

SANDRA FERRAGU

30 PAGES MINIBOOK



DISCLAIMER :
AS I HAVE BEEN WORKING FOR 13 YEARS IN VISUAL DEVELOPMENT,
IT CAN VARY A LOT IN TERMS OF QUALITY AND STYLE.



VISUAL DEVELOPMENT FOR VIDEO GAMES



INFO

Sandra Ferragu
Born in 1984
Living in Paris
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English : conversational
French : native

SOCIAL

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FIELDS

CONCEPT

Quick rough research
Lighting & color
Composition variations

ENVIRONMENT

Environments & props
Isometric & sidescroll
Parallax

CHARACTER

Cartoon to semi realist
Model sheet 360°
Expression variations

ANIMATION

Timeline based
Spine puppet
As3 interactivity

EDUCATION

- 2002 High School degree
Le Corbusier
POISSY 8300
- 2004 Modern Literature
La Sorbonne
PARIS 75017
- 2006 Visual communication
Argos
SAINT-MAUR 94100

experience

UBISOFT
MAR20 / NOW
BORDEAUX

TAP4FUN
NOV18 / AUG19
PARIS

PARALLEL STUDIO
SEP18 / JUNE19
PARIS

ARTISAN STUDIO
JAN18 / AUG18
QUEBEC CITY

PRETTY SIMPLE
JAN14 / AUG17
PARIS

MAGMAMOBILE
MAR13 / DEC13
ARGENTEUIL

TANUKIS
MAR13 / JAN12
LYON

WIZARBOX
OCT08 / APR09
SEVRES

Unannounced Projects
Concept Character / Environment /
Props / UI / Animation / VFX

Age of Apes
Concept Character / Enviro / Props

Unannounced Project / EqqO
Concept Character / Enviro / Props

Brave Neptunia
Environment Art

Criminal Case
Character Art / Illustration / Animation

Dafox / Fireman
Game Art / Animation / UI / VFX

Lovely Juliet 2 / Henry D. Richards
Character / Environment Art /
Comics / Illustration

