



Argo Turner

Digital Portfolio

[argoturner.myporfolioio.com](http://argoturner.myporfolioio.com)

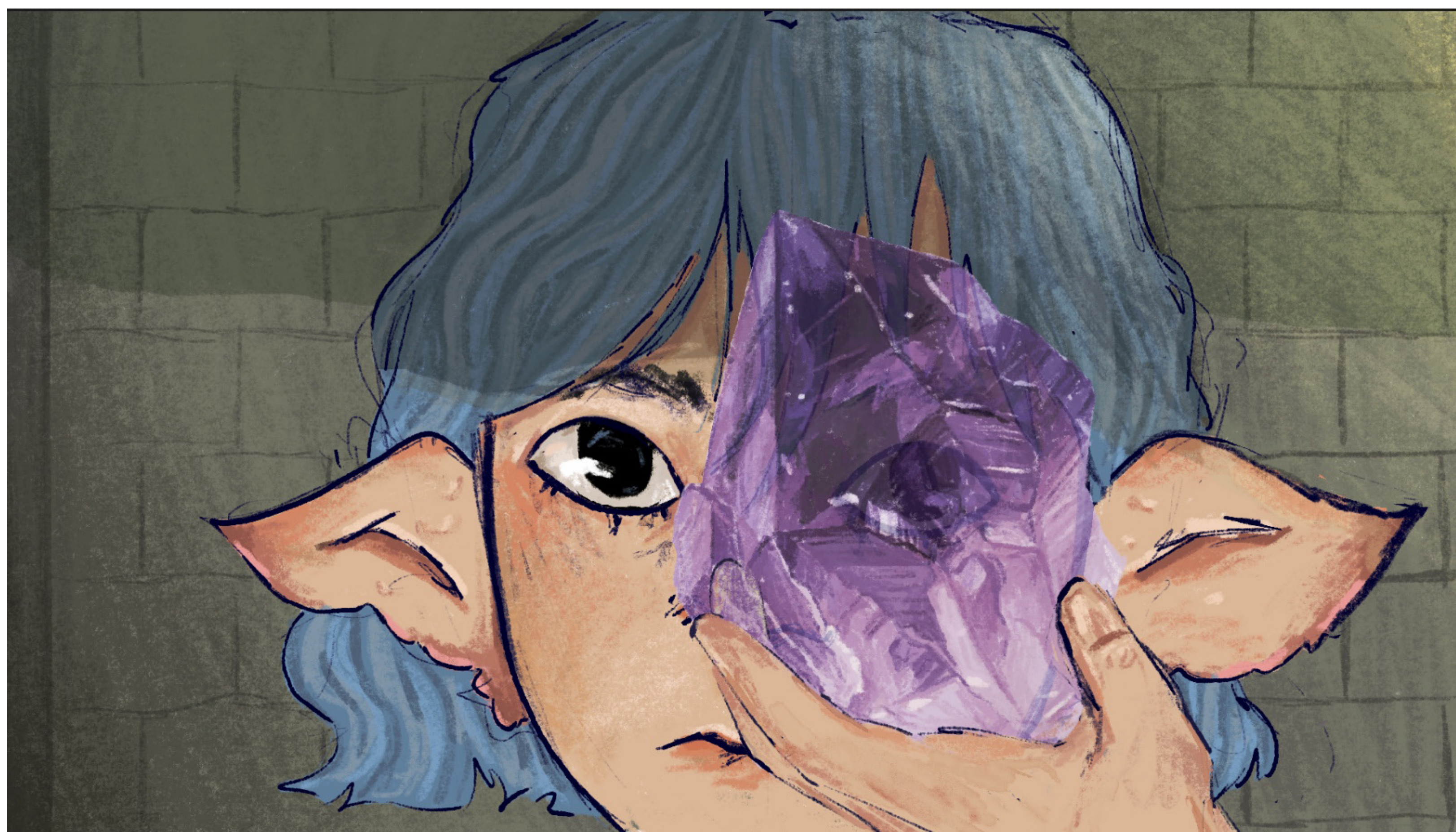


# The Unknowable Project



Five years ago the world was assailed by a dark swirling mass that seemed to appear in the sky out of nothing, after months of study on its descent the world was given ten years from its appearance until some kind of impact, giving the mass its name amongst the populace as The End. The Unknowable follows four central characters, all determined in their own ways to fix a world taken hostage by the fear of The End. The narrative focus on ideas of hope and fear, and is crafted with the intention of carrying across an entire season or more of content. This project, completed over the course of the last year, includes scene scripting and one episode of full script, main and secondary character design, environment design, storyboarding and animation for this world and the planned narrative, culminating in a series of animated samples and an animation pitch document.

