PORTF LIC.



HELLO I'M MITSU

My real name is Trexie. I'm a digital illustrator and graphic designer. I have a passion for creating and designing, whether it be decorating a room in a video game or illustrating a character, I have an endless desire to be creative!

Over the years, I have been doing freelance work; creating character illustrations for clients online. I have also created and illustrated various stickers to sell on Etsy.

Here some of the softwares I'm proficient with:





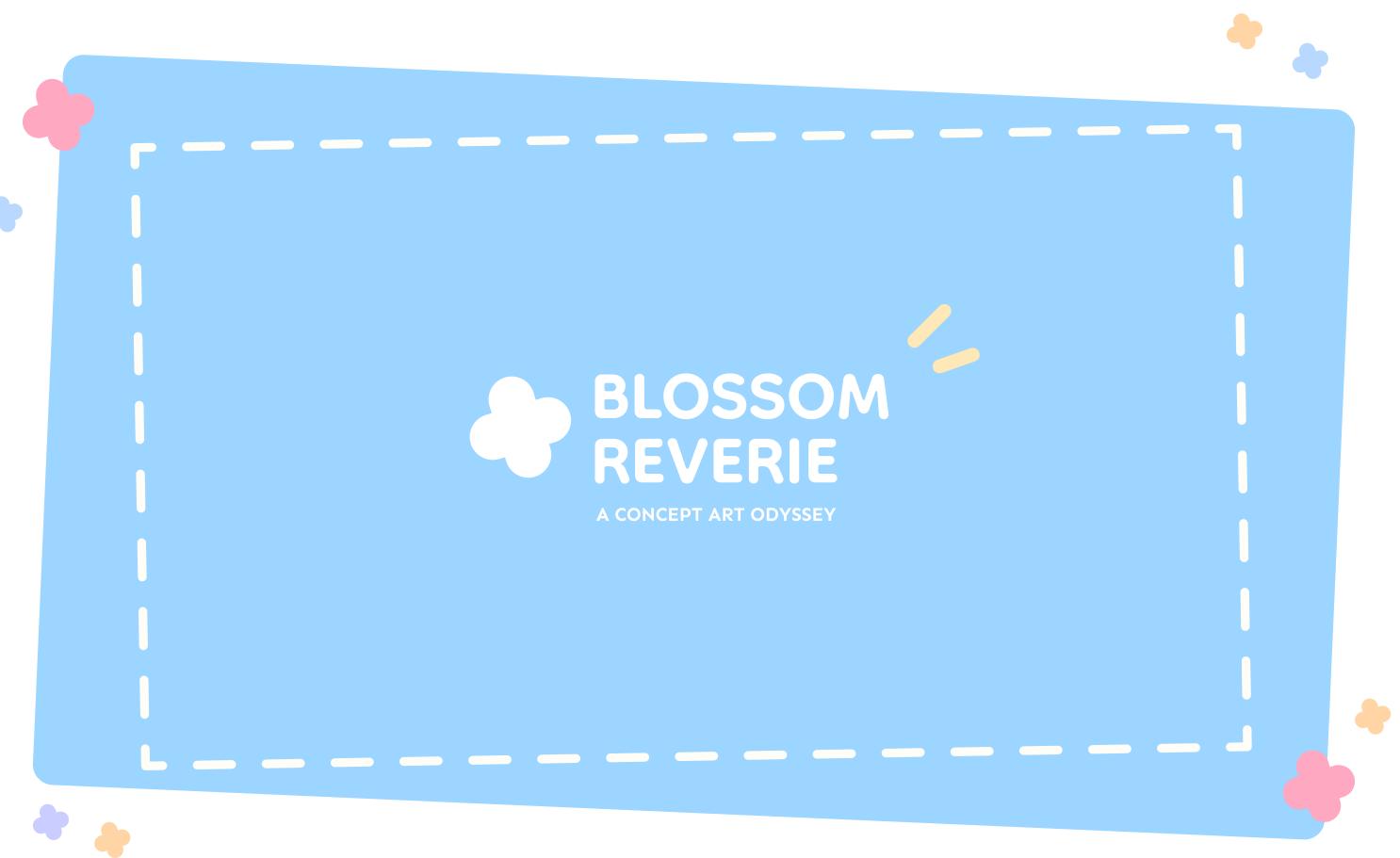








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CAMPAIGN DESCRIPTION

The main aim of the campaign is to highlight artists and let them share their creative ideas with a wider audience. Artists who join can get noticed in the League of Legends community and gain recognition from fellow artists and experts.

