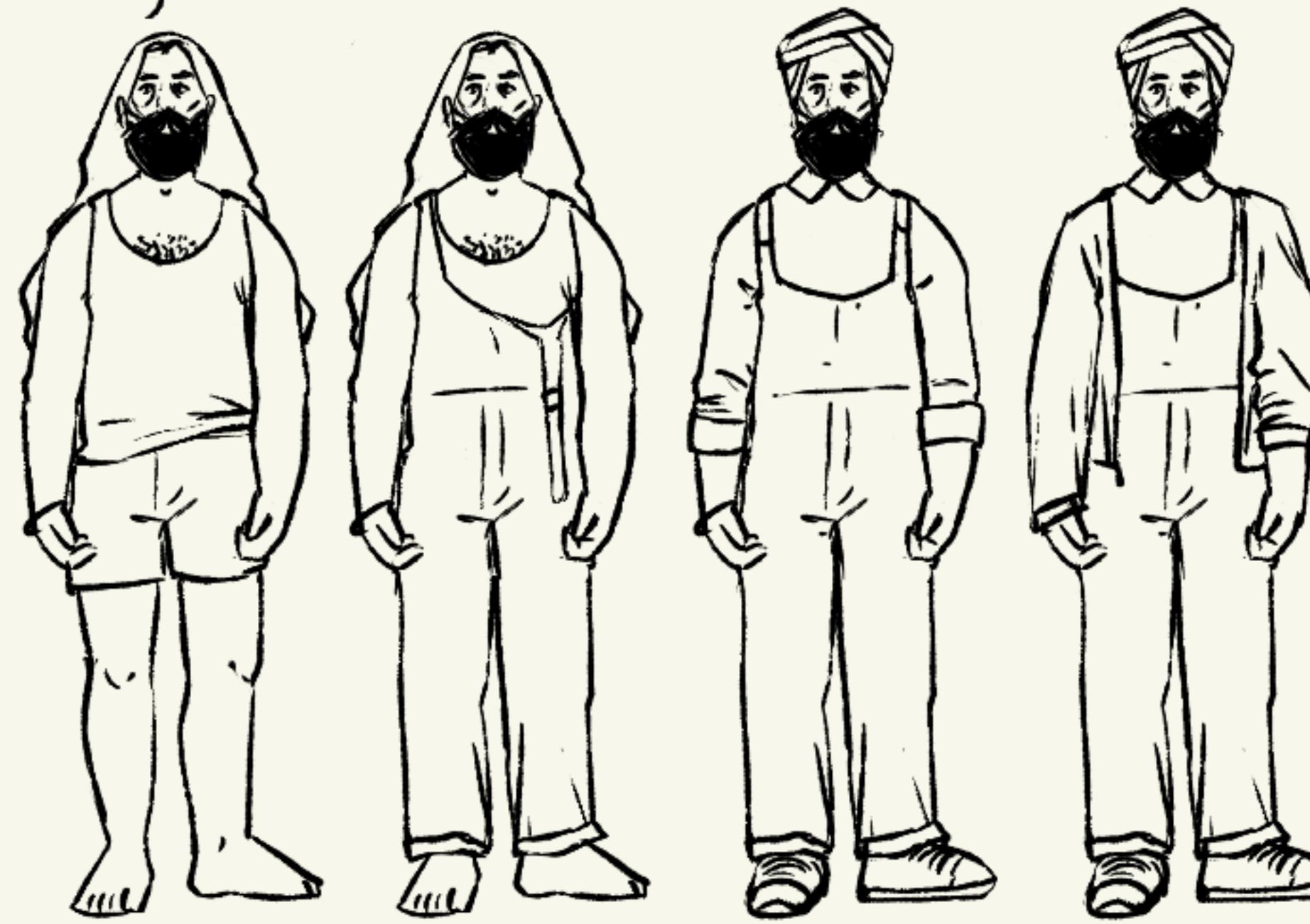
<https://youtu.be/MOoV0nU-mR4>



③A Head Turn



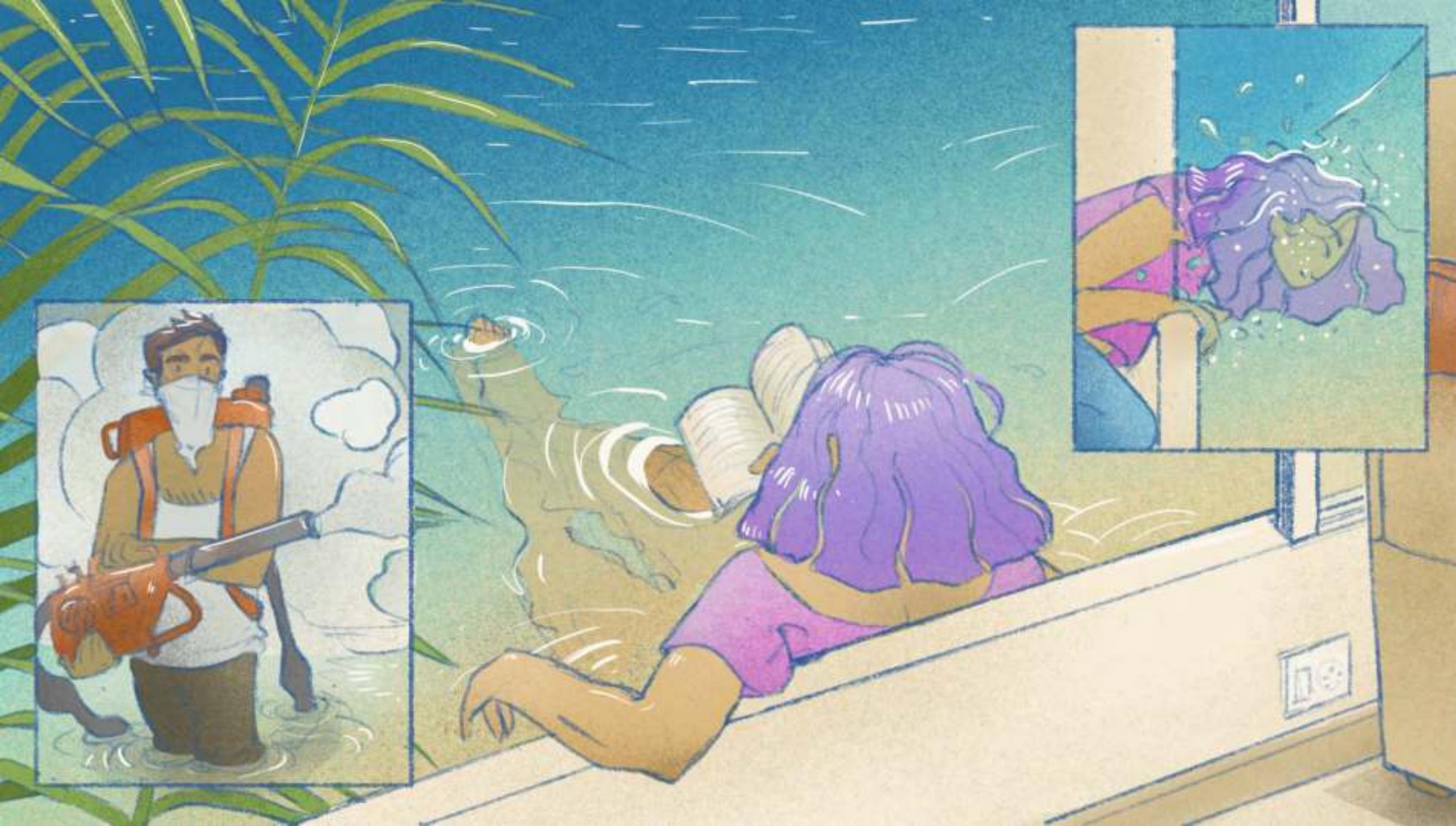
