

# Lucy Shuttleworth

Portfolio



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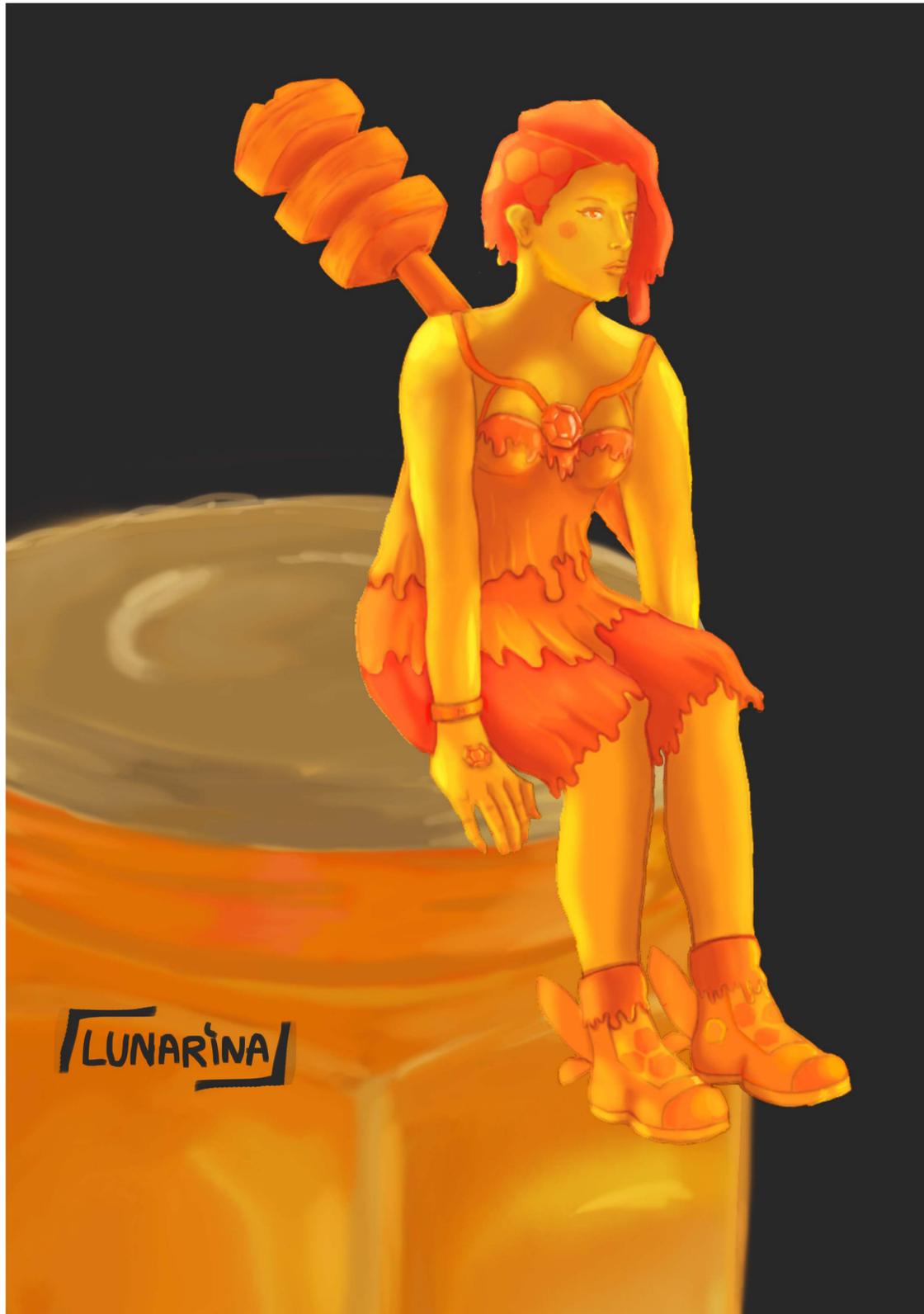
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I'm a passionate illustrator with a lot to offer. It's a life-long hobby that keeps me busy for days on end. I like to regularly push the boundaries of what I am capable of and I'm constantly setting new goals for myself. Motivationally driven, there's always something creative I'm working on. My end goal is to inspire people with my art.

# 'Honey'

This was a personal project I set myself because I love concept art. The aim of the project was to produce a character relating to bugs, I chose bees and from there, I created 'Honey'.





Concept Sketches

# “Chest O’ Kirby’s”

For this project, we were tasked with forming a collective with classmates. To summarise, ours focused on giving other creatives a voice and bringing their idea’s to life. We each individually produced an outcome to the same prompt. This was my response to one of the short story prompts, ‘Something Precious in a Chest’.

There were no restrictions and so I obviously had to fill it with Kirby’s.





