



**Noah
Price-
Bateman**

Design Portfolio


Introduction

I am a professional Graphic Designer.

I specialise in story-based design work, with skills in poster and character creation. I have a clear understanding of Illustration which I use for both professional and self-initiated projects.

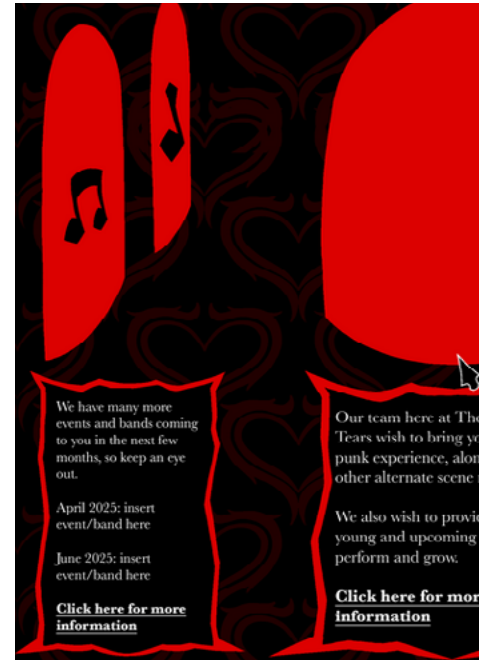
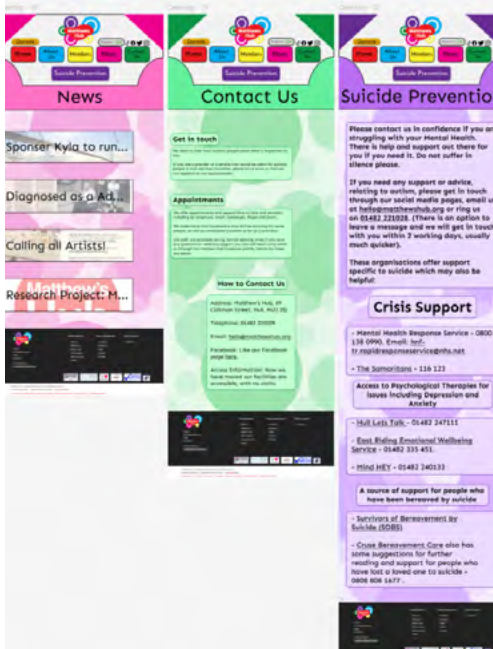
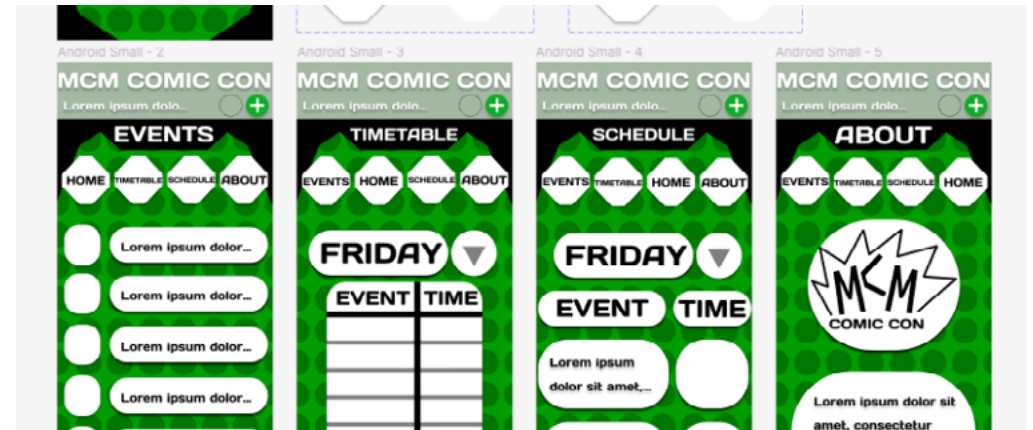
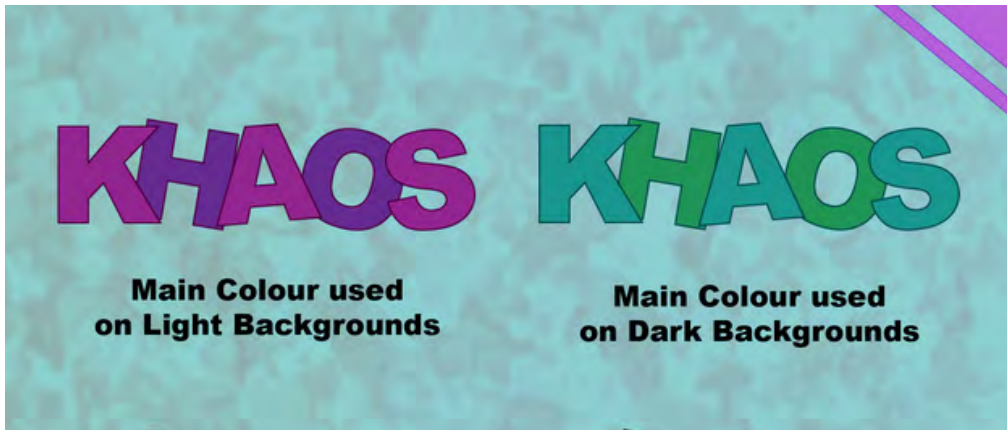
I hope to find a career which involves illustration work, specifically in the realm of story and character design.