④ Full body



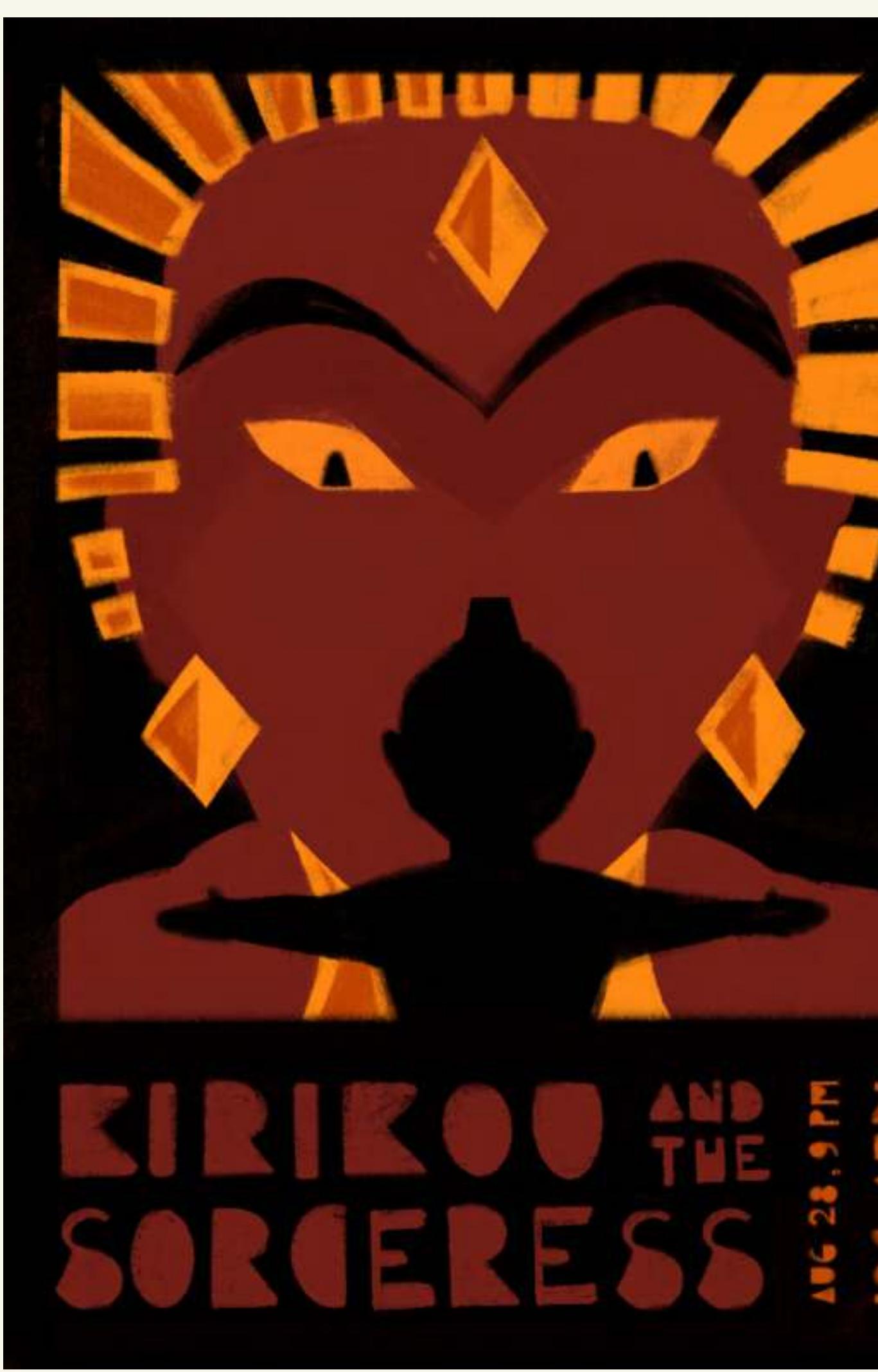
ਟੁਲੀ ਸਿੰਘ
Tully Singh

ਟੁਲੀ ਸਿੰਘ
Tully Singh





Concept illustrations, character expression explorations, and painting exercises



Left: Posters for department events, including club meetings and film screenings.