## 'My Art'

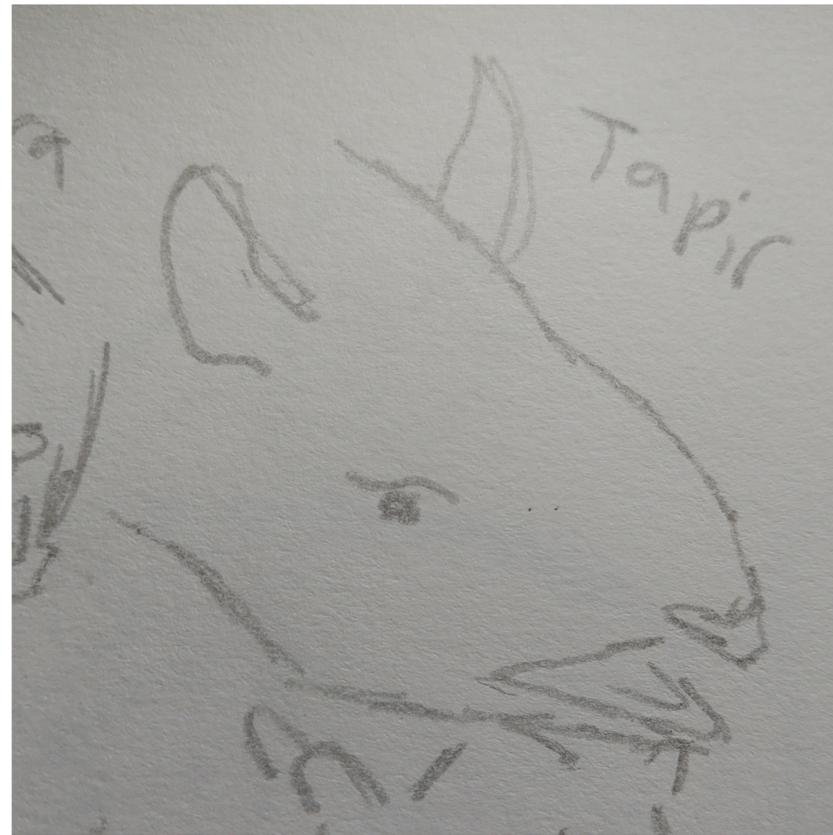
This response came from the same collaborative Brief. This time, the aim was to introduce ourselves to our audience in our own style.

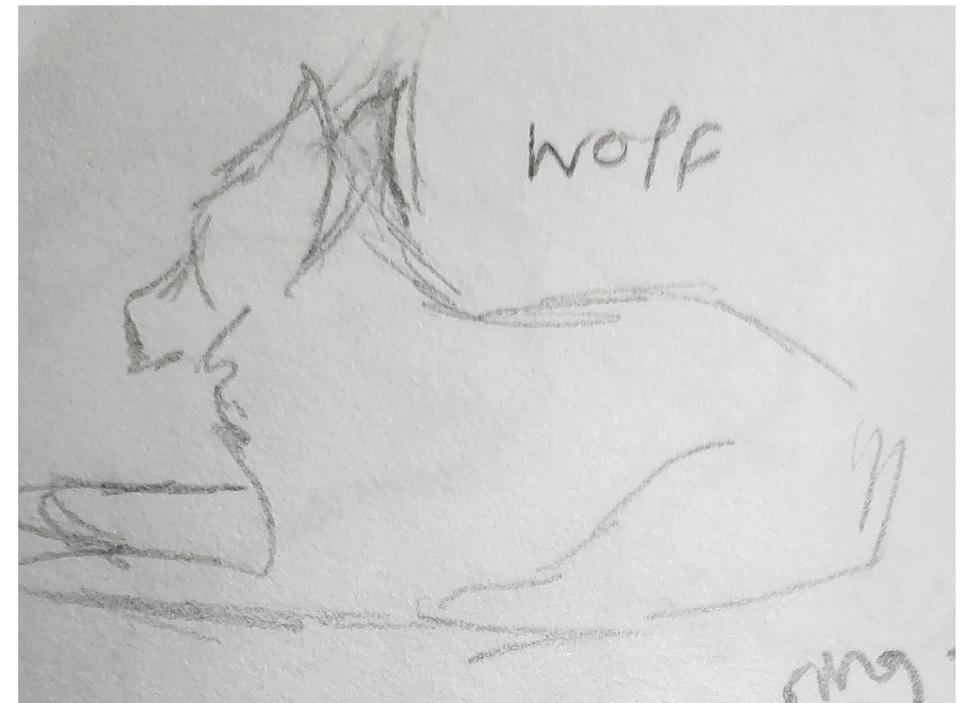
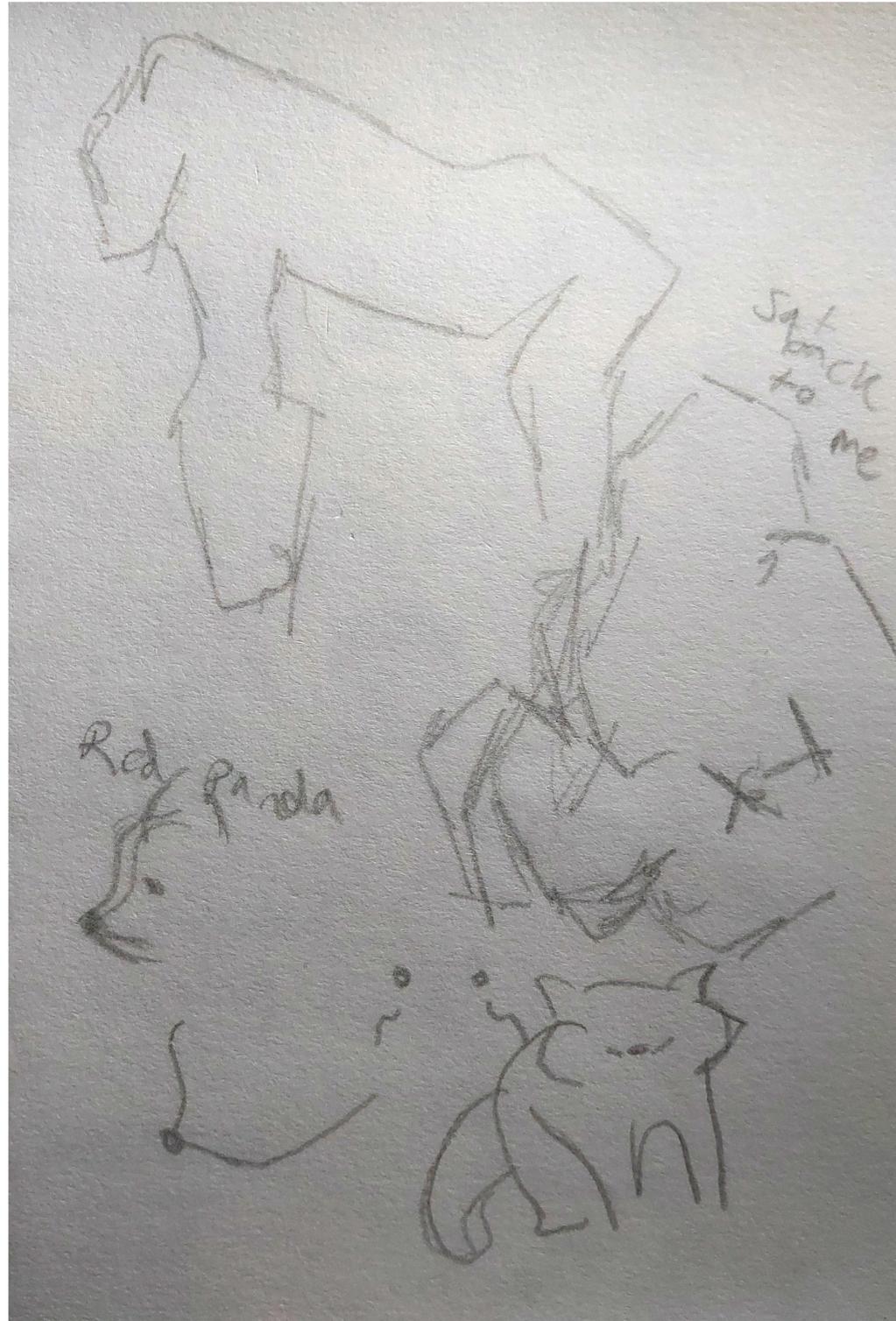
The left was my official response, whilst the right was an extra I produced to tie into my interests.

