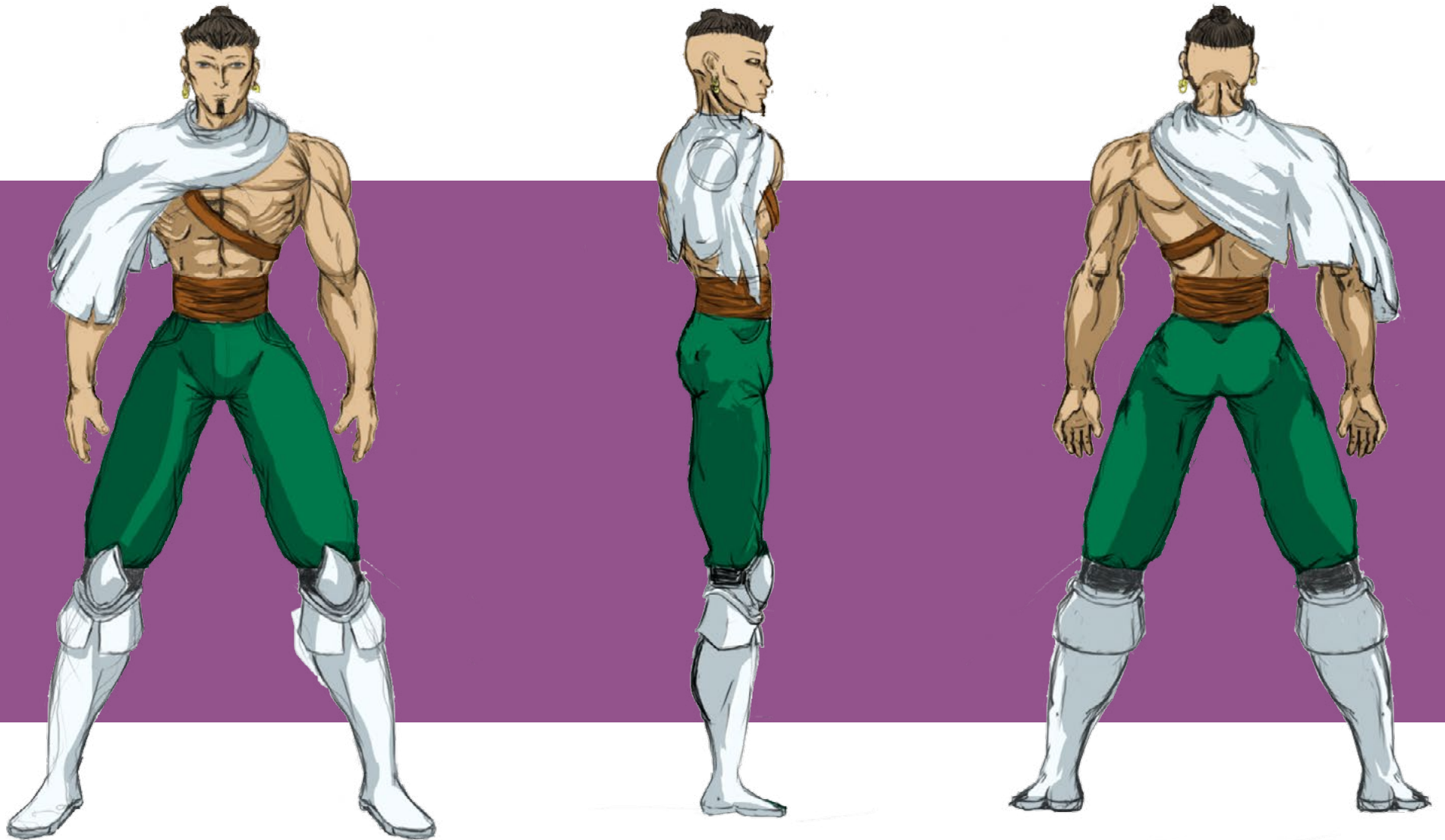




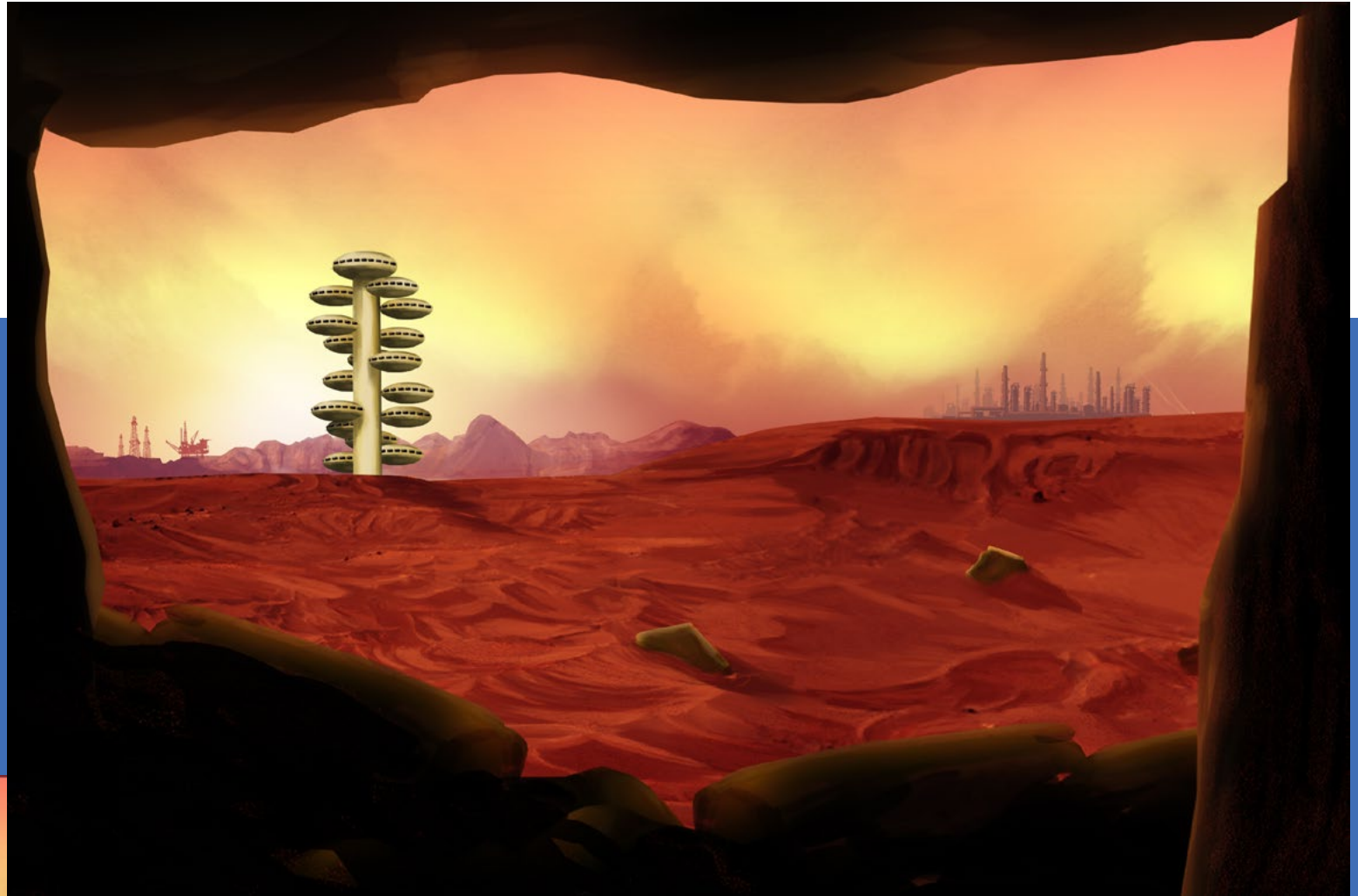
MICHAEL ALFANO

Talent Development: Television Art Program Portfolio



ORTHOGRAPHIC TURN

My most recent piece. I wanted to show an orthographic turn. Originally I was going to submit without colors, but I added some fairly quickly to give it a more finished look. This was drawn completely on the computer.