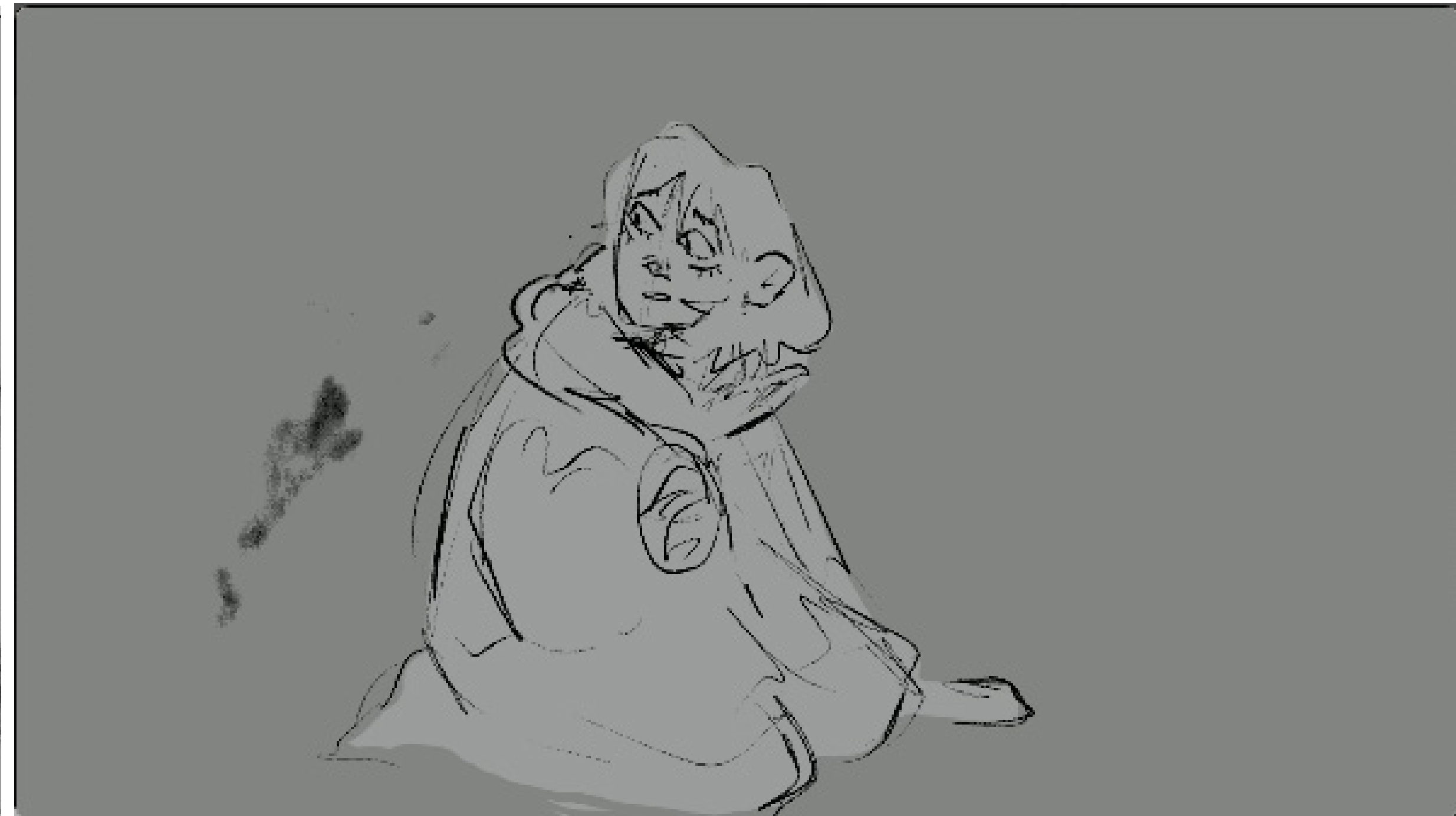
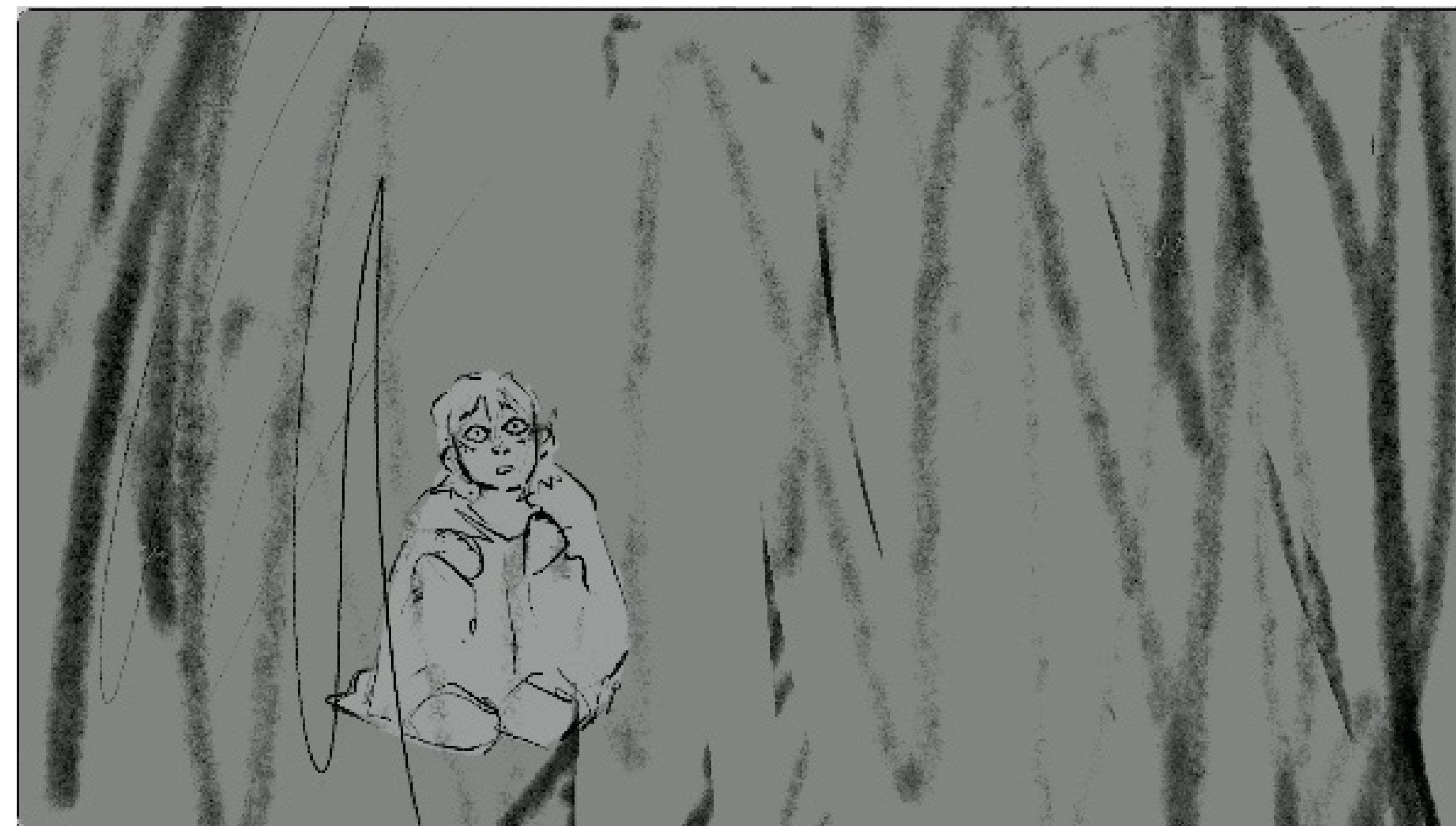