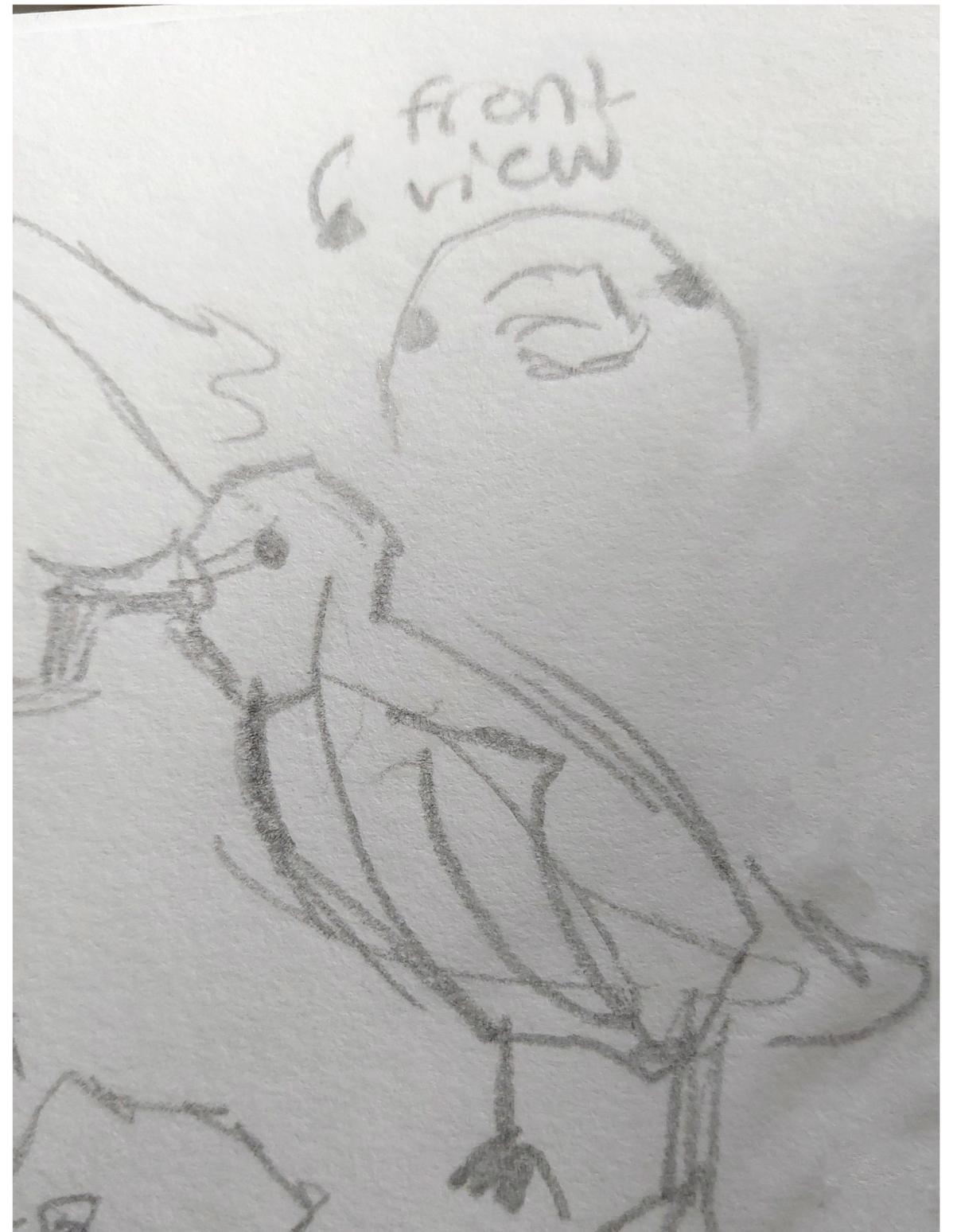
# 'Animal Sketches'

