

## Cetvel Knights: Art Sample

*Cetvel Knights: The Early Years* is a self-illustrated early chapter book for readers ages six through nine, built to read like a film reel. Each spread begins on a tablet yet reads like pen and ink. Lines run from hair-fine to bold, their slight irregularity recalling fresh ink on cotton paper; layered crosshatching builds atmosphere, and rare bursts of sea-green or electric blue spark only where the tale calls for them: portal rims, glitch-scarred gear, relics under spell.

Kaz, an eight-year-old coder, steps into a misfiring fantasy game to bring his best friend Lucy home. He patches bad code, slips past falling airships, and outwits riddle beasts while portal sparks, bone thrones, and mirror-spawned fiends blaze by, giving each page the snap of a Saturday-morning cartoon.

This portfolio includes six sample illustrations selected from the completed 7,400-word chapter book manuscript. Full PDF dummy and story available upon request.



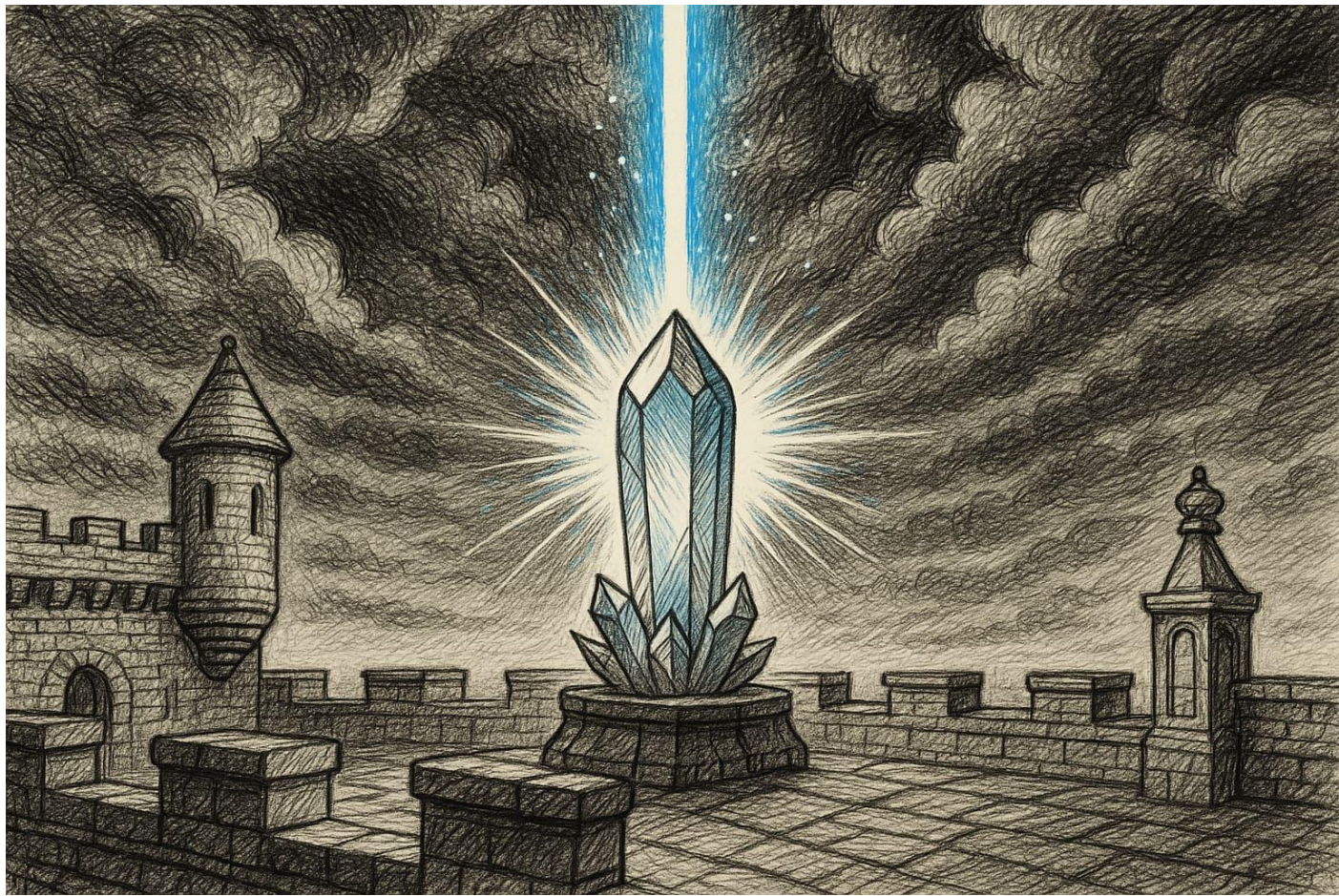
**Kaz enters the portal to rescue Lucy from the corrupted game world.**