RETRO-FUTURE PLANET

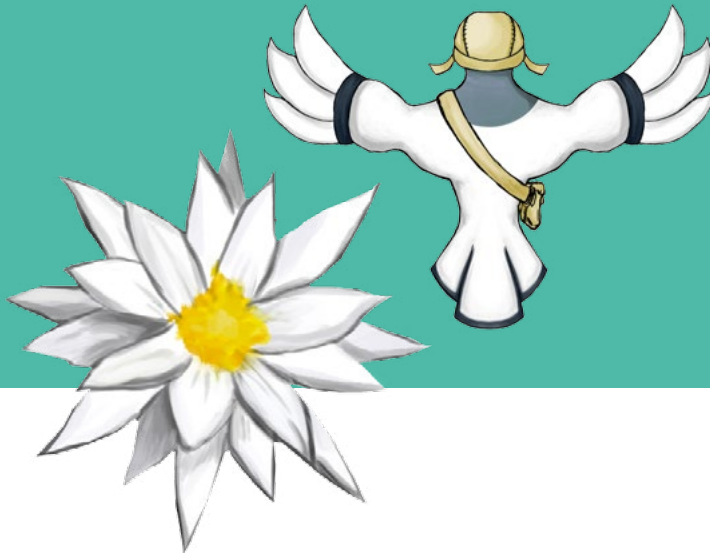
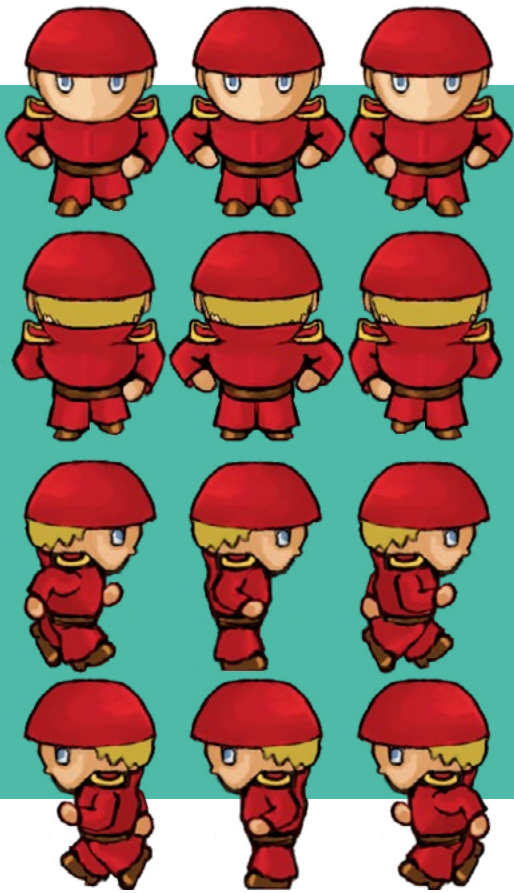
The first design didnt work. I decided to have it look like the viewer was looking through rocks. I used a retro design photo reference for the structure in the midground. The background I wanted to show the resource mining. Could this be a far-away planet, or our own?