Here are a collection of research/practice sketches from my visit at the zoo. One of my goals for this year was to collect more first-hand visual research, so I chose animals for this practice.

I thought it would also benefit practicing my quick sketches and see what detail I could retain in short amounts of time.

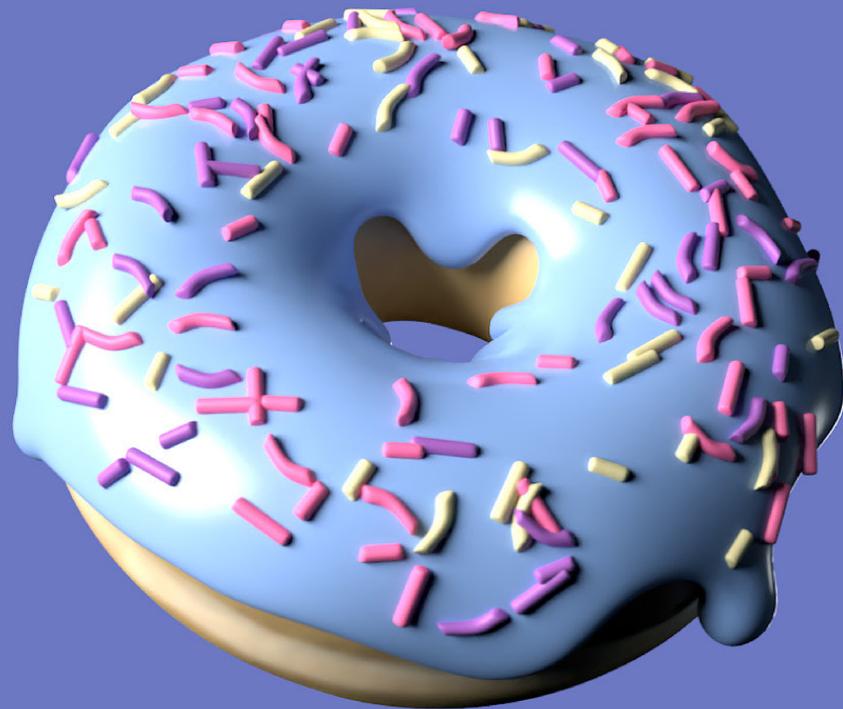






# Experimenting with Blender

There was no set project for Blender, it was simply a chance for me to experiment with Software that looked like it was fun to use. I followed a tutorial to create this Donut. If you scan the QR code, you can see the finished result.



# 'Gashapon'

Our goal for this Brief was to design a Gashapon based a bug. We had to include turn-around drawings, a collectable sheet, a maquette and a finished Model (the Gashapon).

Woodlice have always fascinated me and so I picked that bug to focus my project around. These were some of my final pieces. I was extremely happy with the outcome.