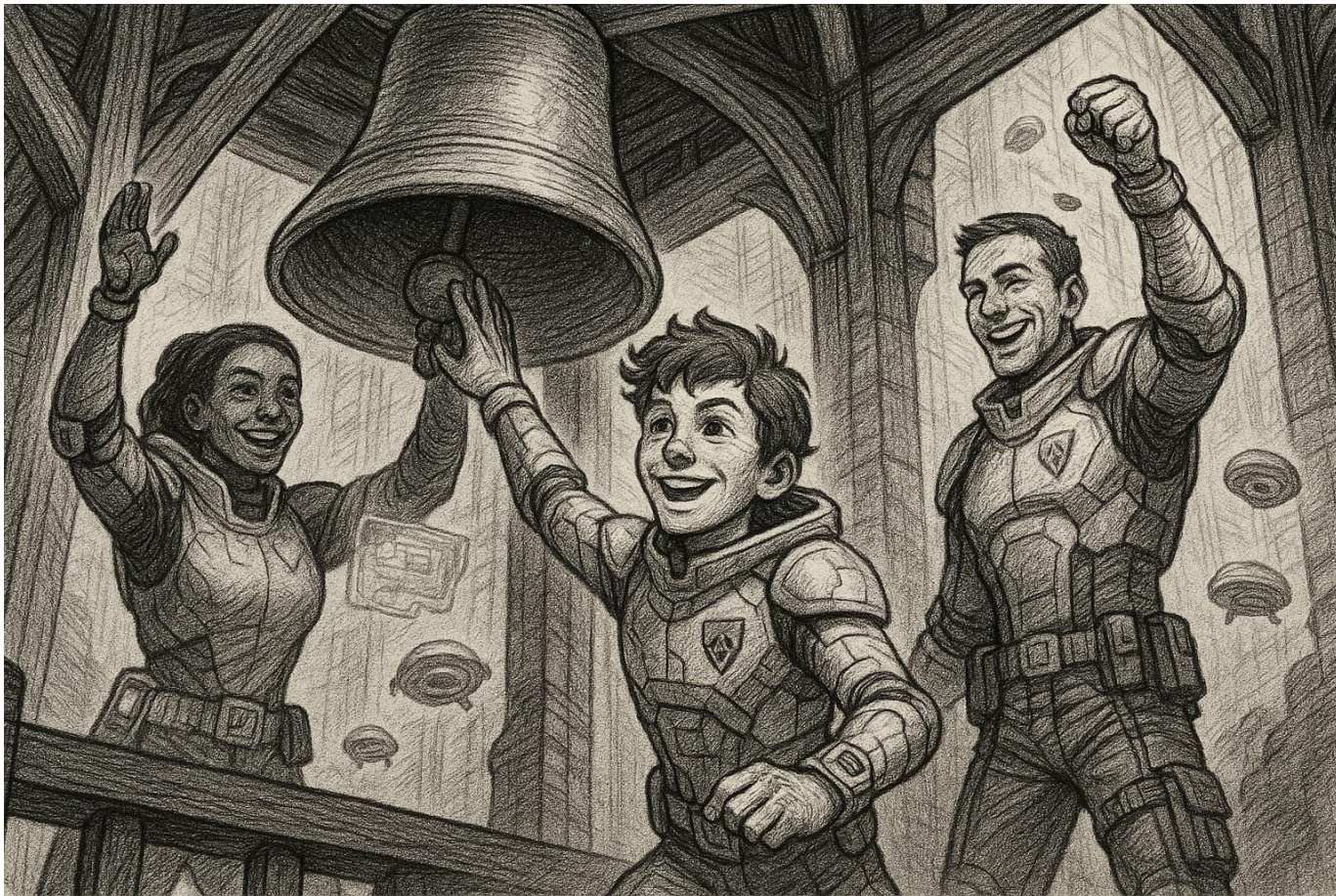
**Three teammates face a towering knight materializing from swirling green energy**