"Blossom Reverie" provides a platform for artists to be appreciated for their talents. "Blossom Reverie" is a Social Media Campaign that uses platforms like Instagram, Facebook, Twitter, and more. To participate, artists need to post their League of Legends character ideas with the hashtag #BlossomReverie2023.

This online event will run from October 1st to November 30th. The campaign offers a chance for ten submissions to be chosen. These selected artworks will be shared on the official League of Legends social media pages.

Additionally, there's an exciting possibility that the chosen designs could be added to the League of Legends game, giving artists a chance to make a lasting impact in the gaming world.



CAMPAIGN DELIVERABLES

how to promote an art campaign?



TO DO!

- promo posters
- orthographics
- social media

First, I created attention-grabbing posters featuring my own character concept for League of Legends. These posters will be displayed in art schools and colleges to target young artists and fans, successfully spreading the word about the campaign.

Secondly, I chose popular social media platforms like Instagram to connect with a younger audience and art enthusiasts. This allowed me to share campaign updates, engage with interested individuals, and garnered support from both gaming companies and the wider community.

In addition, I made sure to incorporate an orthographic view of my character concept art. This not only aiding aspiring artists in learning but also showcases the various stages of character development.

Furthermore, the character concept art I developed serves to highlight my skills and offered a glimpse into the potential for collaboration with game companies, along with many others that may choose to participate.









POSTER 01

This poster of Hanami uses a lot of intense red, especially in her eyes, making them the main focus. The red palette adds a sense mystery to the character. At the same time, it creates a soft and elegant feeling to the artwork.

The aim of this was to make it as eye catching as possible by making the character the most prominent part of the poster. Therefore, once the viewer is caught by image, they can then read about the campaign, Blossom Reverie.





POSTER 02

In this poster, a big blue splash is painted across Hanami's face. Here it reveals her eyes shining with a creepy glow, really catching the audience's attention and give off an eerie feeling. The added blue adds depth to the picture, it is almost like Hanami's sinister side is being revealed.

The use of light and dark really make Hanami's features stand out. The mix of blue shades makes her gaze stronger It's like a graceful dance of light and shadow, showing off Hanami's mysterious charm.

Everything comes together smoothly to show Hanami's complex character, inviting the audience to explore the mysterious world she represents.







POSTER 03

In this version of the poster, Hanami takes center with a burst of vibrant red colour.

The visual serves as a powerful tool for spreading the word about the campaign. The intense red against the eerie blue draws attention to Hanami and also conveys a sense of passion that aligns with the campaign's theme.









HANAMI

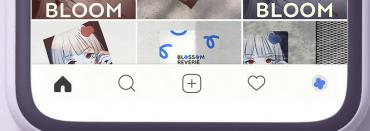
My champion concept, Hanami "The Death Blossom," is a mid-lane assassin in the League of Legends. She utilizes a combination of magical and physical abilities to outmaneuver and overpower her enemies. Her slow but ranged auto-attacks, coupled with her unique skills, make her a deadly presence in game.