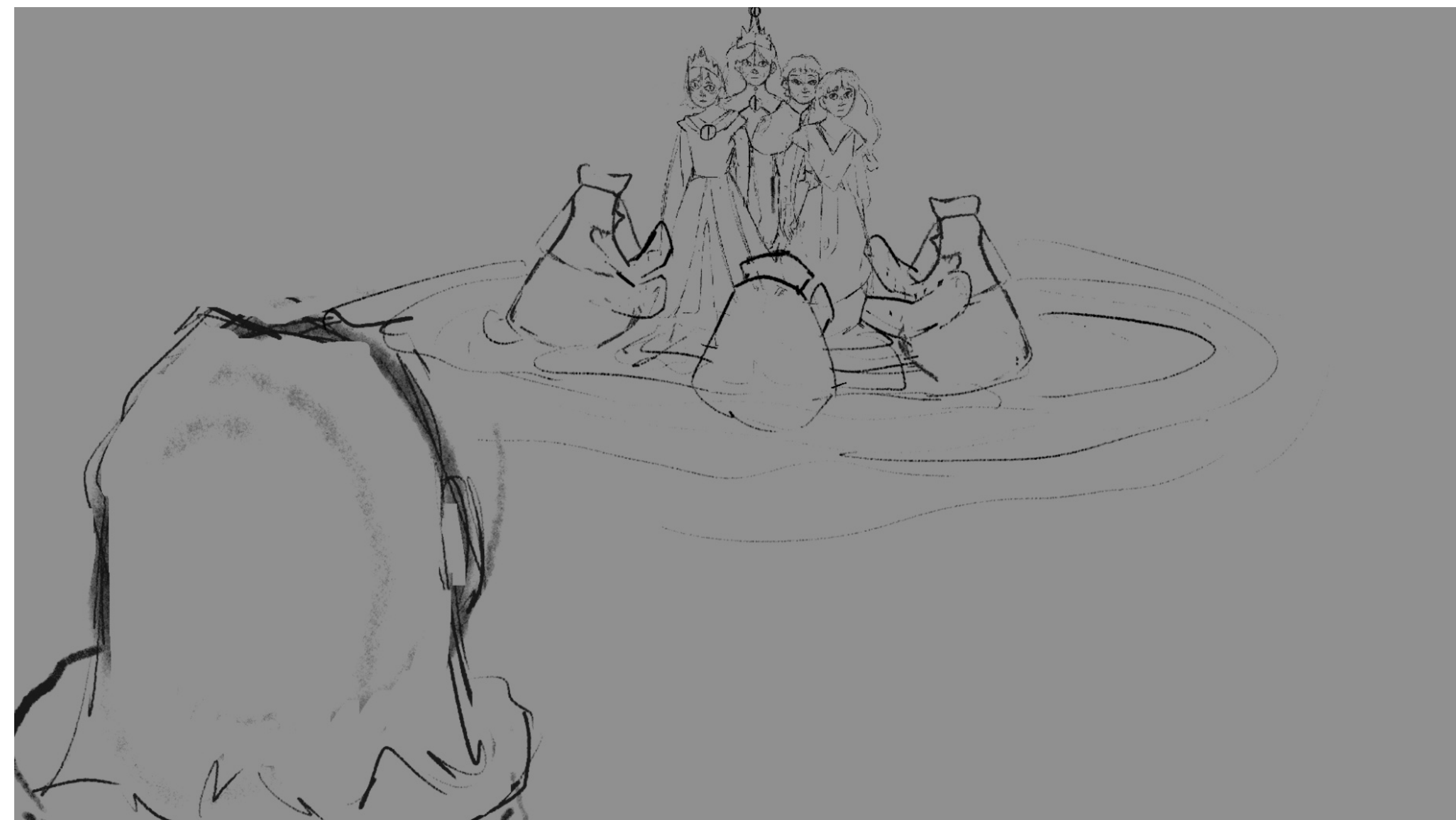
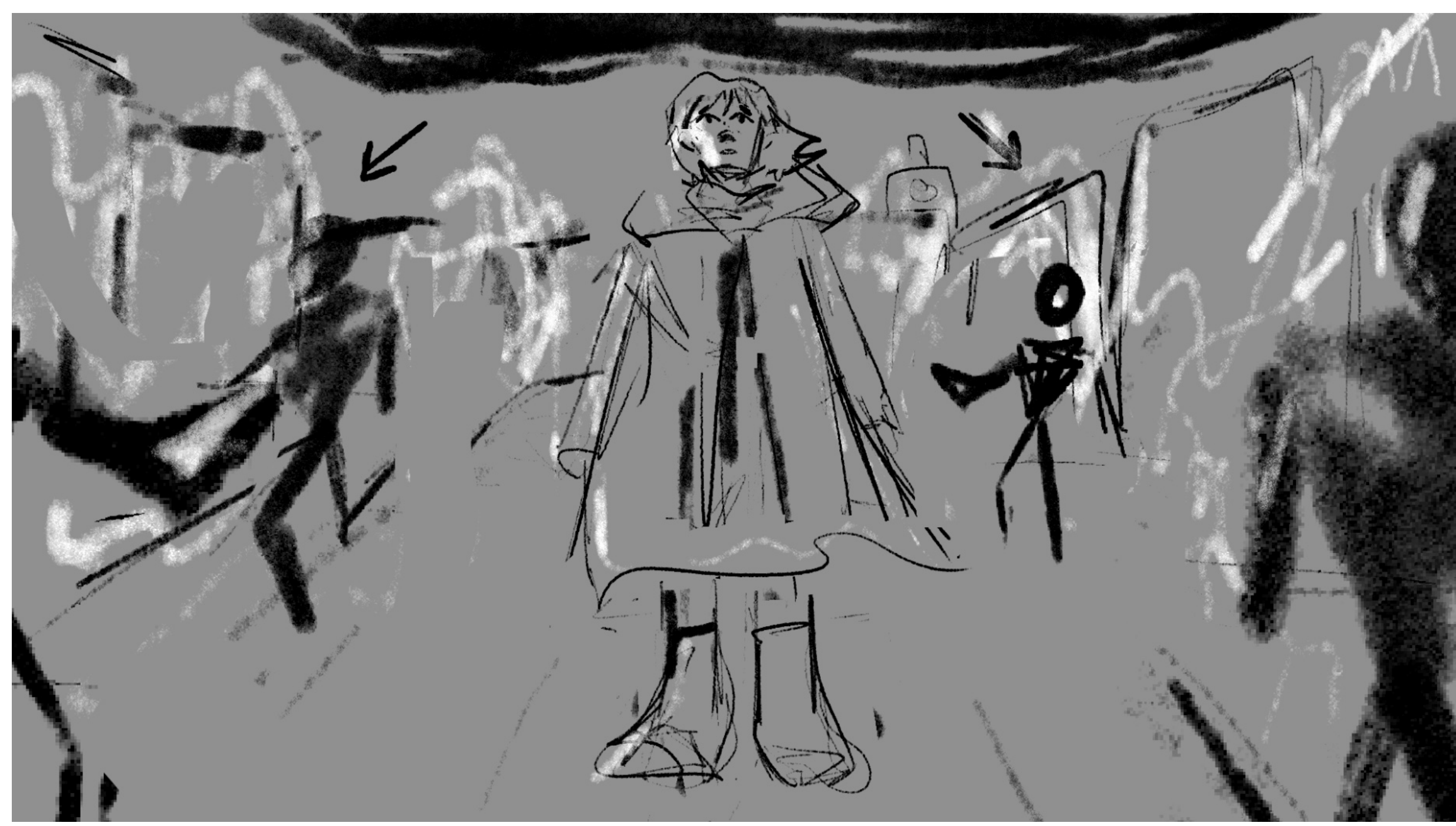
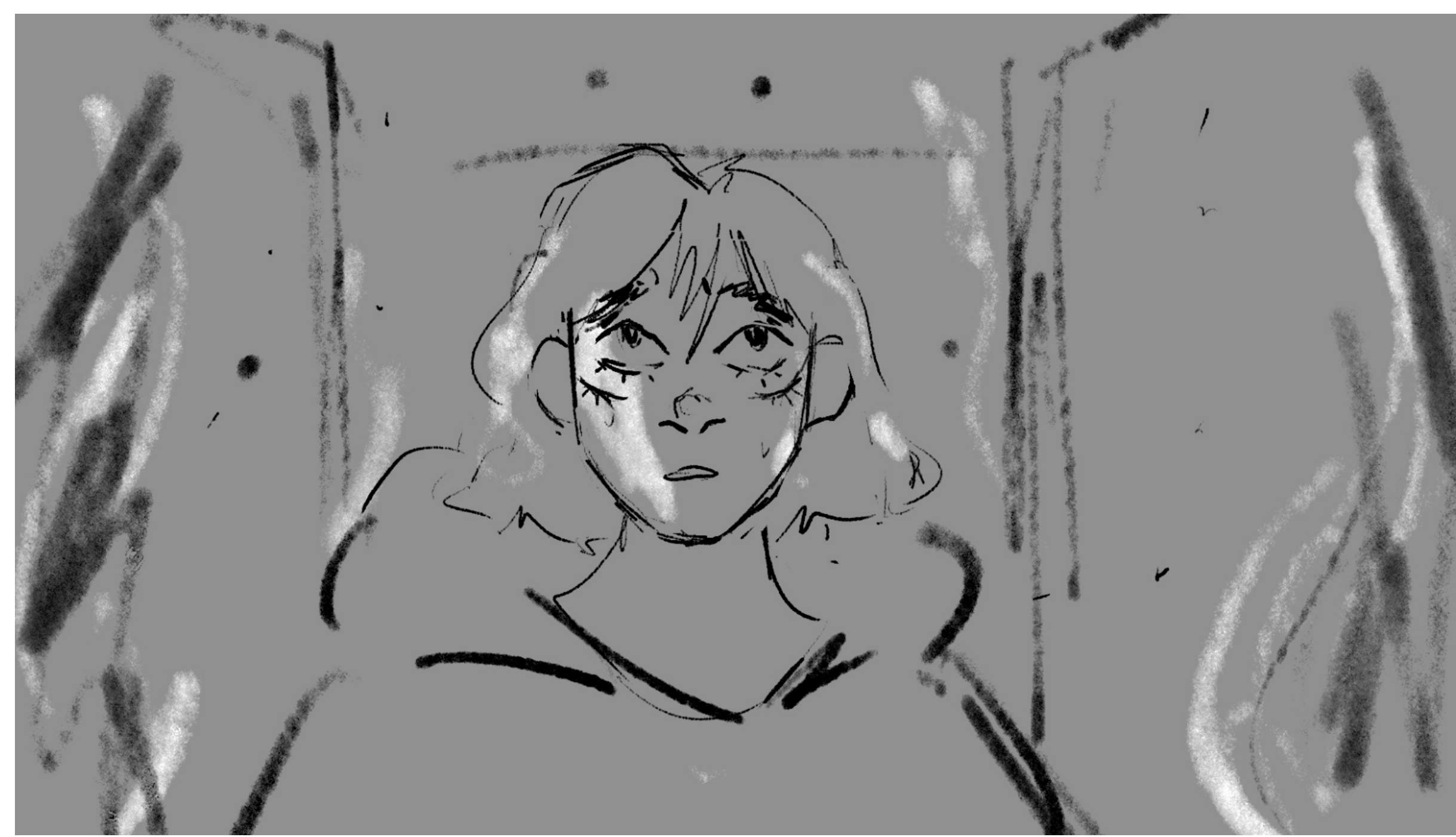