So Blonde 2
Character / Enviro / Storyboard

Survival / PVP
MultiPlatform

Strategy MMO
Mobile

Adventure Game
Console / PC / VR

Japanese 2D RPG
PC / Switch / Playstation

Investigation Game
Facebook / Mobile

Puzzle Games
Mobile

Dating Sim
Web Browser

Adventure Point'n click
PC / Wii / DS

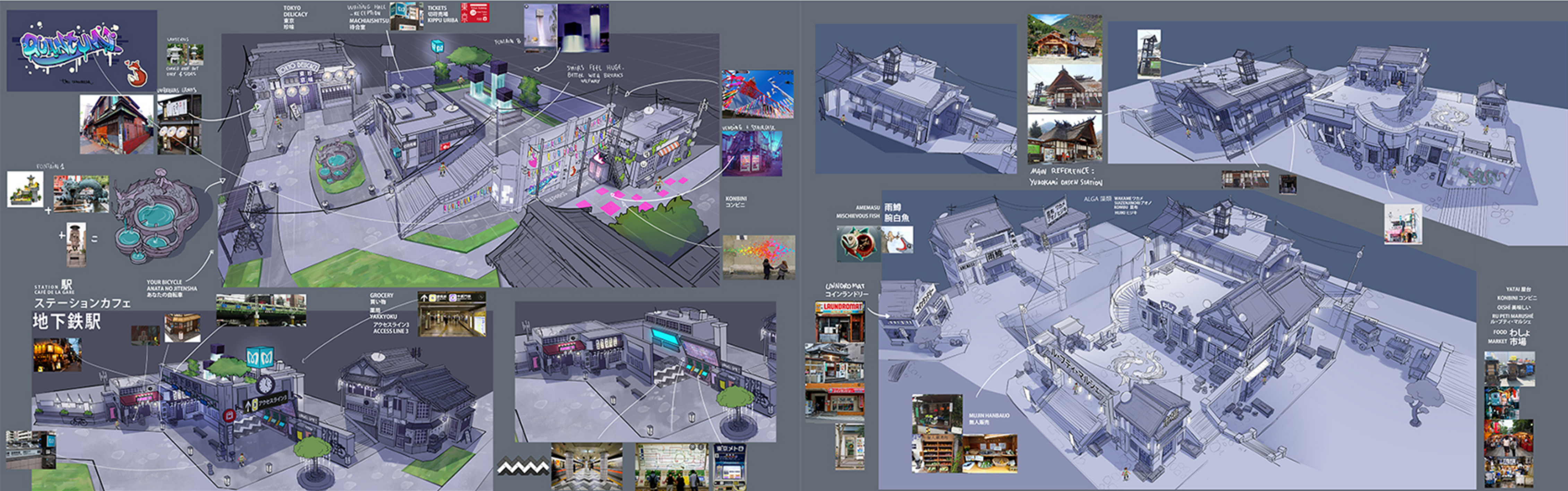
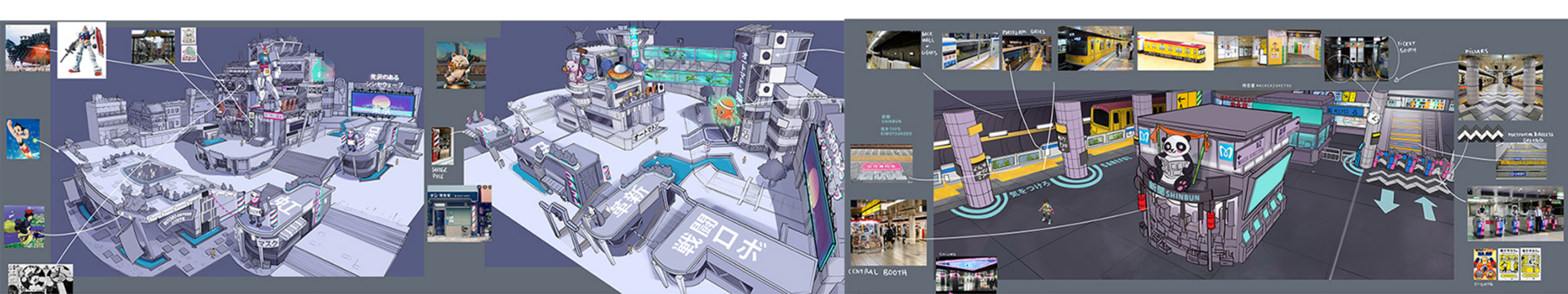
Interests

- Science-fiction
- Horror games
- Dystopia
- Literature
- Handrawn 2D
- Front-end dev
- Coop online fps
- Story driven games
- Urbanism

toolset













AIRBORNE

82

W. S. D. P. H. Y.

J. SEED





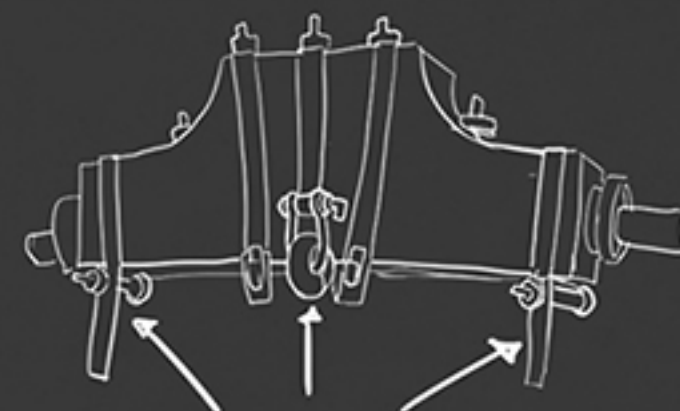
/BELL



CAST IRON
Matte dark grey with corrosion :
'verdigris' green and rust orange
especially on the edges and inside the bell



Rust with volume
Green more on the surface



The iron frames are much more rusty
than the bell itself



The wooden frame that support the bell
is still attached but damaged



Create assymetry with dents/shocks
marks on the metal
but feels as a whole piece.