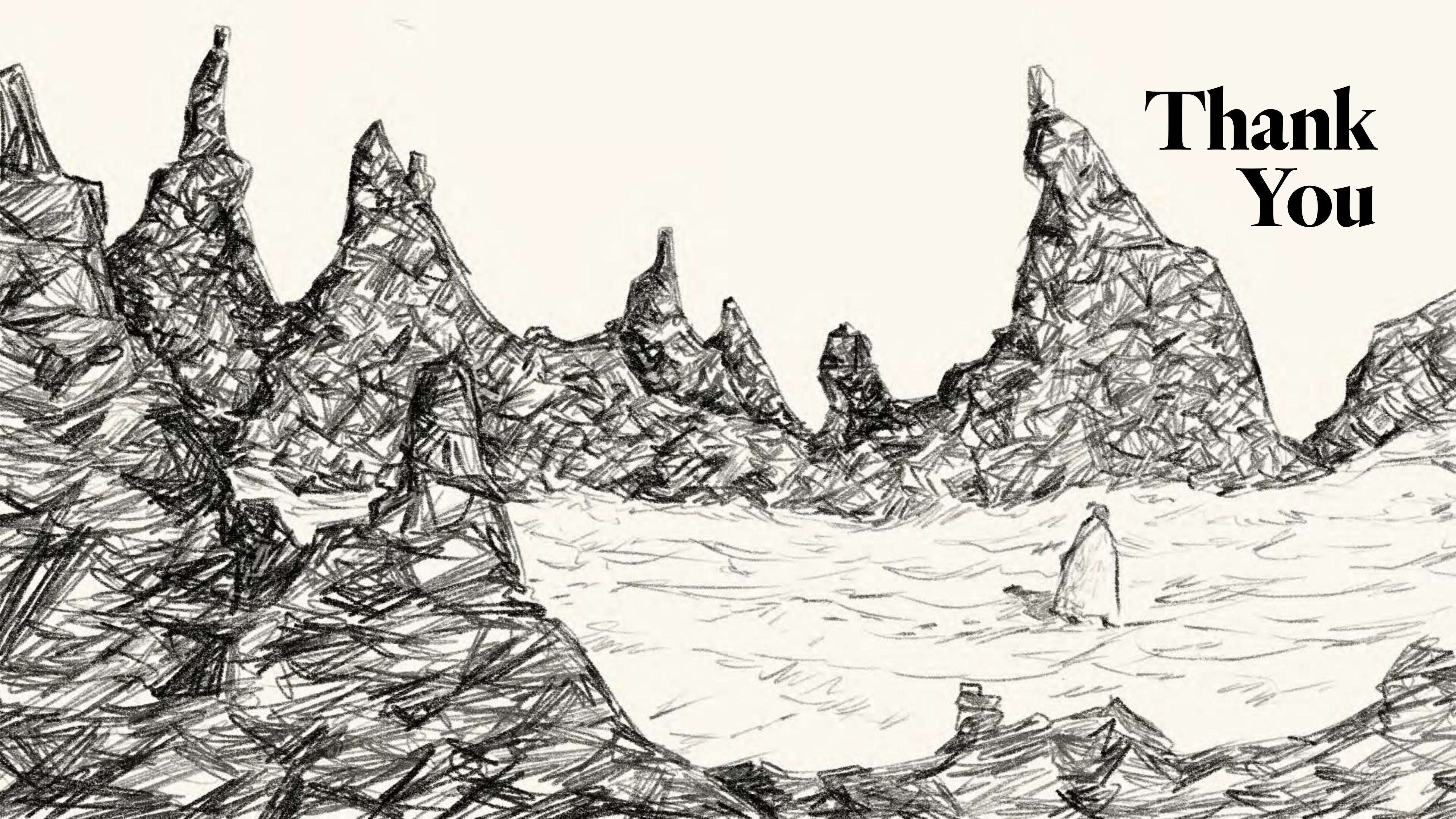
Below: Digital mural design for the 50th edition of Mood Indigo, IIT Bombay's cultural festival. The theme was 'a golden journey', using inspirations from traditional Indian textile arts. It was used as a digital texture in a virtual 3D space during the pandemic.



Art from an original 24-page graphic novel about a young fisherman's tryst with a local mafia group.

The full comic can be read at the following link:

<https://indd.adobe.com/view/4a6d1d47-0d5f-4a16-ab1f-55c6bdfae158>



**Thank
You**