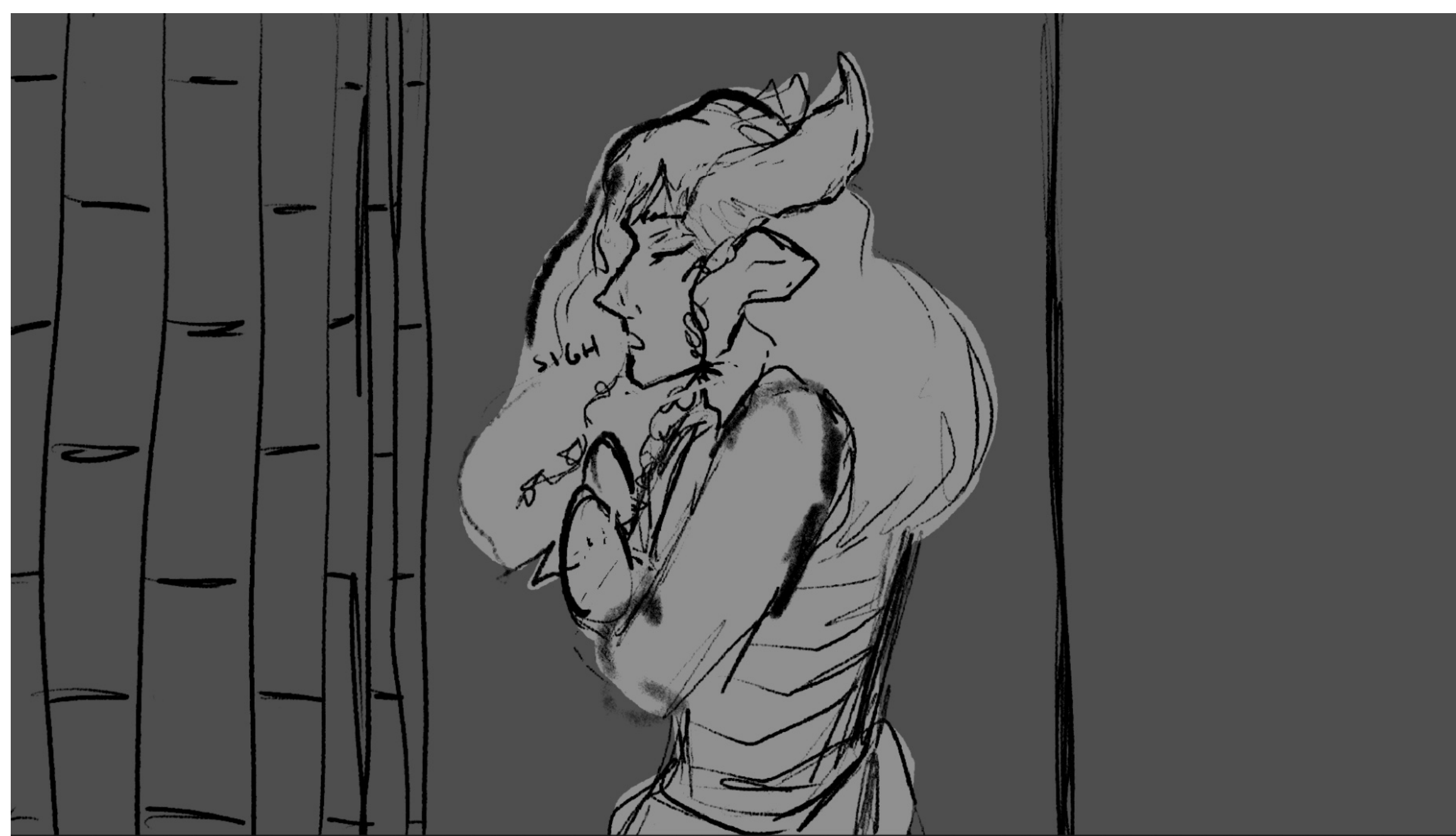
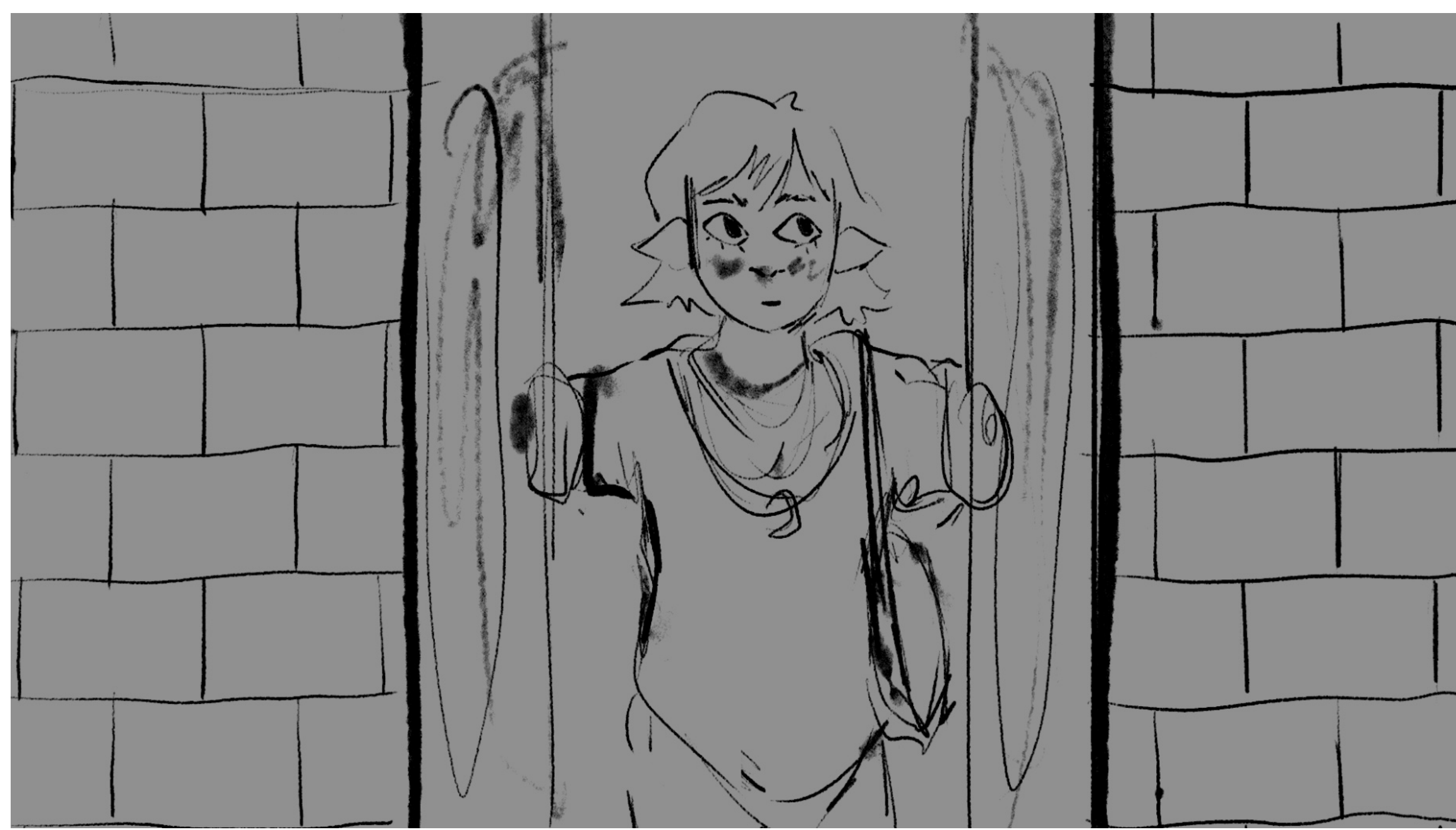