- Simple design (military bell)
- Fallen in the remains of the collapsed tower



/SUNKENSHIP



SEAWEED MOSS
mostly on the bottom of the hull



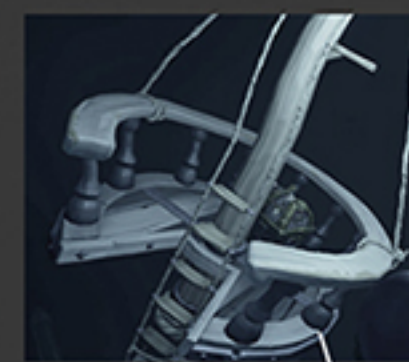
WOOD
polished by the water
on the outside : faded and blemished by the sun
on the inside : darker and more vivid brown



LOCATION
Near the pier, parts of a sunken ship peaking through the sand and water
Not much remains : focus on some iconic wooden features



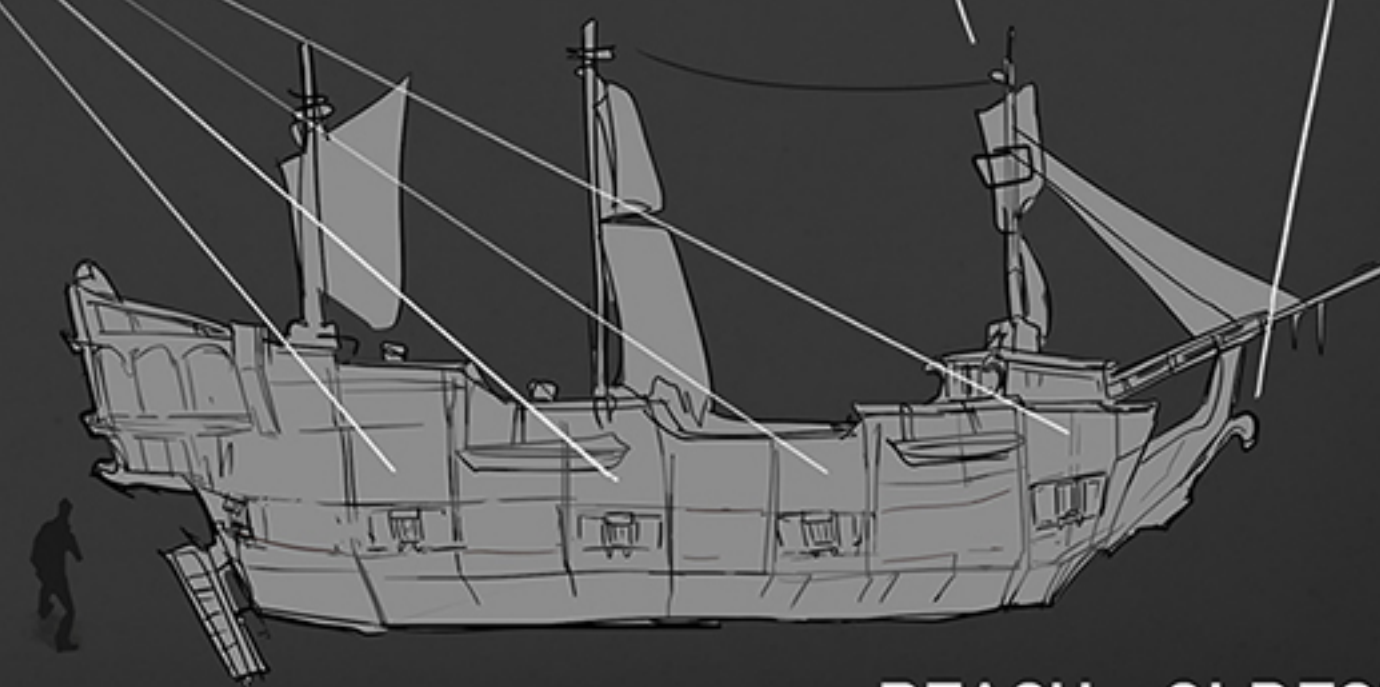
CANON OPENINGS



FOREMAST
with a lookout
and its broken ladder



BOWSPRIT
carved wood in spiral
under the bowsprit



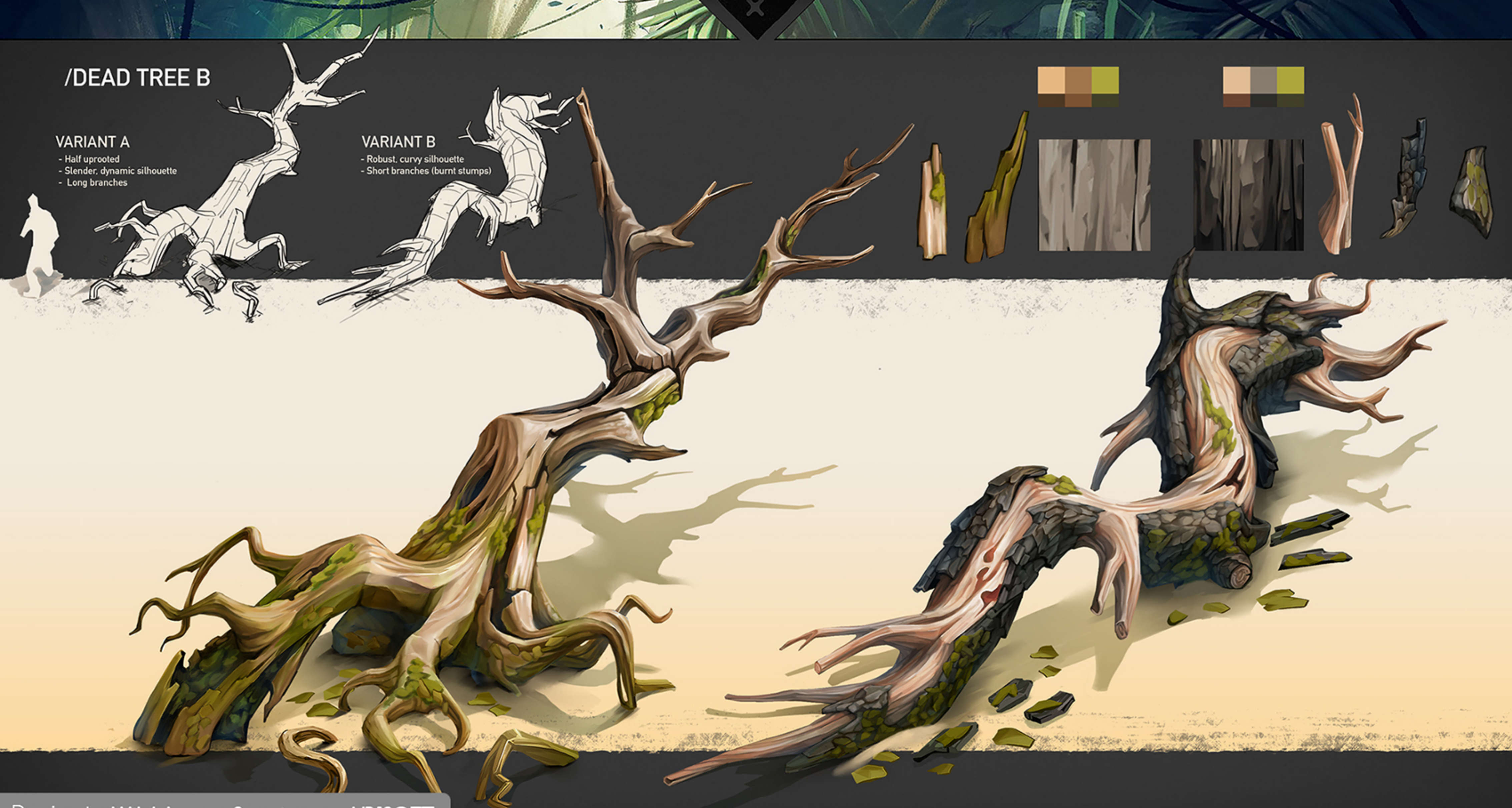
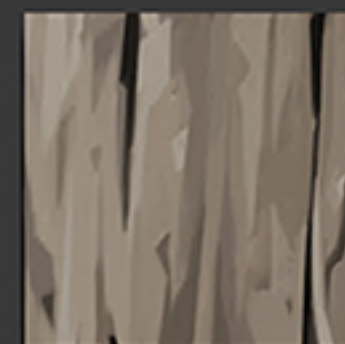
/DEAD TREE B