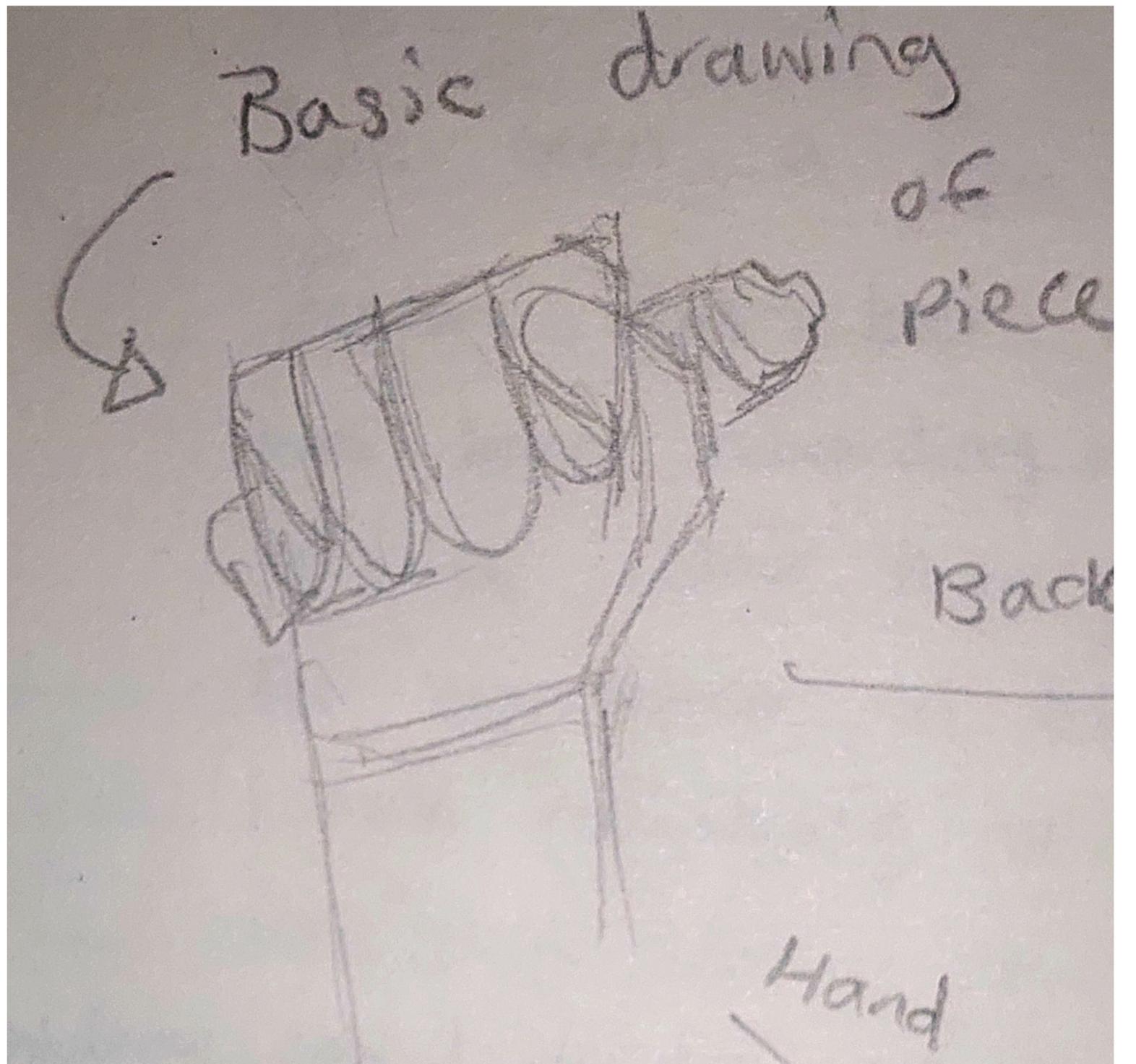
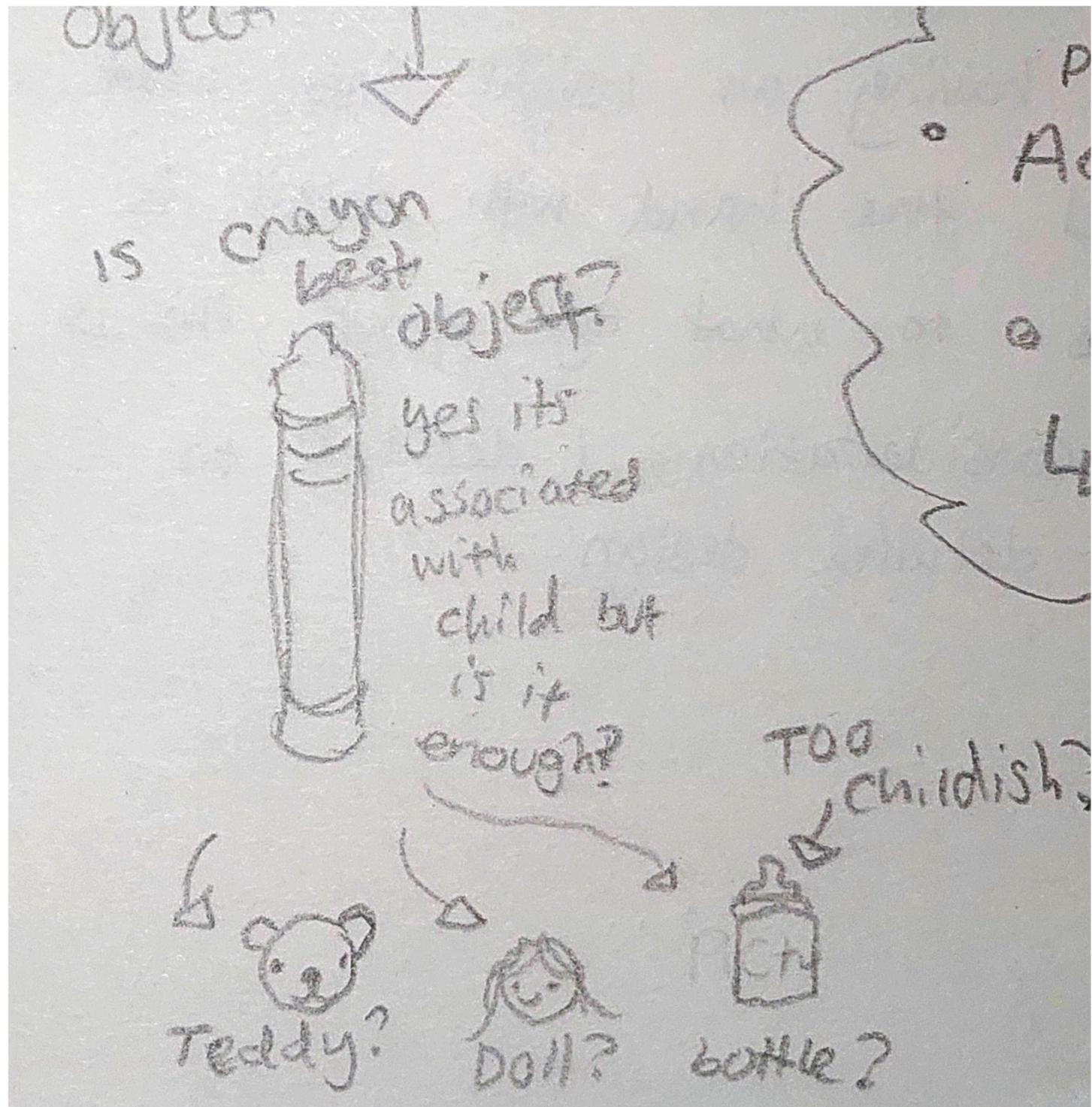


**Final 'turn-around' Maquette**



## ‘World Children’s Day’

The prompt for this brief was for ‘World Childrens Day’. It was set by tutors with an aim to accompany an article that had been written (hypothetical). My responcees aim to highlight the importance of giving children an opinion and voice.