Stills from the animated concept trailer for The Unknowable  
Full Video can be found at: <https://youtu.be/ruYhtgM3DuY>

Next Page: Stills from the Episode One prophecy storyboard  
Full video can be found at: <https://youtu.be/-TChIMmLbOU>









Arien Drevniy  
character Studies

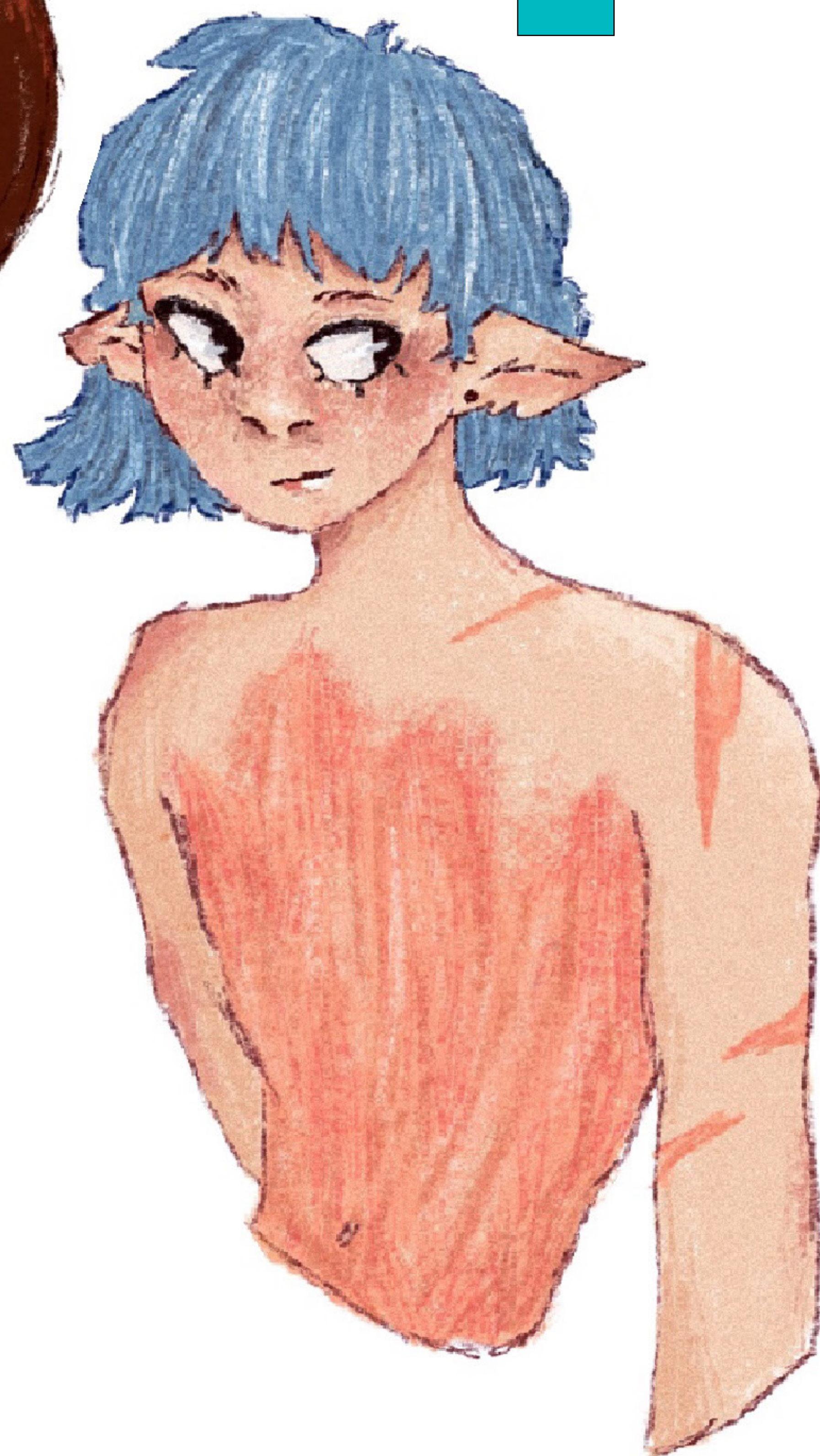
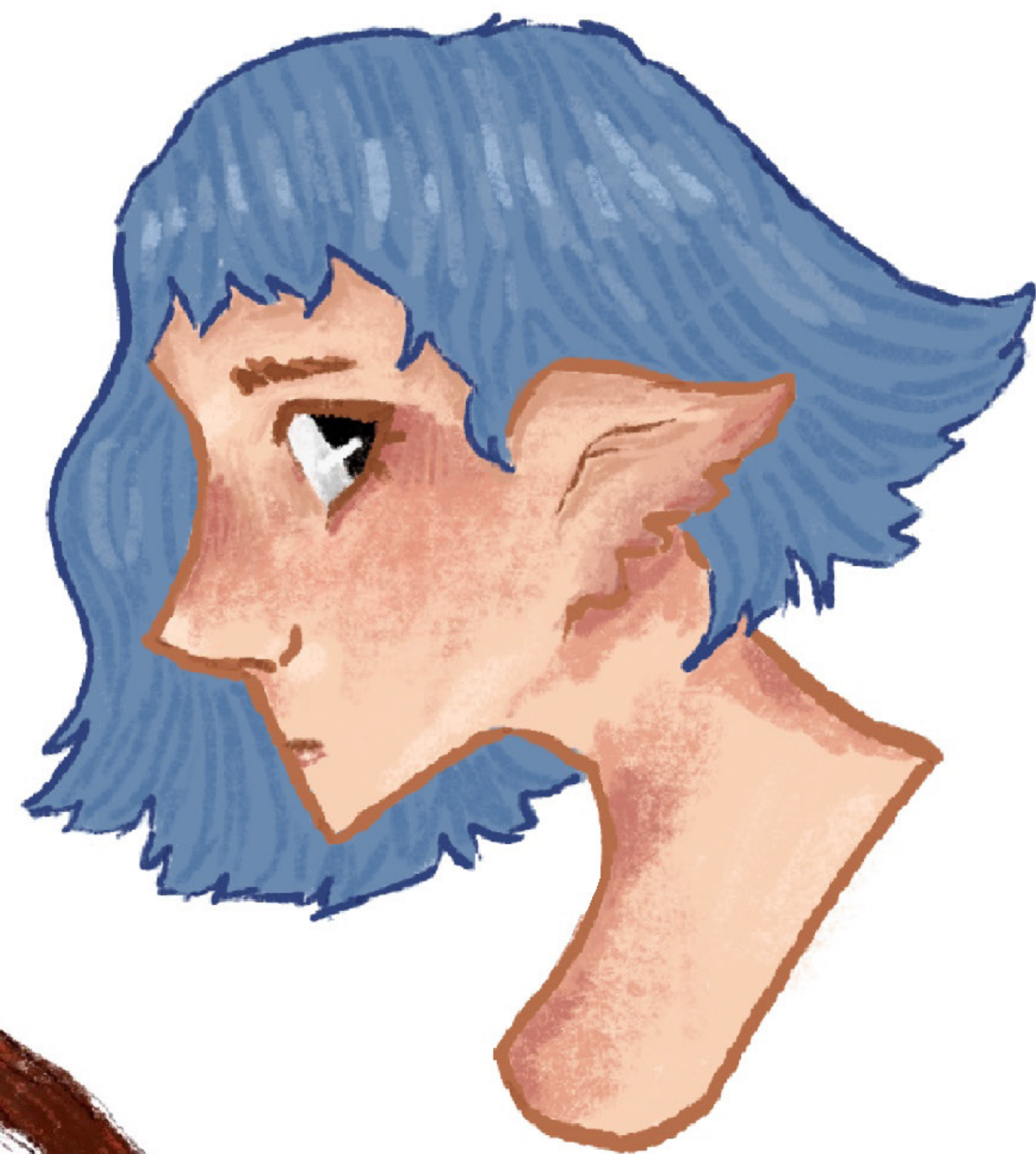
Hobin Drevniy  
Character Studies