Programs I am well versed in:
Adobe Photoshop,
Adobe Illustrator,
Adobe Animate,
Adobe InDesign,
Procreate, Blender,
Open Brush,
Premiere Pro, Figma



I have studied Graphic Design for 8 years, giving me a variety of skills and knowledge. I have taught myself many different types of art such as: Character Design, World Design, Illustration, 3D Modelling, Sewing. This gives me a varied understanding of what is expected in the creative fields.

Here are a few examples of my work across my professional projects:



Here are a few examples of my work across my self-initiated projects:



Classical Animation Piece

The task for this project involved **creating a 2D animation** that delved into an issue I felt needed addressing. My **animation** was based around artists and how we can compare ourselves to others, causing us to **feel dejected** about our own work. This impacts our **enjoyment of art**, along with our **emotional states**.

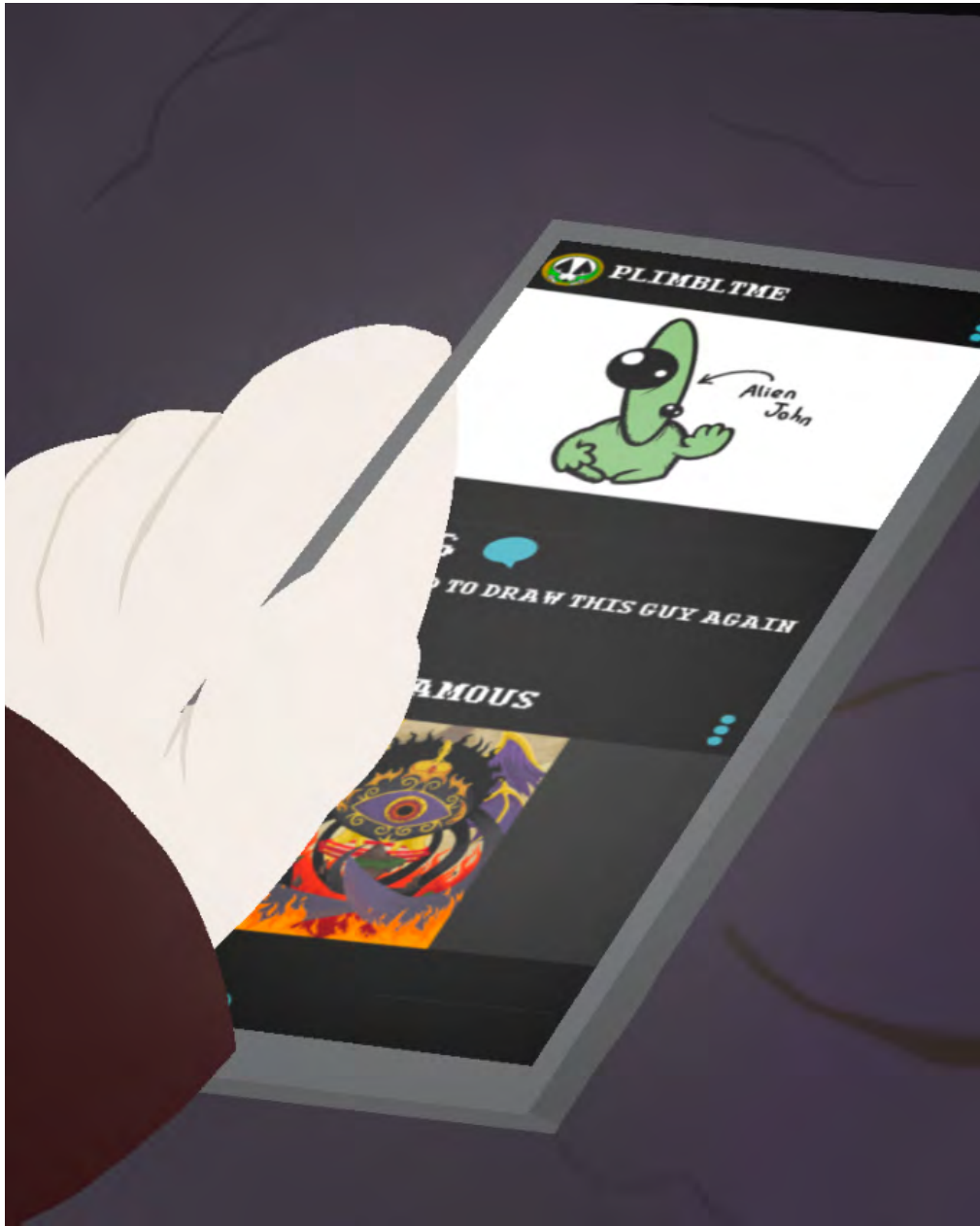
All of the assets in this project were made within **Procreate**. Once they were finished, they were sent over to **Adobe Animate**. After messing around with the layers, each part was animated individually, until it was satisfactory.

Parallax Animation of Buildings



Frame from Character Animation





The character was first made in a sketchpad, before a character guide was made of them on **Procreate**. This was the same for the building.

After being sketched in **Procreate**, a frame of the animation was drawn, and then each moving part was made into a separate asset.

The animation itself followed the storyboard very closely, with **changes** being made during the animation process.

[Click Here to Watch the Animation](#)

3D Metamorphosis Animation

For this project, the task was to create a **3D animation that morphed into something else** over the course of it.

My animation started as a **ruby, which morphed into an eye as the camera moved backwards**. This involved conceptualising everything and then creating it.