Initial Sketches

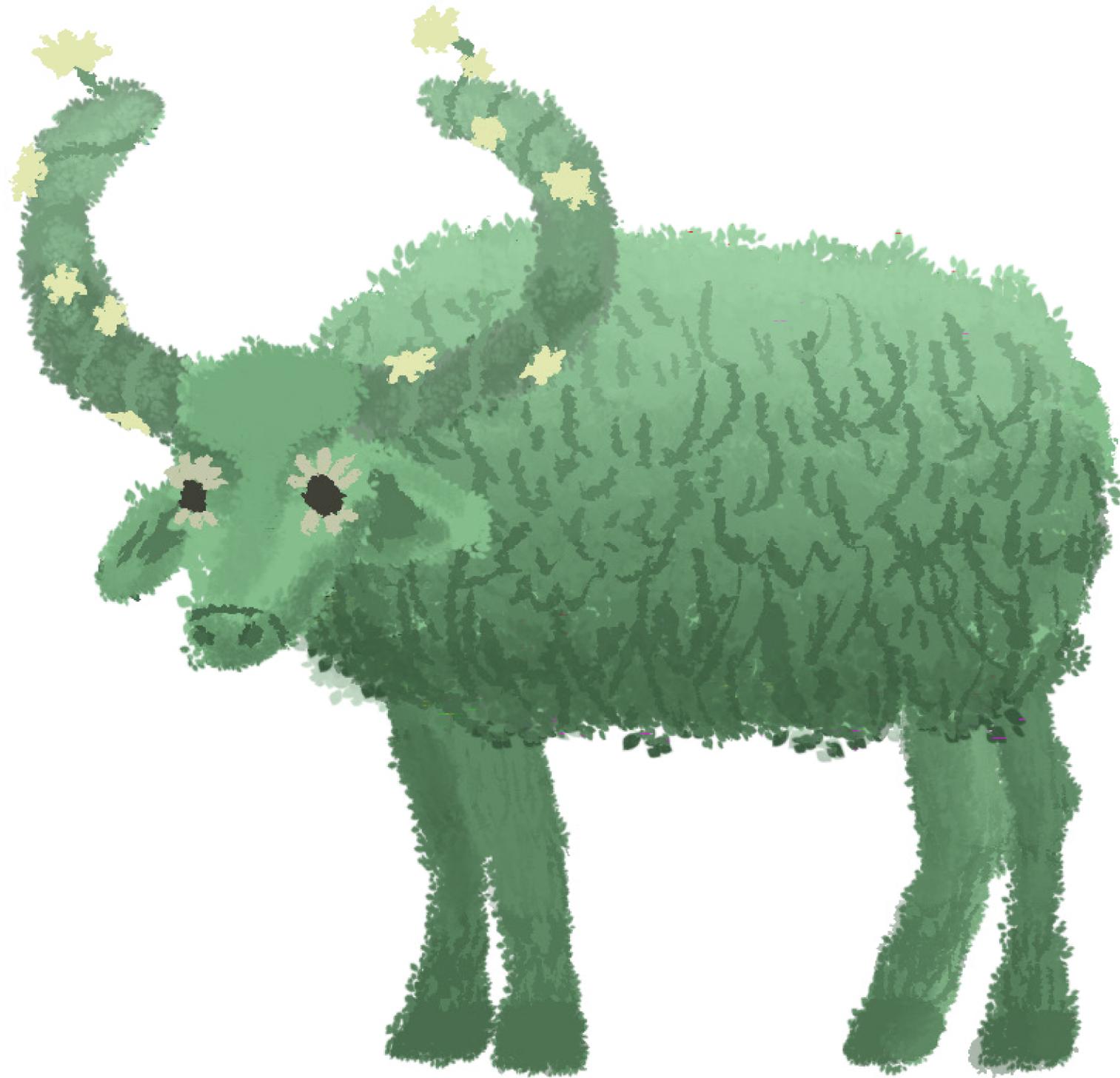
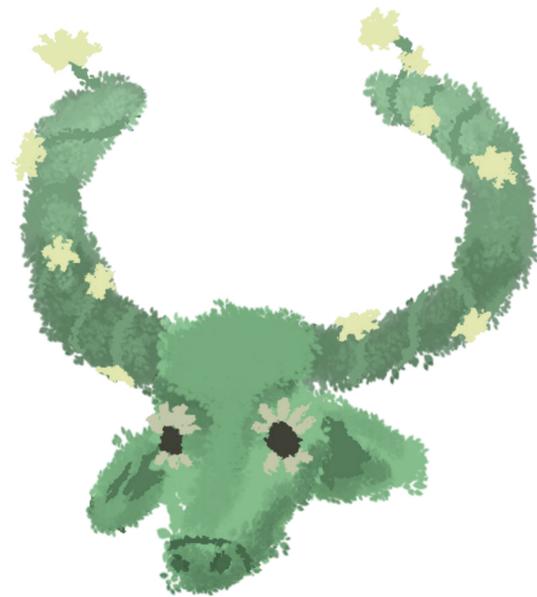


**Remaining outcomes**

# 'Leafalo'

This personal project stemmed from an old sketch I had created. I finally had the opportunity to bring him to life. 'Leafalo's' original sketch stemmed from the idea of mixing nature with animals.