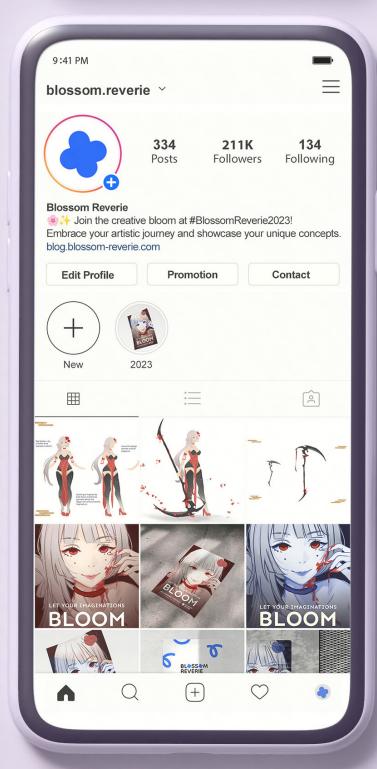
Hanami, once an elite healer in Ionia, succumbed to the allure of shadow magic during a cataclysmic event. Now a sinister force, she revels in manipulating the delicate balance between life and death, leaving her true motives veiled in mystery as she roams Ionia, a feared and enigmatic figure.

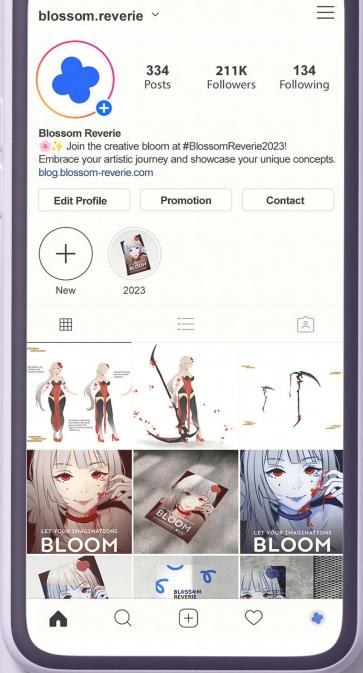
Colour palette:

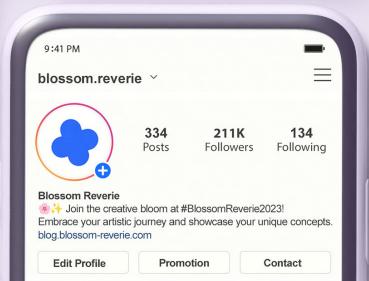


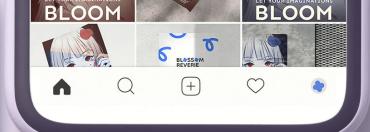


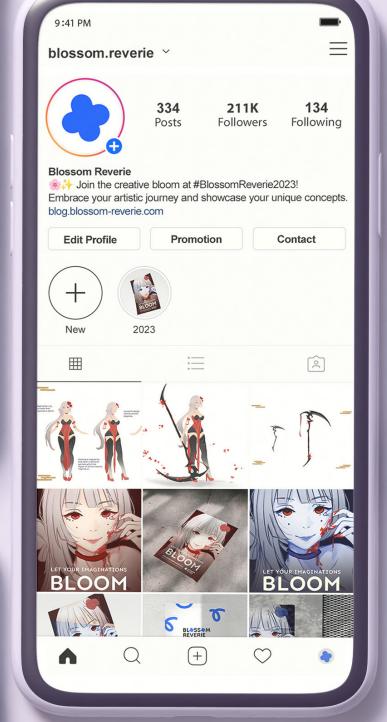


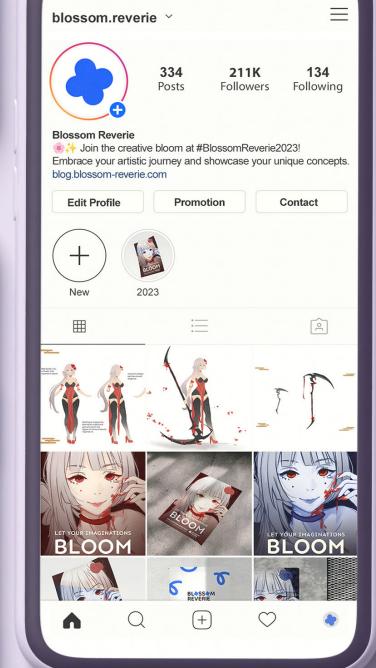


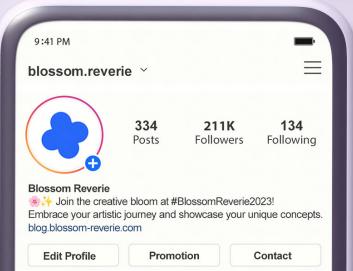


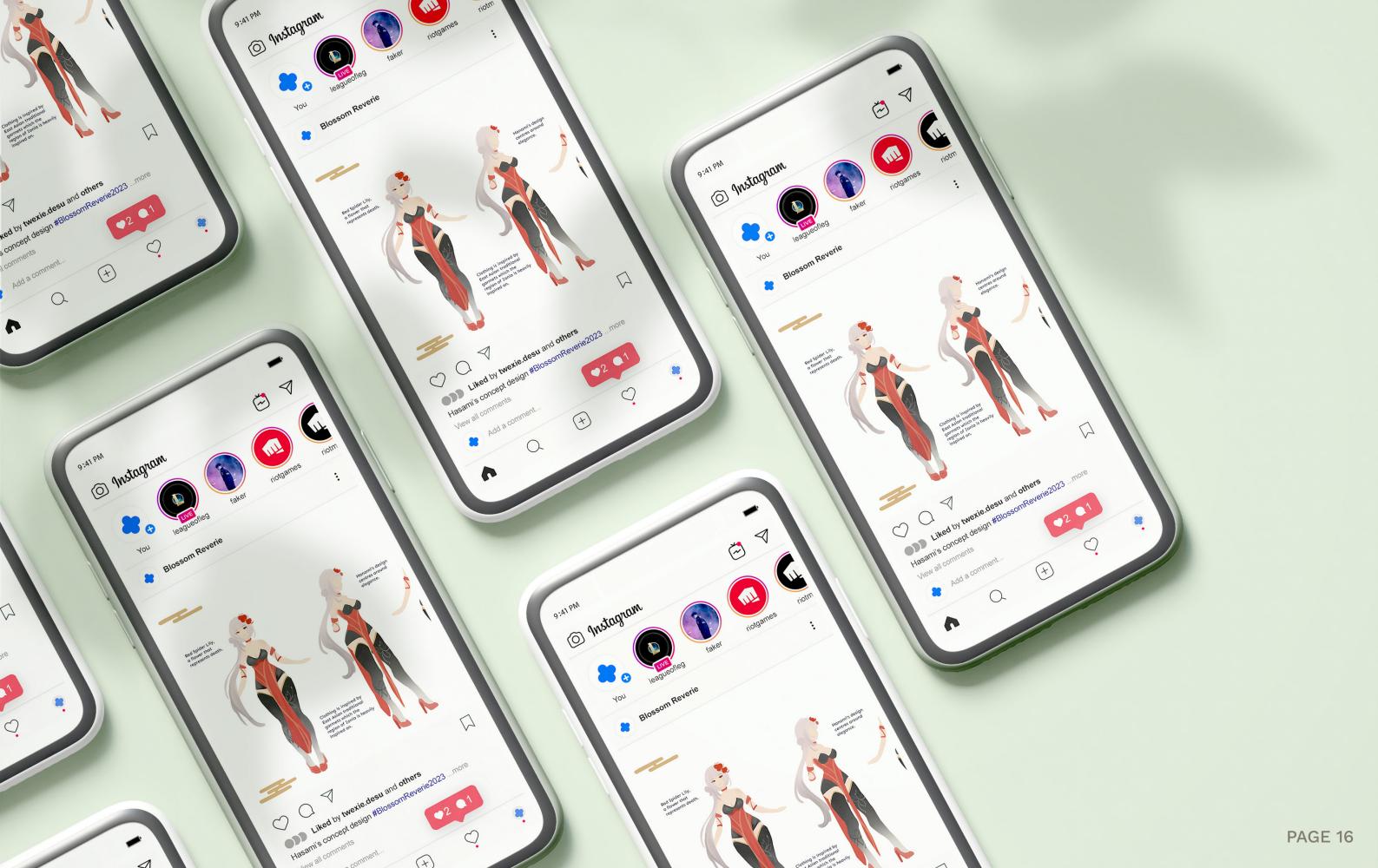


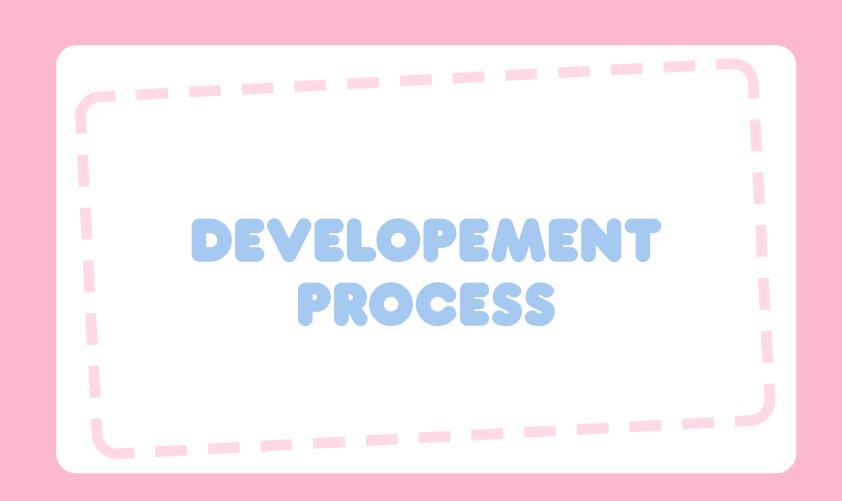








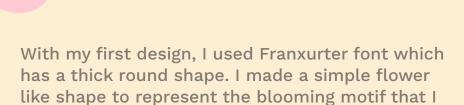






was going for.

DEVELOPEMENT



What I didn't like was that it felt too clustered. Therefore, I changed the font to Dongle which kept the nice round silhouette but gave a cleaner look as it was also thinner.

I played with a couple of layouts until I landed with the final one. I changed the colour to make it look more striking and finally added the slogan.









A CONCEPT ART ODYSSEY

SKETCH

WORK IN PROGRESS