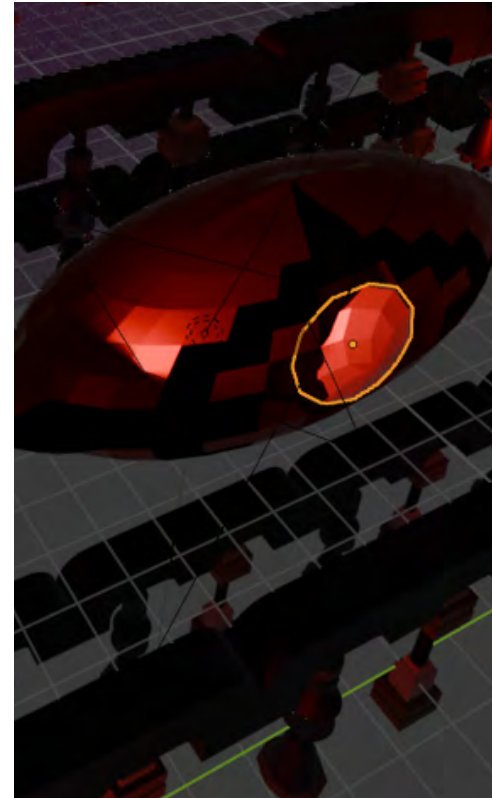
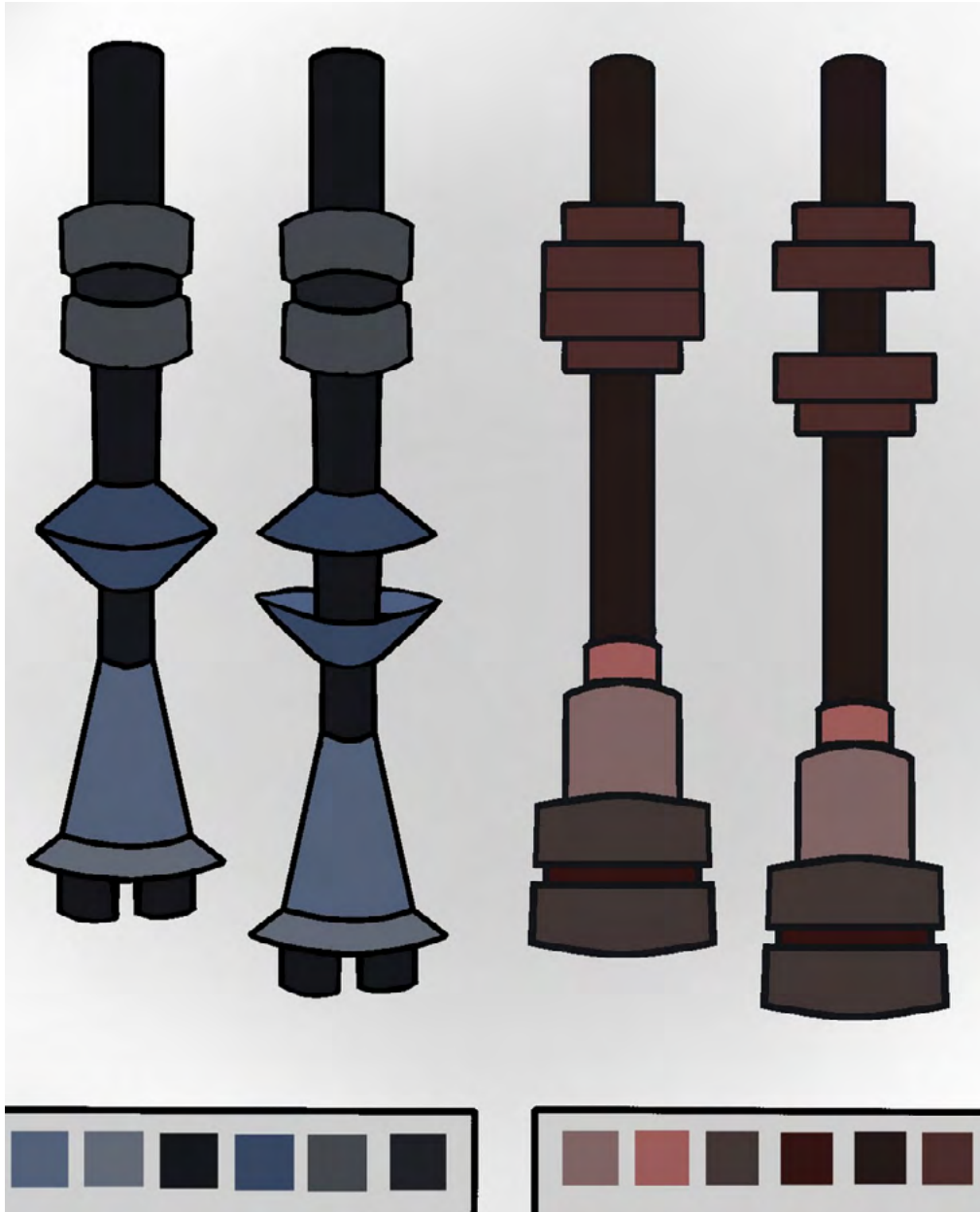
Using **Blender**, I created both the eye and pistons from scratch, and then learnt how to **move each element** within the programs animation timeline, resulting in a **satisfying animation**.