USAGI VS. LEONARDO

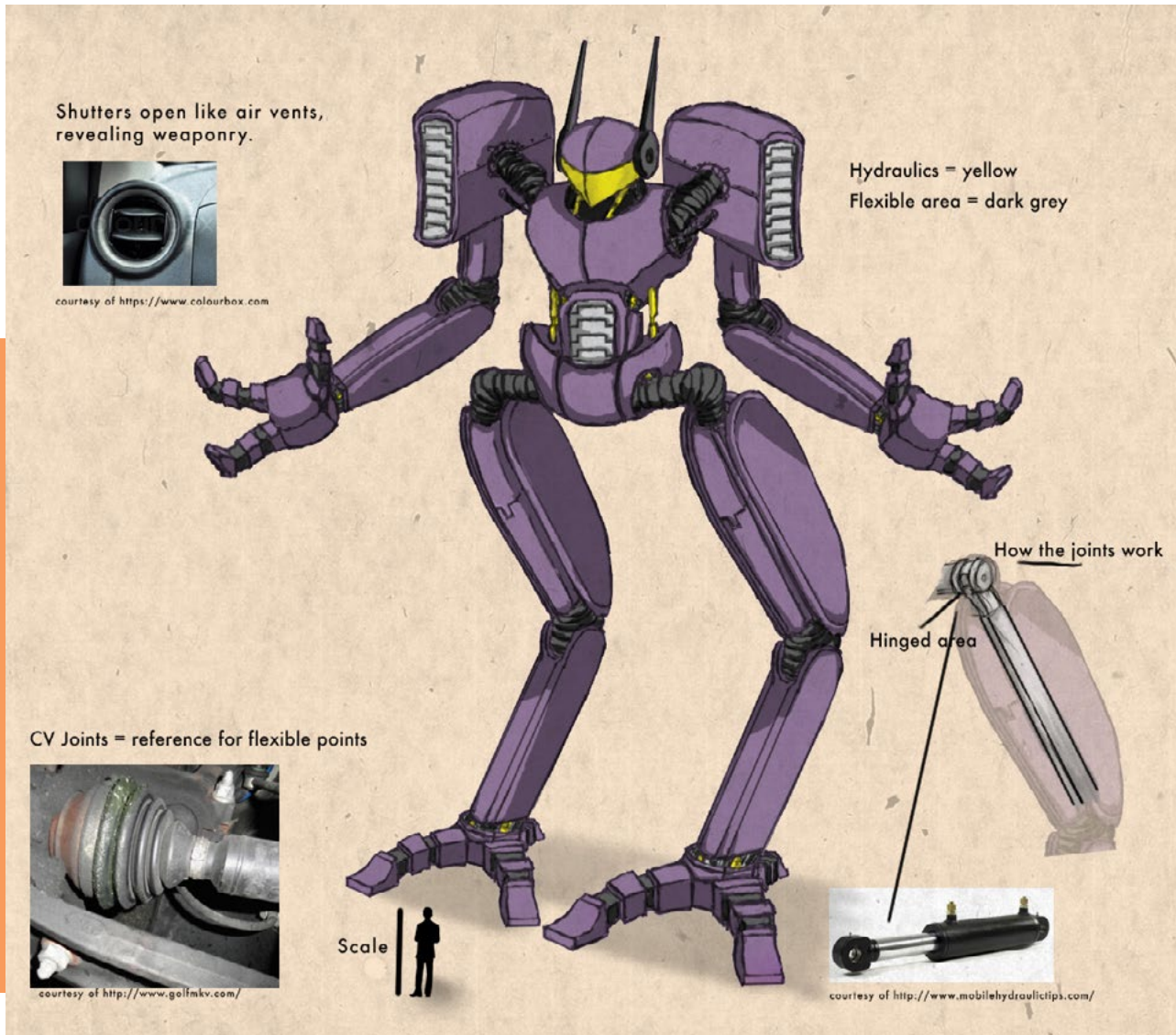
With addition sketches for layout





UNREVEALED PROJECT

Some designs for an unrevealed project. For the birds I decided on what would be the natural enemy of the birds, then used different photos to get designs and color scheme.

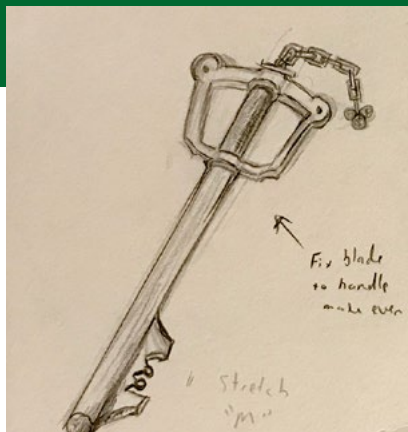
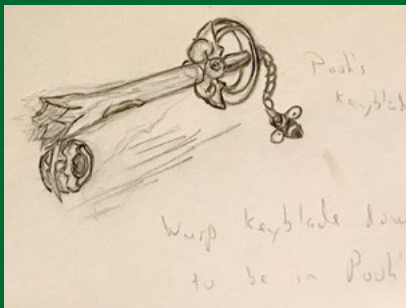


MECHA DESIGN

I wanted a design that could look mass produced. I decided that the best way would be to think how a machine company would approach this. I decided on the automobile as the source of inspiration. Hopefully I can use the other silhouette for a project

POOH AND SORA

A print I made for my goddaughter's room. Her mother wanted Winnie the Pooh, and her father is a gamer. I decided to replace Christopher Robin with Sora. I wanted to outfit Sora to match Winnie the Pooh style while retaining some aspects of Sora's different costumes. Included are some sketches. The keyblades were unused.