RENDERED







PROMO POSTERS DEVELOPEMENT

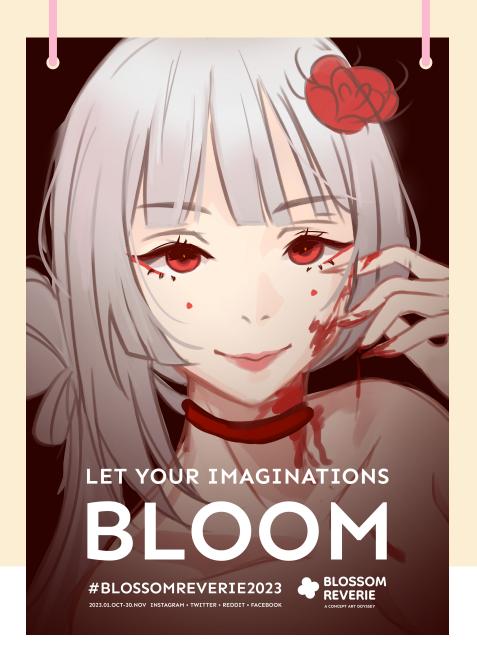
I quickly saw the potential on the first pose I sketched out, so I tried to build on it to see if it would fit the vibe I was looking for.

I wanted Hanami's eyes to be the main focal point of the artwork as naturally it is what us humans look for when we see a caricature. I approached this by making the eyes relatively detailed compared to the rest.

It is really important that the poster is able to hook in passbyers in a fraction of a second.

For the final poster, I added a bit of gradient using the same colour as the background to soften the transition from the character to the text. I then placed the text at the bottom as it created a natural flow for the viewer's gaze.