## The Unknowable Character Designs

The Unknowable features four central characters, Arien, Hobin, Luca and Erris. All characters went through multiple design phases concurrently to character and story development before the final animations and pitch. The full body sketches were completed early in the project with the close ups the most recent designs.



# The Unknowable Character Designs



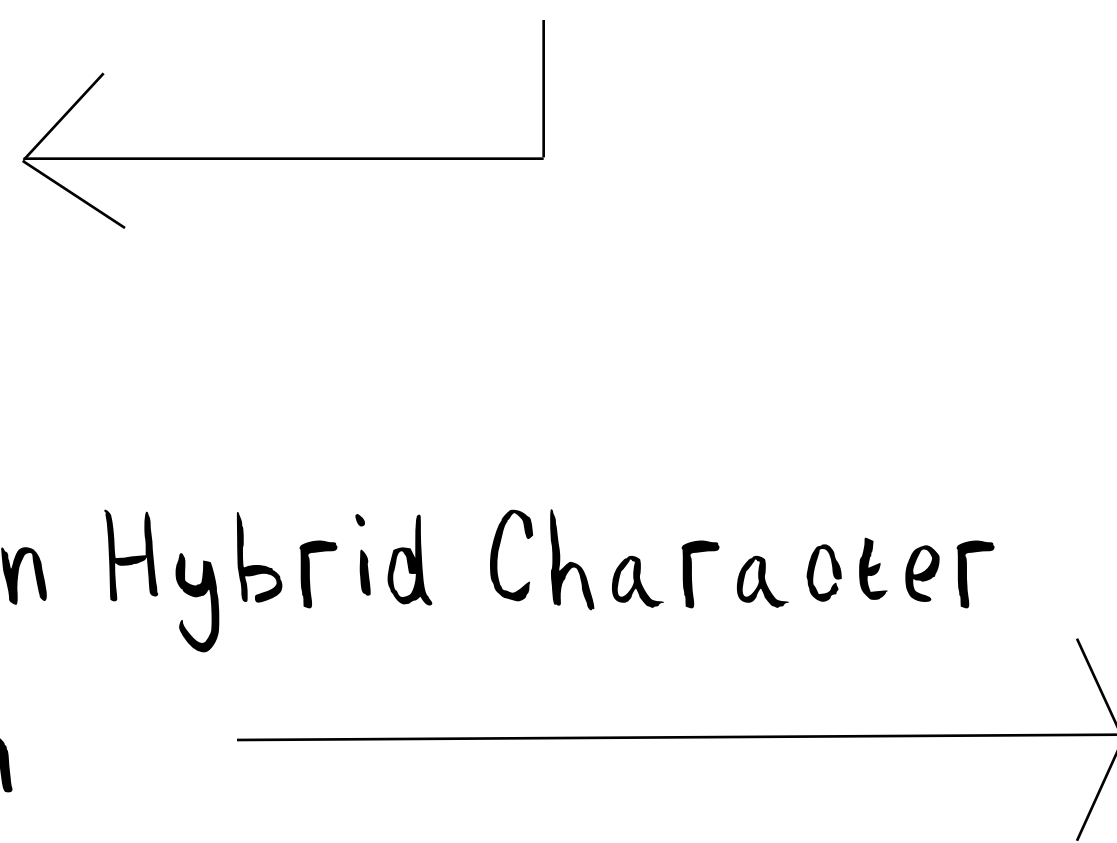
Blue: Luca Steele Character Studies  
Red: Erris Character Studies