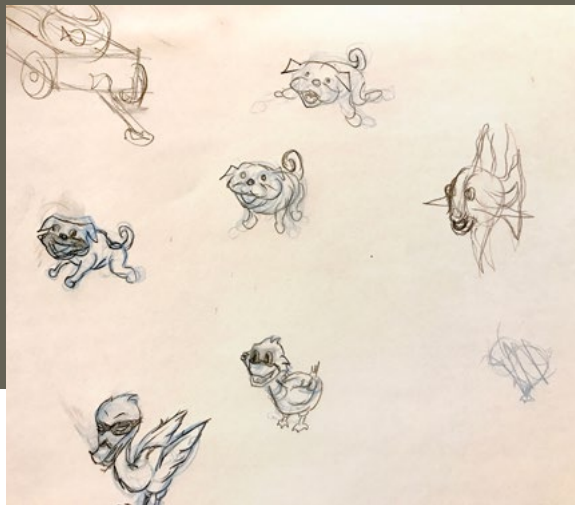
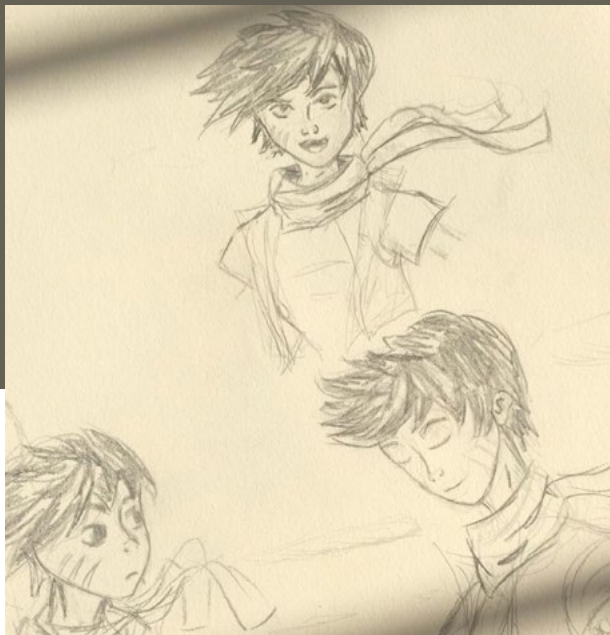
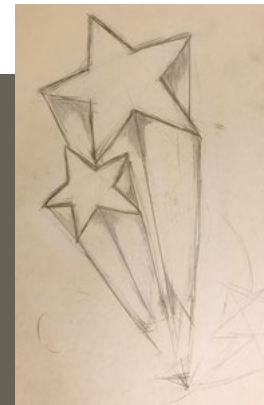
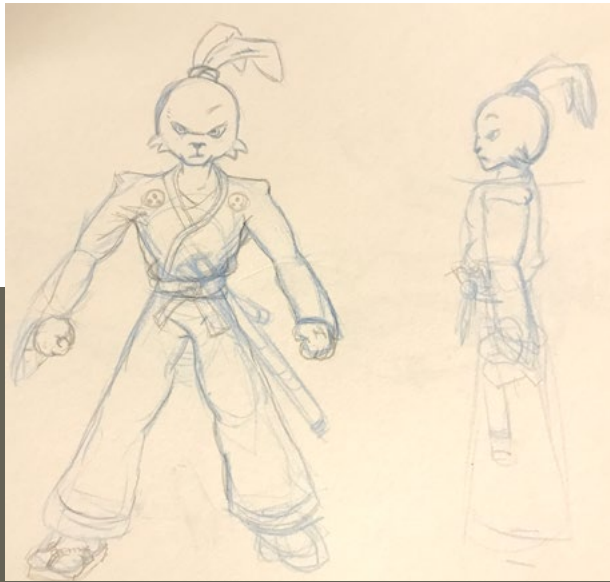