I based this version of him off of a Water Buffalo because it seemed like the perfect fit.





## ‘Hawks’

This is a personal sketch and fanart of a character I like ‘Hawks’ (from the show BNHA). I wanted to experiment with different stylisations and the classic 2D style and flat colours that manga often showcases. Here is the final result and process of development.

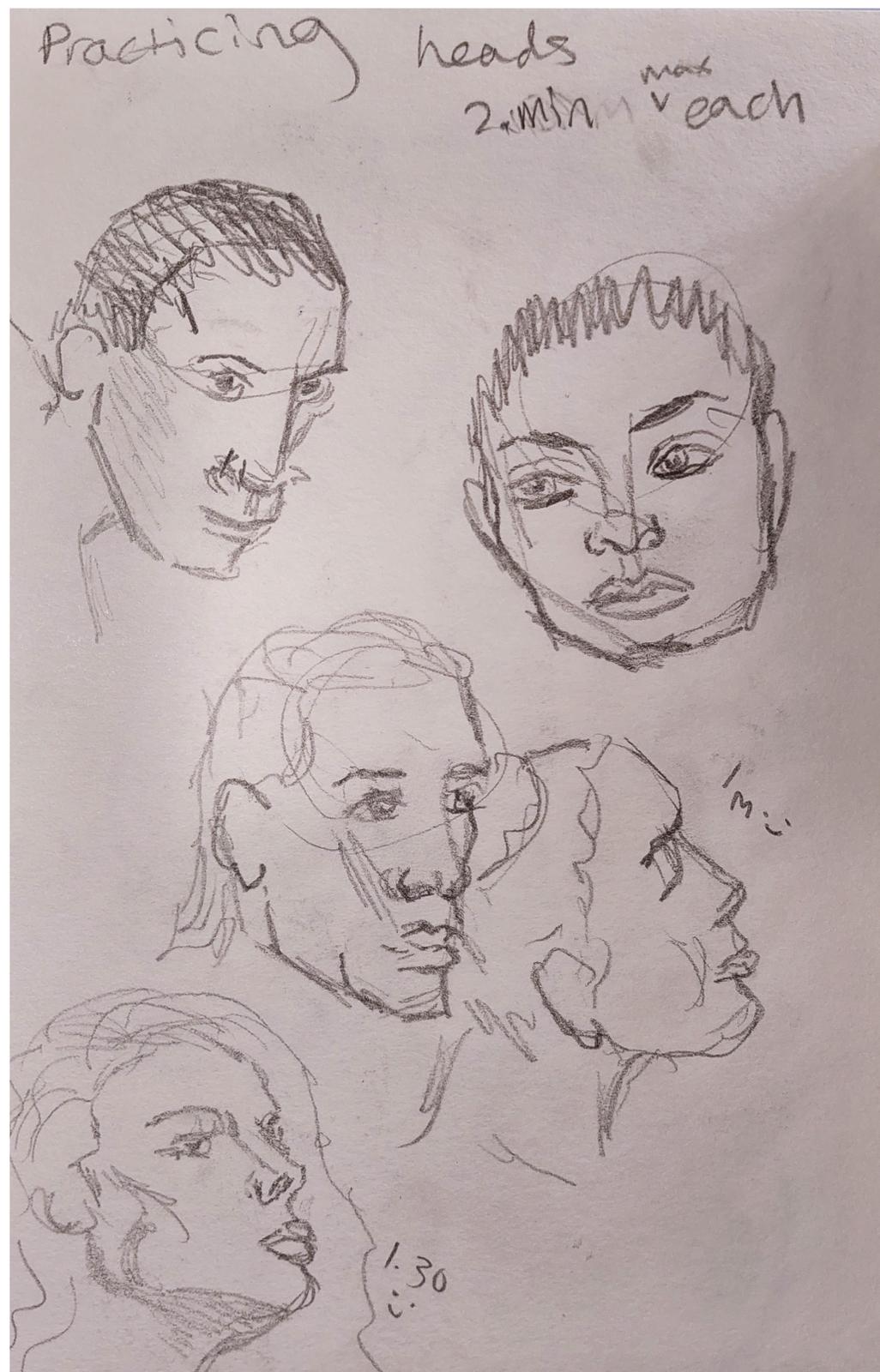
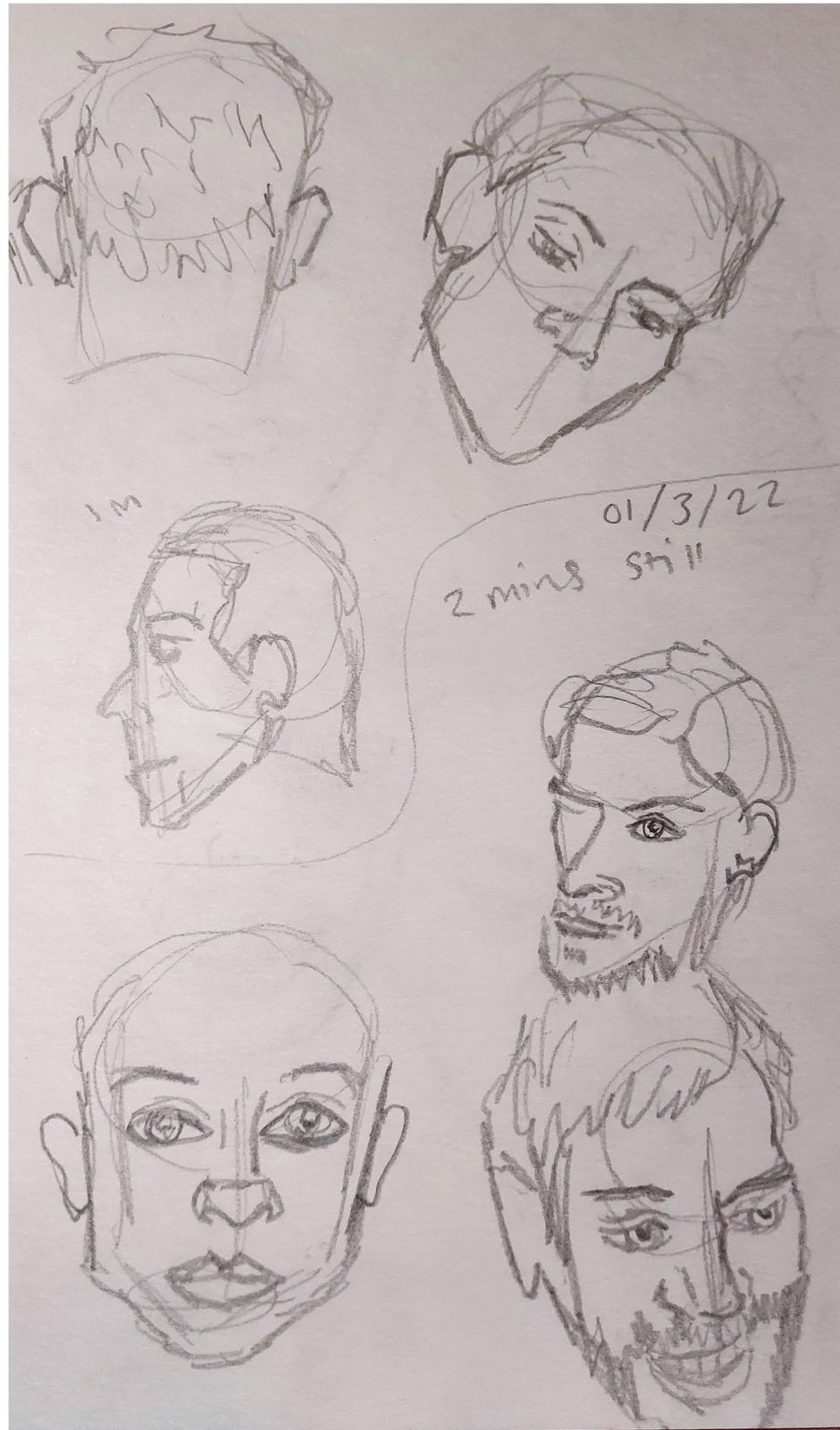