VARIANT A

- Half uprooted
- Slender, dynamic silhouette
- Long branches

VARIANT B

- Robust, curvy silhouette
- Short branches (burnt stumps)



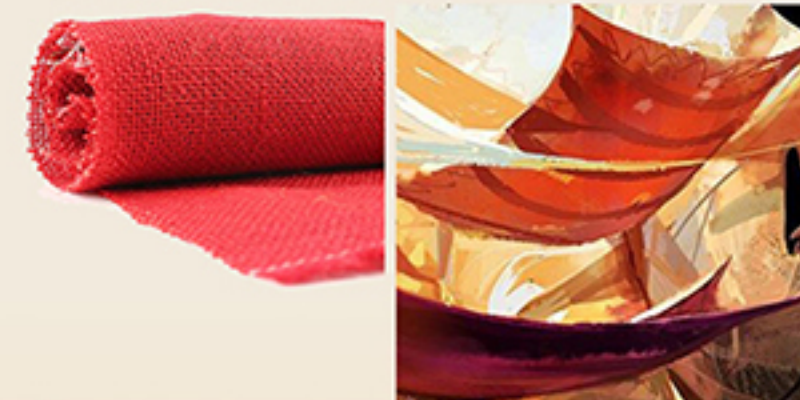
/BELLTOWER
/LOWWALL

See roof board

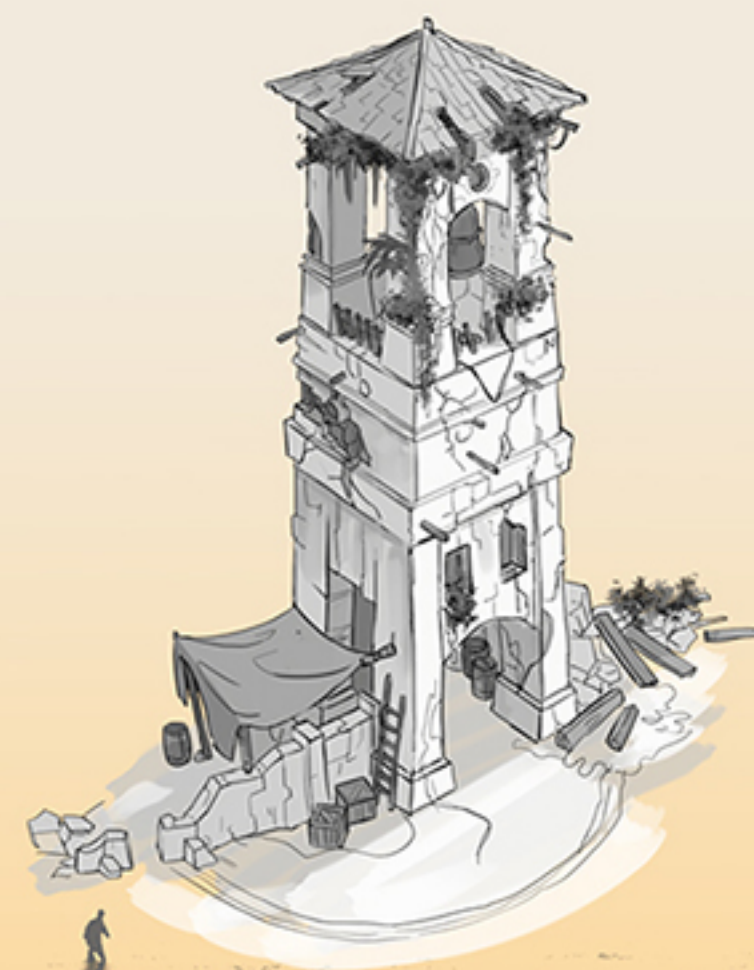


LOW WALL