3D Render of Pistons



3D Render of an Eyeball + Ruby

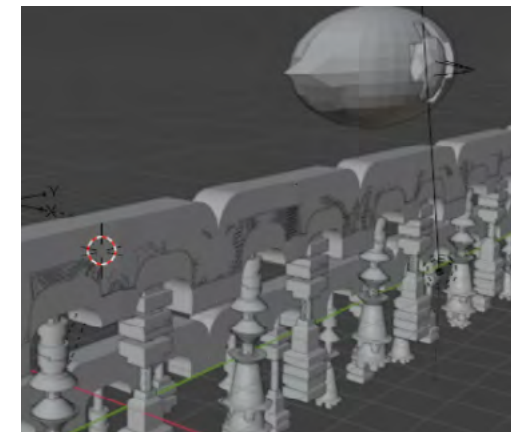
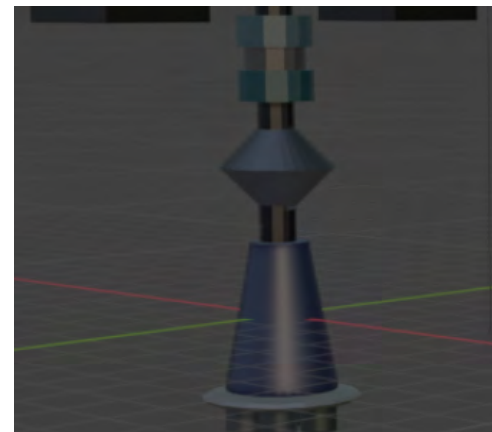




This project also showcased how I could **draw an idea**, in this case using **Procreate**, and then recreate the drawing as 3D models.

Within **Blender**, I made the animation by making two of the pistons move up and down, then copy and pasted it across multiple other models until they all moved.

[Click Here to Watch the Animation](#)



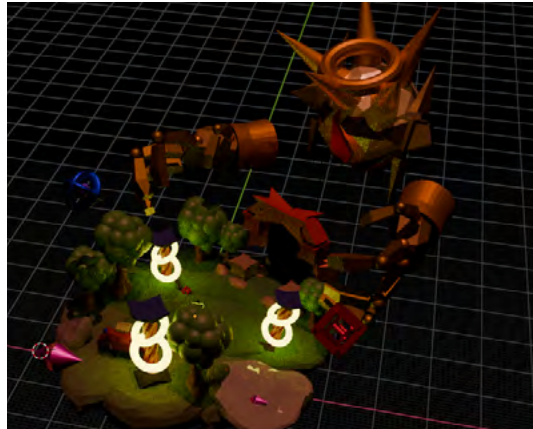
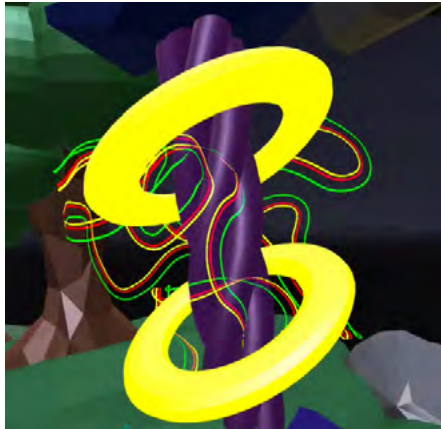
Emerging Technologies

This project, like the last one, also involved 3D, but unlike the last one, it was based around **emerging technologies in graphic design**. In the project we had a choice of **VR or AR**, along with what we wanted to create in them.

I personally chose to create **a world you can walk around within VR**, as I have skills in that area.

The programs used within this project were **Blender, Zbrush and Open Brush**, along with **Procreate** for idea generation. **Zbrush** gave me the skills to model in 3D, while **Open Brush** gave me the skills to create art within a **VR environment**, allowing for a new dimension to be explored.

This resulted in a **blend of different techniques and programs** being used to achieve the final product.