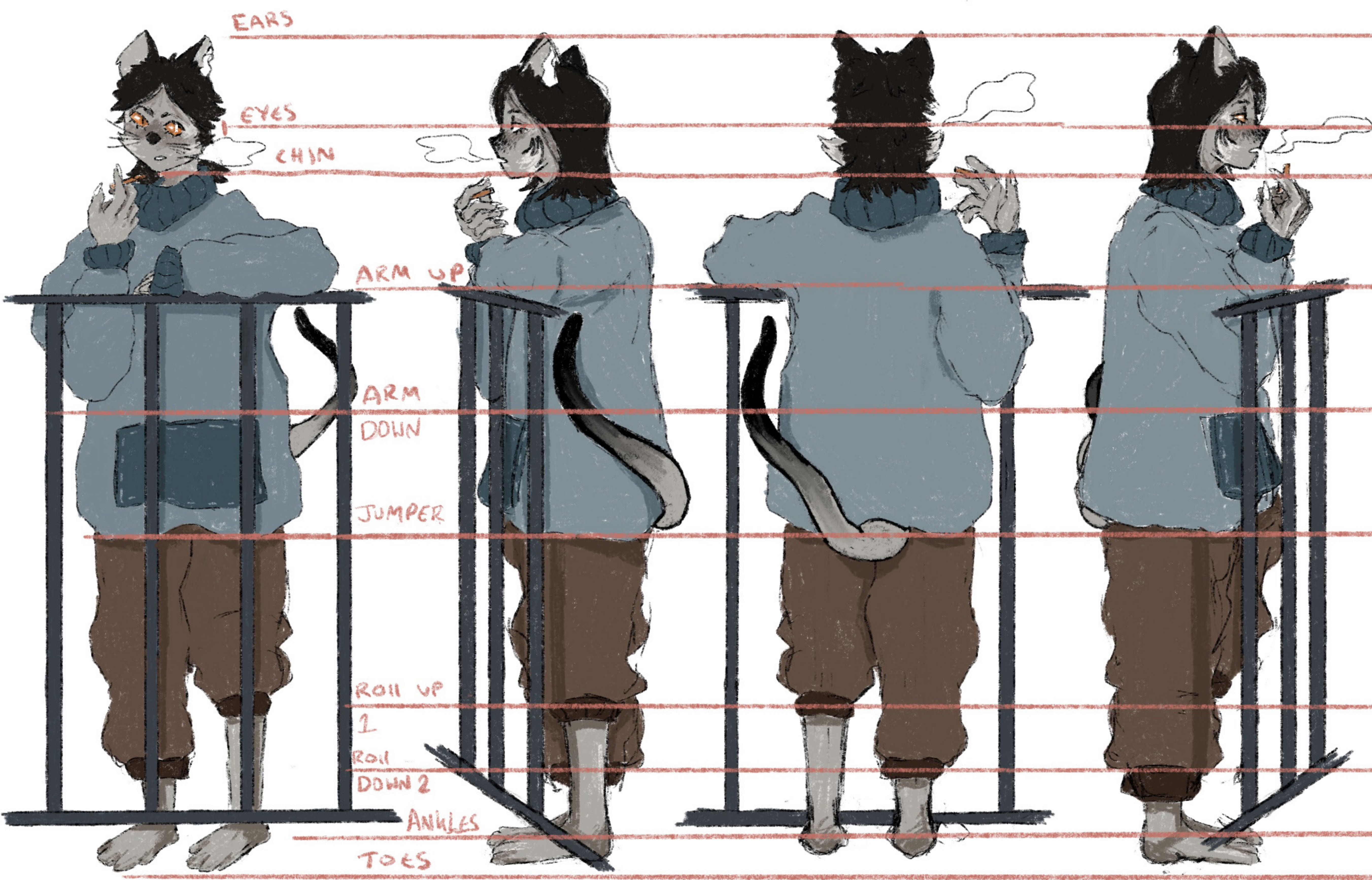


Cat Human Hybrid Character  
Design and 360 Model

Cat Human Hybrid Character  
Felt Model



# CAT CHARACTER DESIGN







Human Rights Day Illustration

## SHEFFIELD HALLAM ILLUSTRATIONS

I currently work with Sheffield Hallam University to create illustrations for social media events, including their recent LGBTQ History Month awareness campaign.





Charles Street Building Illustration



LGBT History Month Illustration





## THE WILDMAN OF ORFORD

The Wiidman of Orford Project is a traditional animation based on the Wiidman of Orford folktale. The animation was done using only pencil sketching with no digital elements. The full video can be found at: [https://www.youtube.com/watch?v=LIf9KE1o\\_ho](https://www.youtube.com/watch?v=LIf9KE1o_ho)



In D&D each character has their own race. From elves to orcs, these fantasy races change both the appearance and ability of your character!

Gnome  
Elf  
Human  
Tiefling  
Dwarf  
Dragonborn  
Halfling

✗ LARGE HORNS  
✗ THICK TAIL  
✗ SHARP TEETH  
✗ NO PUPIL  
✗ DARK HAIR

# RACE

For my own character Carrion I chose to be a Tiefling. Tieflings are beings who infused the essence of Asmodeus into their bloodline generations ago, and because of this have demonic appearances and abilities.

In D&D each action you take is described by 6 abilities. To do something in game you roll a D20 to do one of these abilities, succeeding if you roll high enough.

- Strength (Physical)
- Dexterity (Agility)
- Constitution (Endurance)
- Intelligence (Reason)
- Wisdom (Insight)
- Charisma (Personality)

Each ability score is generated randomly by rolling a D6 three times and adding together the total to get a single number. Do this six times to get a number for each ability.

Each race's natural talents mean they can add to two of those random scores we just generated. Because he is a Tiefling Carrion adds one point to Intelligence and two to Charisma.

We use these ability scores to generate ability modifiers, which are additional points added or subtracted to an ability roll in game. They are calculated by subtracting 10 from your ability score then dividing by two to get a positive or negative number.

For example, if Carrion has 14 Intelligence we would then -10 to get 4 then /2 to get a +2 ability modifier on any Intelligence role.



In Dungeons and Dragons a character's class is their calling - who they decide to be. A character's class gives them specific proficiencies and skills they can use in game then develop and refine when levelling up.

# CLASS

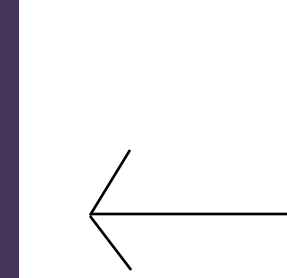
A character's class can be anything from a Barbarian to a Bard in D&D. For Carrion I decided to assign the Warlock Class - magic users who get their powers from extraplanar entities. As part of a character's class they develop proficiencies (skills) that they apply to any appropriate rolls in game. At level one, proficiency adds +2 to rolls that you are proficient in.