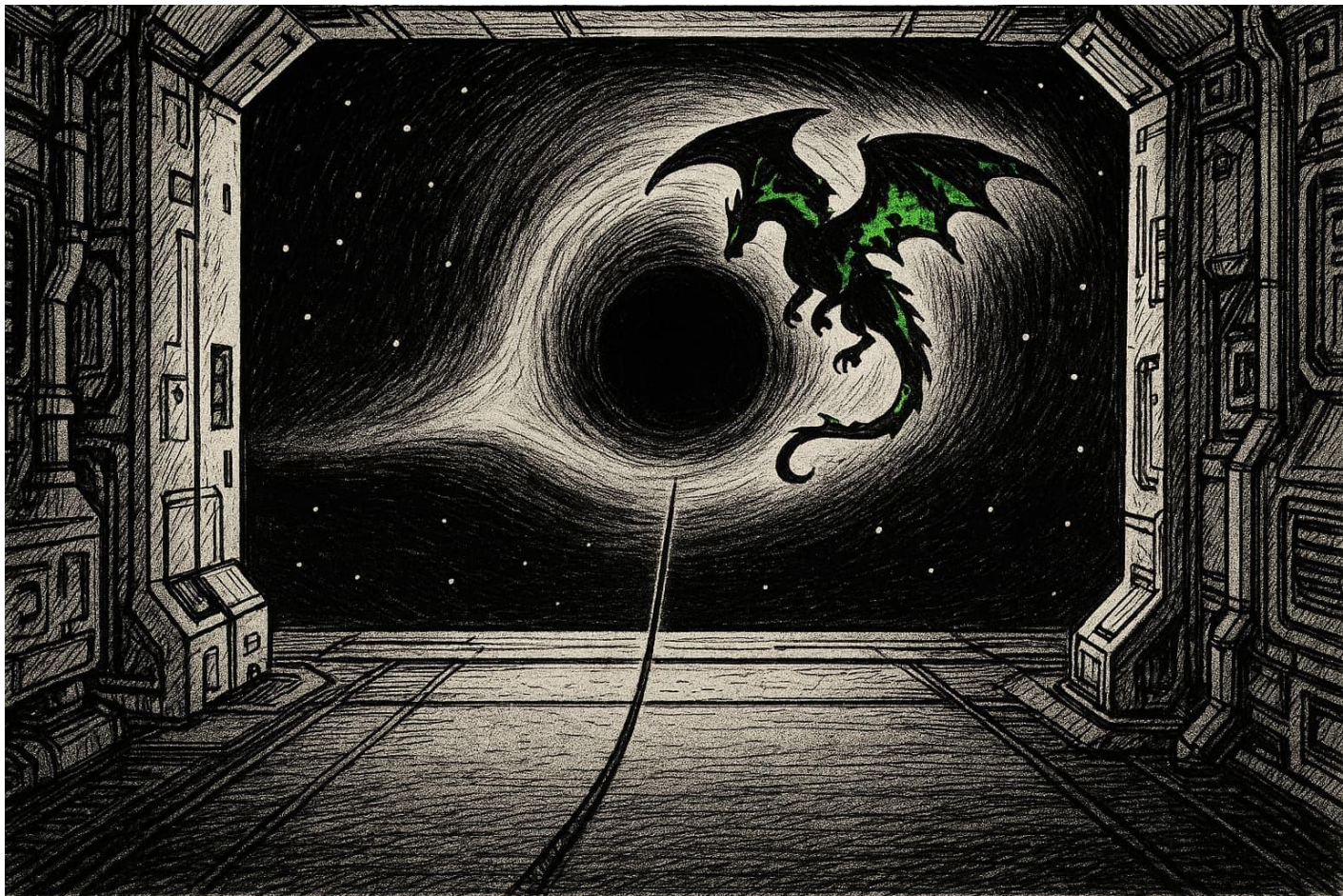
**A massive crystal on a castle rooftop emits a brilliant light burst of blue energy**





Kaz rings the bell at the top of the training tower while Sena and Swindenza celebrate





A cable stretches from the station bay directly toward a black hole and a dragon





**Goodbye for now!**