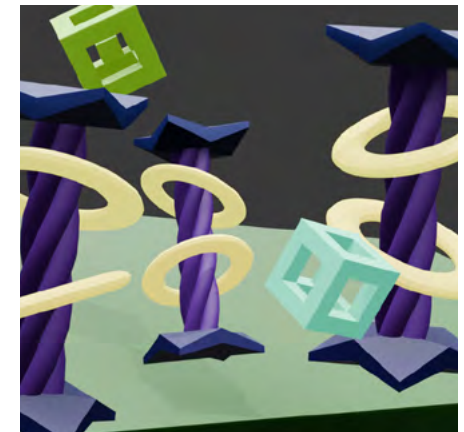




This project was also a great chance to **showcase my skills in character and prop design**.

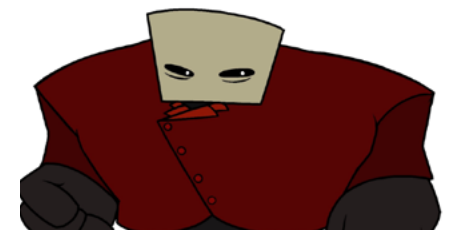
Using my inspirations, I made a hub filled with pillars and a gate that inspired **whimsy**, while the characters were more **imposing**.

It resulted in a **very interesting** feeling while looking around, yet was also quite **awe-inspiring** at the same time.



#B3AC8B	#241E1E
#560505	#181717
#8F1707	#111010
#7B0606	

[Click Here to Watch the Animation](#)



Final Major Project

The **final major project** was entirely my choice. I decided to create a zine that showcased the importance of character design and world design, alongside graphic design, and why it is all important when creating a story that can impact and influence people.

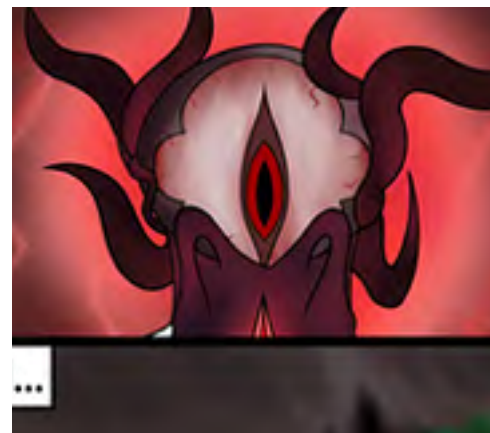
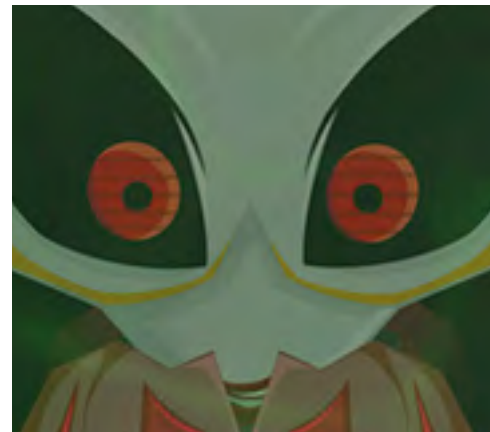
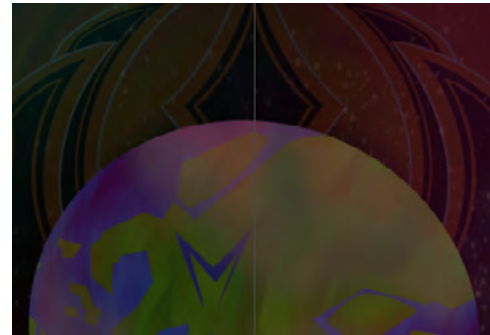
These were made with a collection of **Adobe Photoshop, Illustrator, InDesign and Procreate**. This resulted in the project being an **ultimate collaboration of the tools I had learnt** over time.

The zine itself features **20 pages of original artwork, along with a story based around rebellion**. This was made for an 18-30 audience, as they need to hear this message the most.