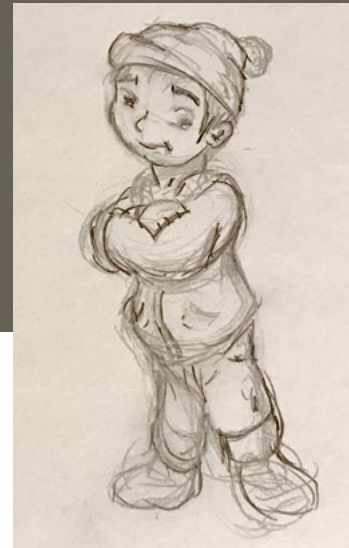
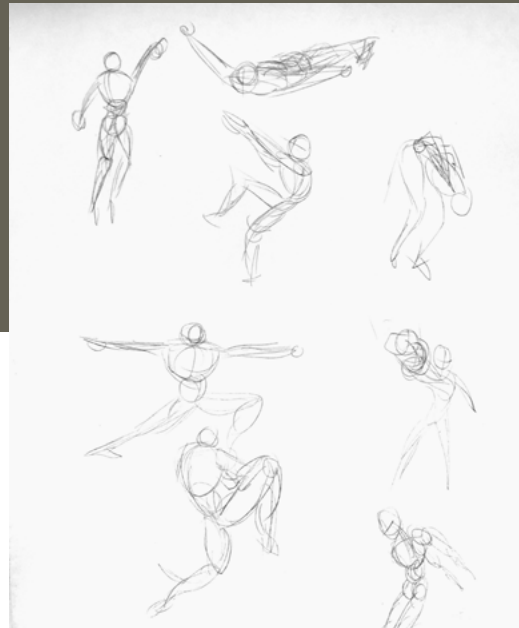
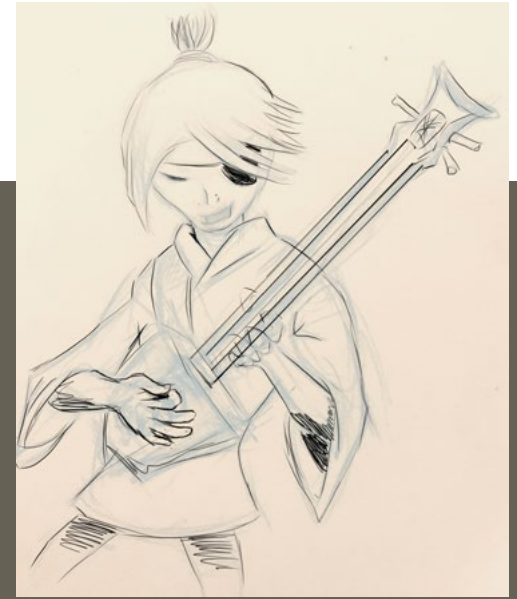
Sometimes
the
smallest things
take up
the most room
in your heart



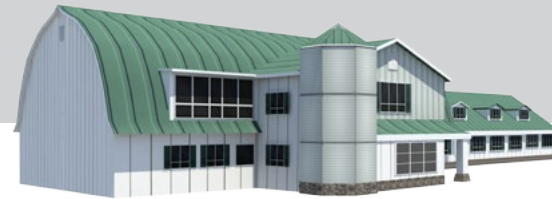
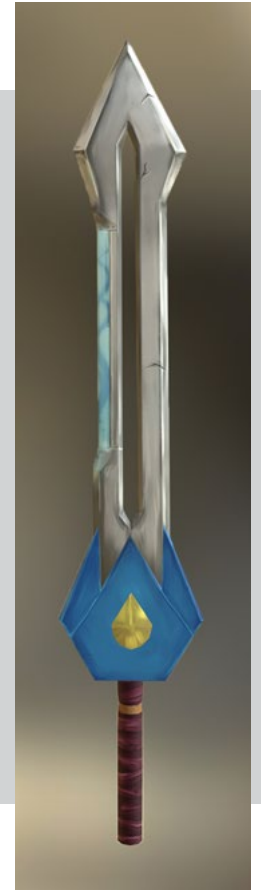
SKETCHES

Some snapshots of sketches.





SKETCHES - CONTINUED
Some snapshots of sketches.



3D WORK

Some basic 3d work. The Tiki Hut was a tutorial for Maya. The building was a rendering in Maya with a mix of photo and painted assets that successfully gave funding for a redesign. The sword was created in Maya and painted in Photoshop

BOOTSTRAP **LOGO DESIGN**
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