I utilized white for the text as it helped the words stand out without competing too much for attention. Finally, I made sure to use a catchy tagline to intrigue possible viewers to join the event.



FINAL POSTER VERSION 01

INITIAL CONCEPTS OF HANAMI



I kept in mind Hanami's backstory when I worked on her design. As she is an elite priestess, I wanted her costume to be long and graceful. Similarly, I wanted her hair to express elegance - one of the key features that helped create the facade of her actually being a deadly killer. I drew insiparation from exisiting League of Legends characters that come from the same region such as Ahri and Akali. I also took inspiration from the death flower, the red spider lily.

CHARACTER CONCEPT DEVELOPEME















LOCAL BUSINESS REBRANDING

Mahia bakehouse is a local bakery located in South Auckland. It is owned by a family whom I know personally which made this project very special to me. It is a cozy bakehouse that sell warm bread in the morning for the neighborhood to enjoy.

I decided to create a modern brand identity for the bakery that captures its friendly and welcoming personality. It was an honour to be able to work on a project that is close to my heart.

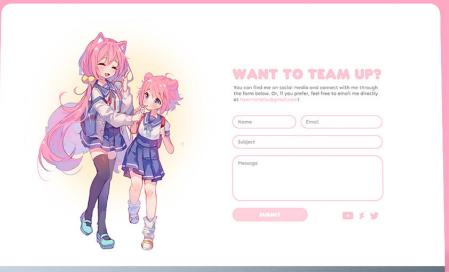


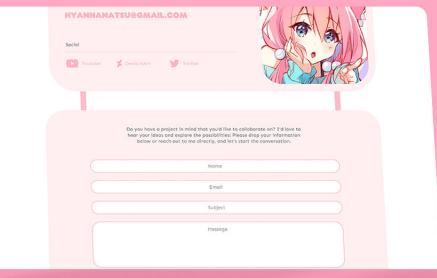












ARTIST PORTFOLIO WEBSITE

For this assignment we were tasked to create a portfolio website for an established artist. I chose to make make a website for the artist Hyanna Natsu. She is an artist who I have looked up to for years and I take inspiration from her art.

I use very feminine and soft colours for the portfolio as it reflects Hyanna's art style. I designed and coded an image carousel to display her best artworks as well as a contact page right below. Additionally, I created a separate 'About Me' and 'Contact' pages.