Each class chooses a different number of proficiencies from a different list of options, Carrion for example gets two proficiencies, Intimidation and Nature

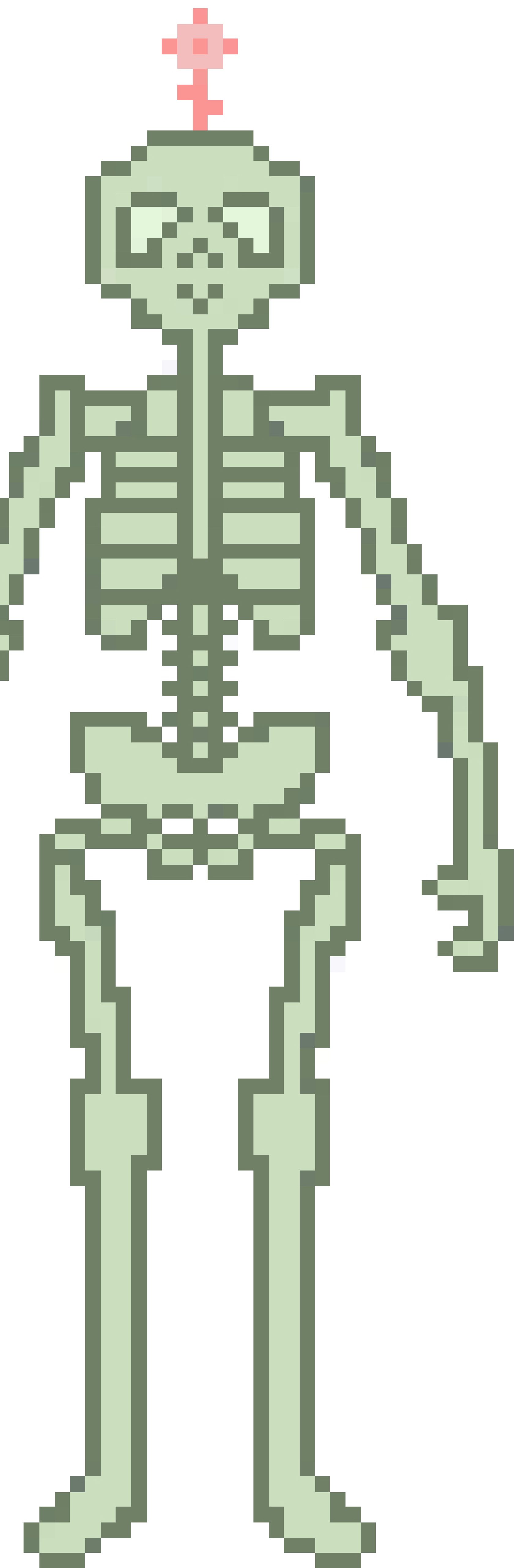
Because Carrion is a Warlock he has the ability to use magic. In D&D there are two forms of magic, a cantrip and a spell. A cantrip is known as 'Free magic' and can be used unlimitedly. Spells on the other hand cost 'spell slots', which increase depending on your class and level.

When using a spell to attack you apply a 'spell casting modifier' to your roll. This is calculated by adding your proficiency bonus (+2 for every character at level one) and - for Warlocks - your charisma modifier (which we worked out earlier!)

Dungeons And  
Dragons Zine



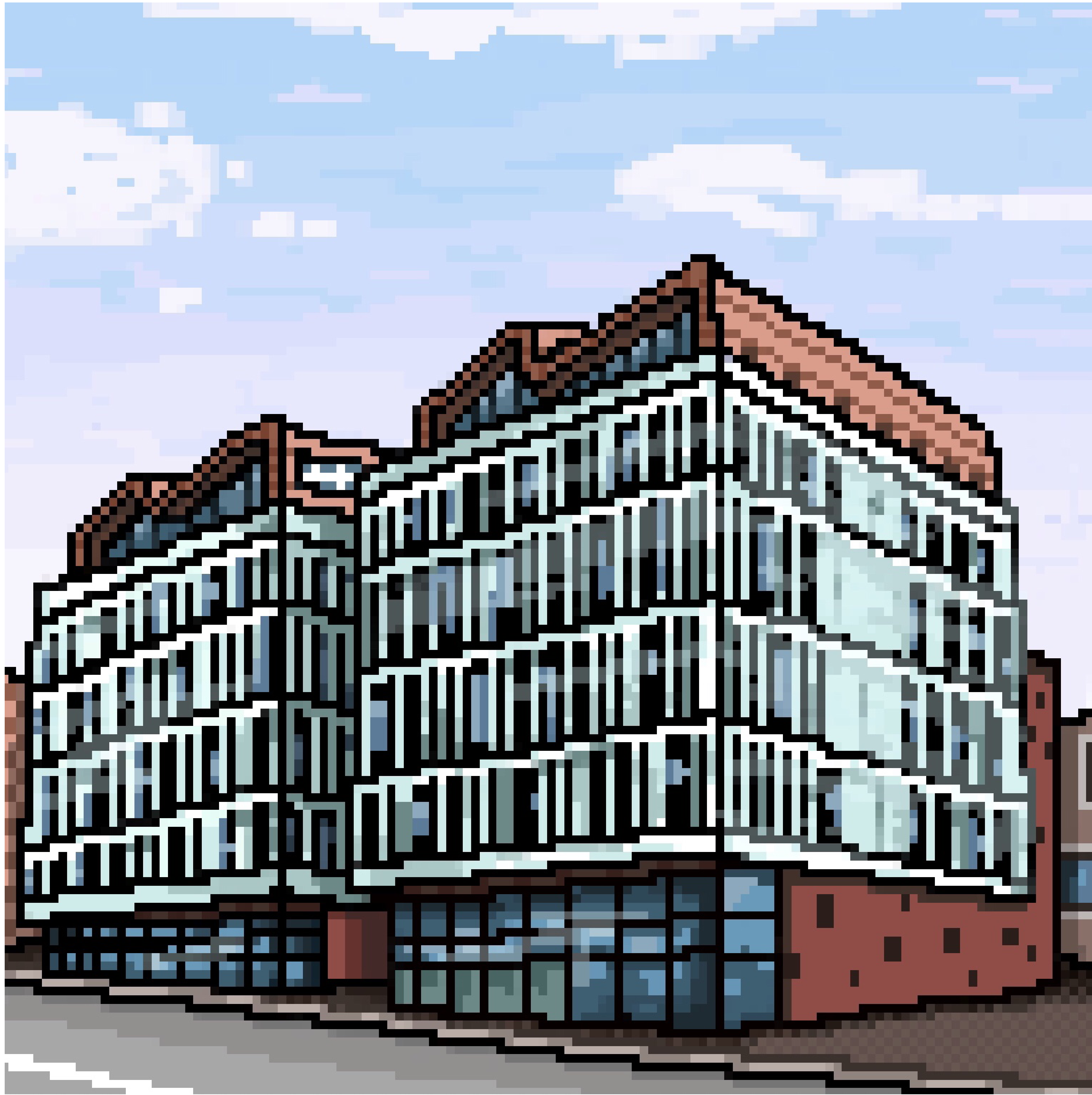
Skull Sprouts  
Collective Skull logo  
and Character



## PIXEL ILLUSTRATIONS

Pixel illustrations created for multiple separate projects, including publication and character and logo design.





Charles Street Building Pixel Illustration



Magioai Moth Girl Initial Character Design and Final Pixel Sprite



# Bong Joon-Ho Snowpiercer

## Poster

Film Poster of Bong Joon-Ho's 2013 film Snowpiercer. After an illustrated watch-along and thumbnailing ideas this design was chosen and completed.





DreamWorks

How to train your dragon

# How to train your dragon

# Alternative Poster Design:

## How To Train Your Dragon