Character Art Piece from Zine

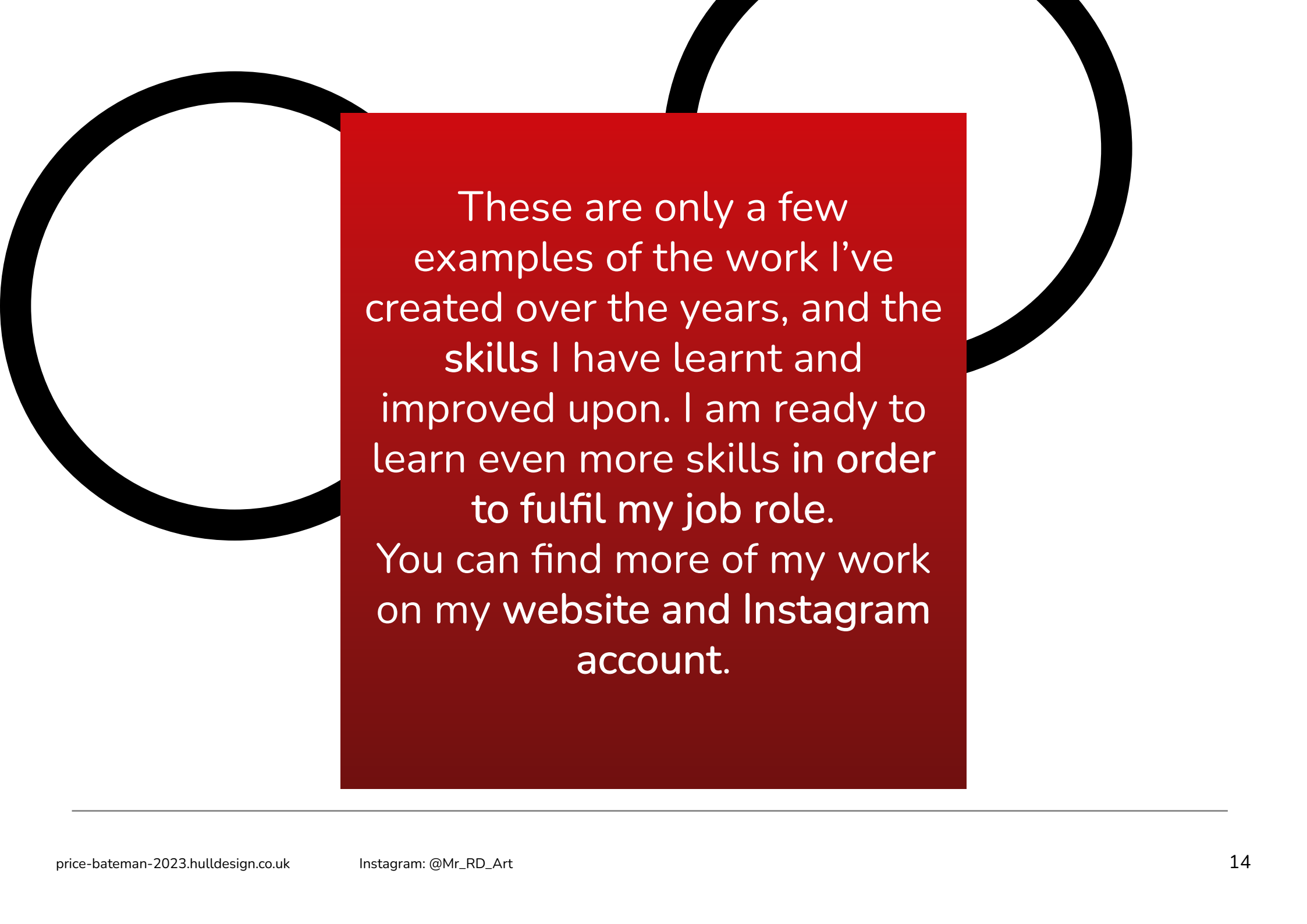




The project showcases a **variety of different art styles** and set pieces as to showcase how varied my skillset is.

All of these art styles are **purposefully chosen** to reflect the **specific character or part of the story**.

The artstyles included are: **Realistic tonework, comic book shading, limited palette and block shading.**



These are only a few examples of the work I've created over the years, and the skills I have learnt and improved upon. I am ready to learn even more skills in order to fulfil my job role. You can find more of my work on my website and Instagram account.



**Thank
You**