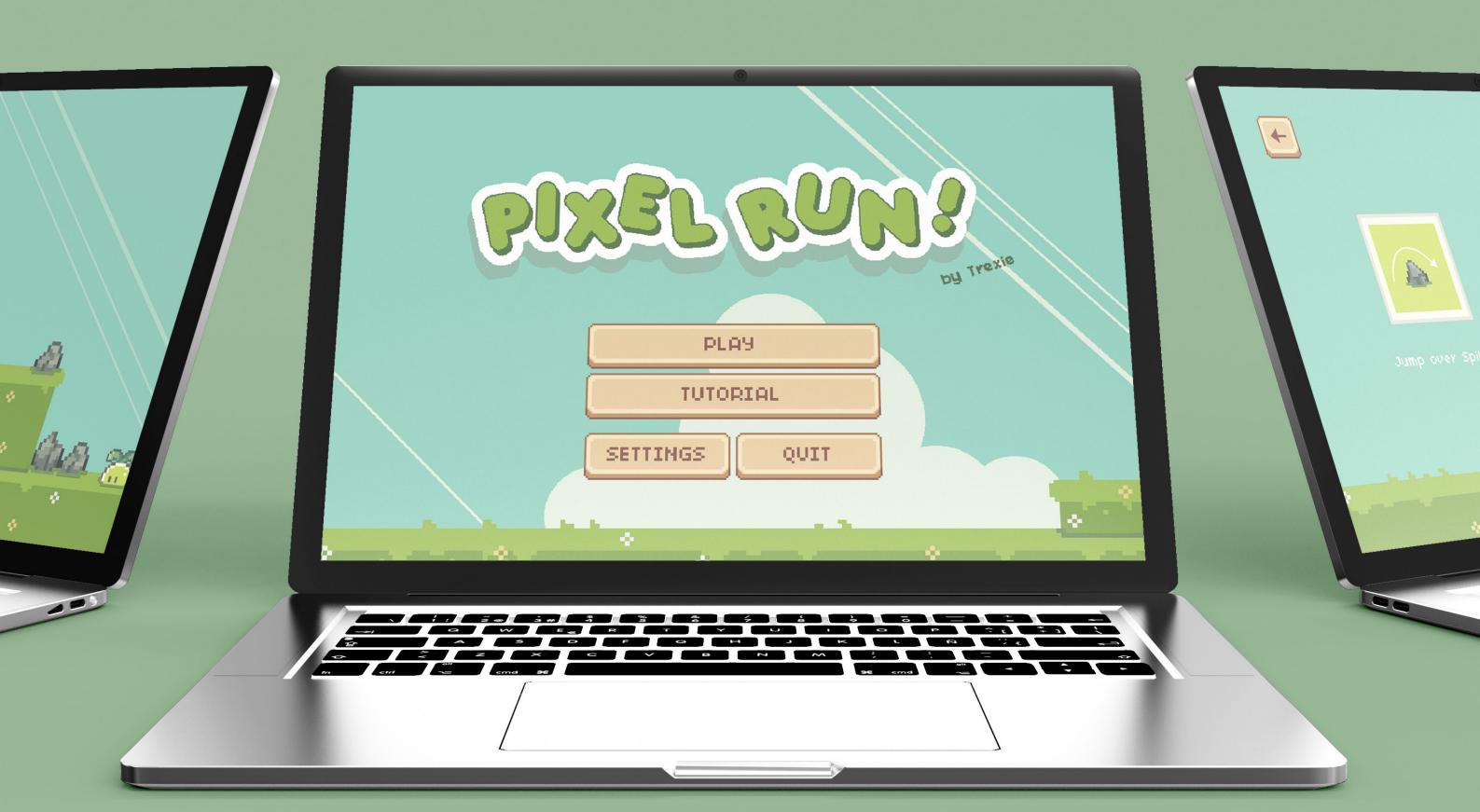


3D ANIMATION "THE SLIMF"

"The Slime" is a short animated story I created about a single slime who does not have any friends. The slime faces a challenge in reaching a fruit that is high up in a tree. After failing multiple times, the slime figures out a solution - to gain courage of asking help from the other slimes.









GAME DESIGN

"Pixel Run" is a cute and rhythmic platformer game where you control an adorable character, jumping and dashing through pixelated levels with lively music. It's a game that combines charming visuals with engaging gameplay.











CONCEPT ART "THE MARA"

This is my finished illustration of a fantasy character that I designed based on the Maori God Rehua (Star God). They are called the Mara, celestial fairies that watch over the land of Aotearoa at night.

They live alongside Rehua. Once the sun comes down, these fairies bring calmness to plants and guide lost souls with twinkling trails.

MY PERSONAL ARTWORKS





This is an illustration of my original character named Muyoni. She has a bubbly personality and likes to pretend that she is a unicorn by placing an icecream cone onto her head.

I designed her back in 2018 and it's fun seeing her drawn over the years as my artstyle changes and develops.

ORIGINAL ILLUSTRATION: MUYONI





This is a logo design I made for a sticker shop that I am currently working on. It is called Mikomo Mini Shop, and this is the banner I designed for my Etsy store page.

The logo is really captures my aesthetic as it is colourful, festive and adorable!









STICKER DESIGN : HAMSTER BAKER

This is one of the sticker sheets I designed. It features a hamster baker mixing batter, baking, and collecting bread.

I also added little decorations you would find in the hamster's shop such as the signs.

This art-style is quite different to my usual as I tend to draw human girls, but this was a really nice piece that turned out well.







SAY HELLO!



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