- 1 part : nude stone
- 1 part : eroded 2 layers stucco

HESSIAN
stained & holed



AC Black Flag as a main influence
French molding from the end of the 1700s









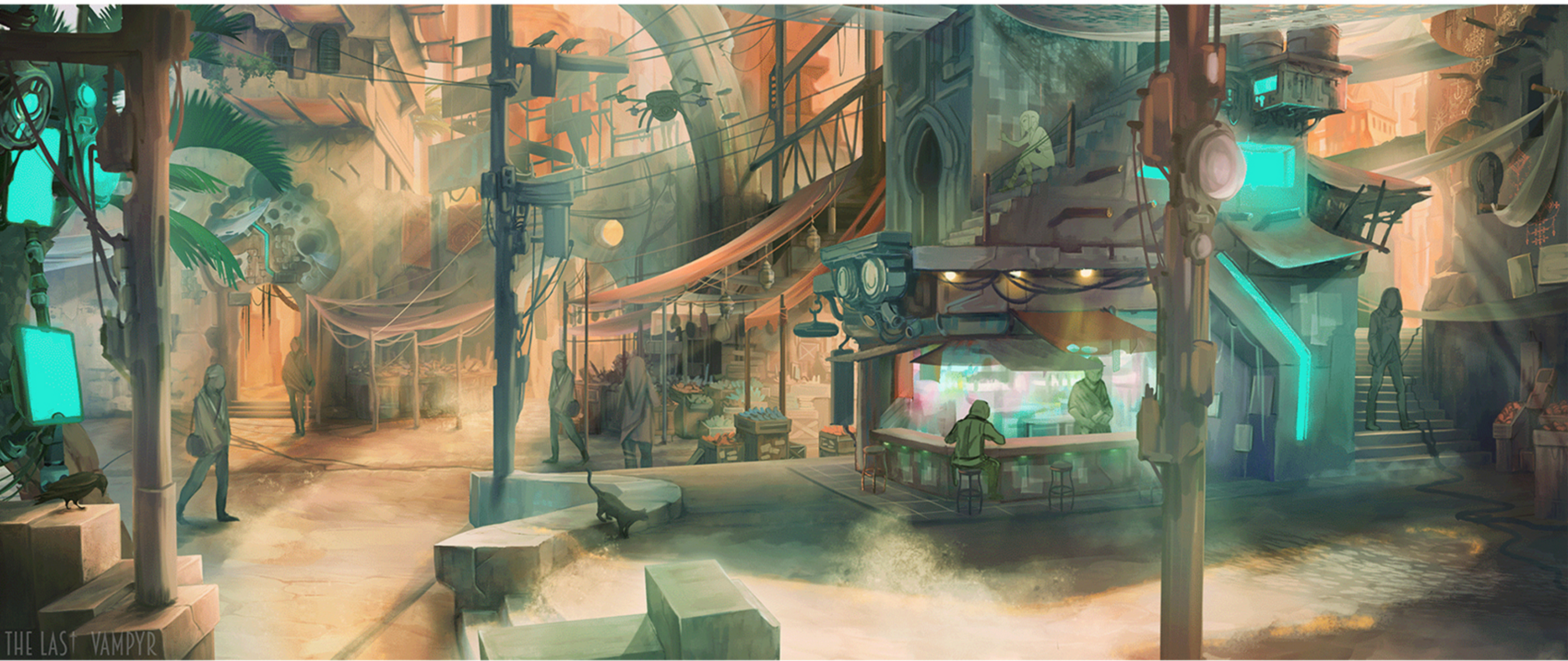












THE LAST VAMPYR

Project : Unannounced - PARRALEL STUDIO