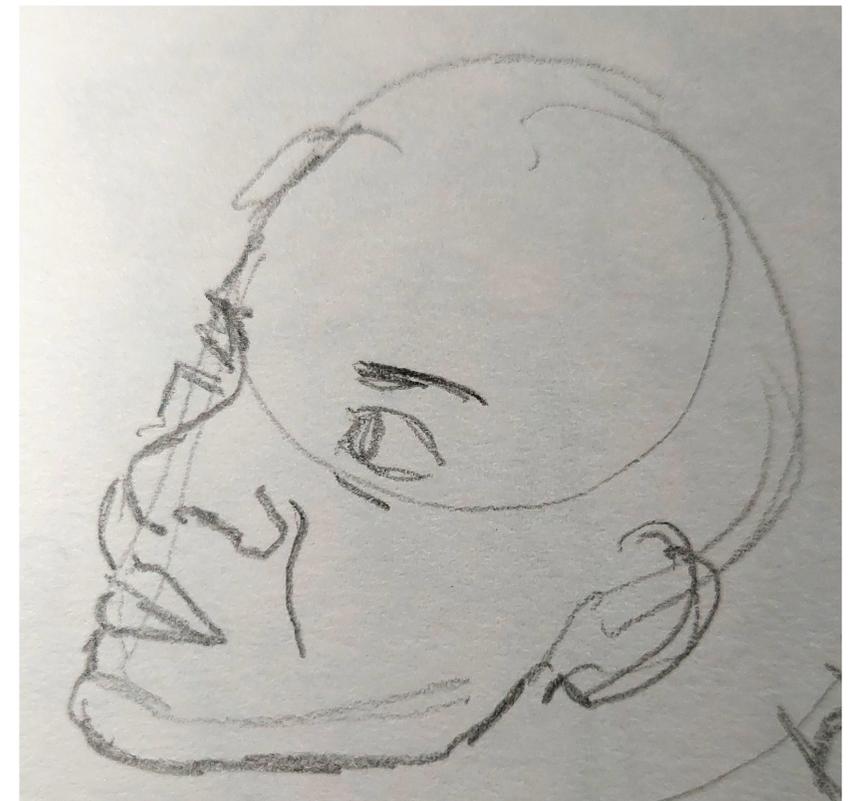
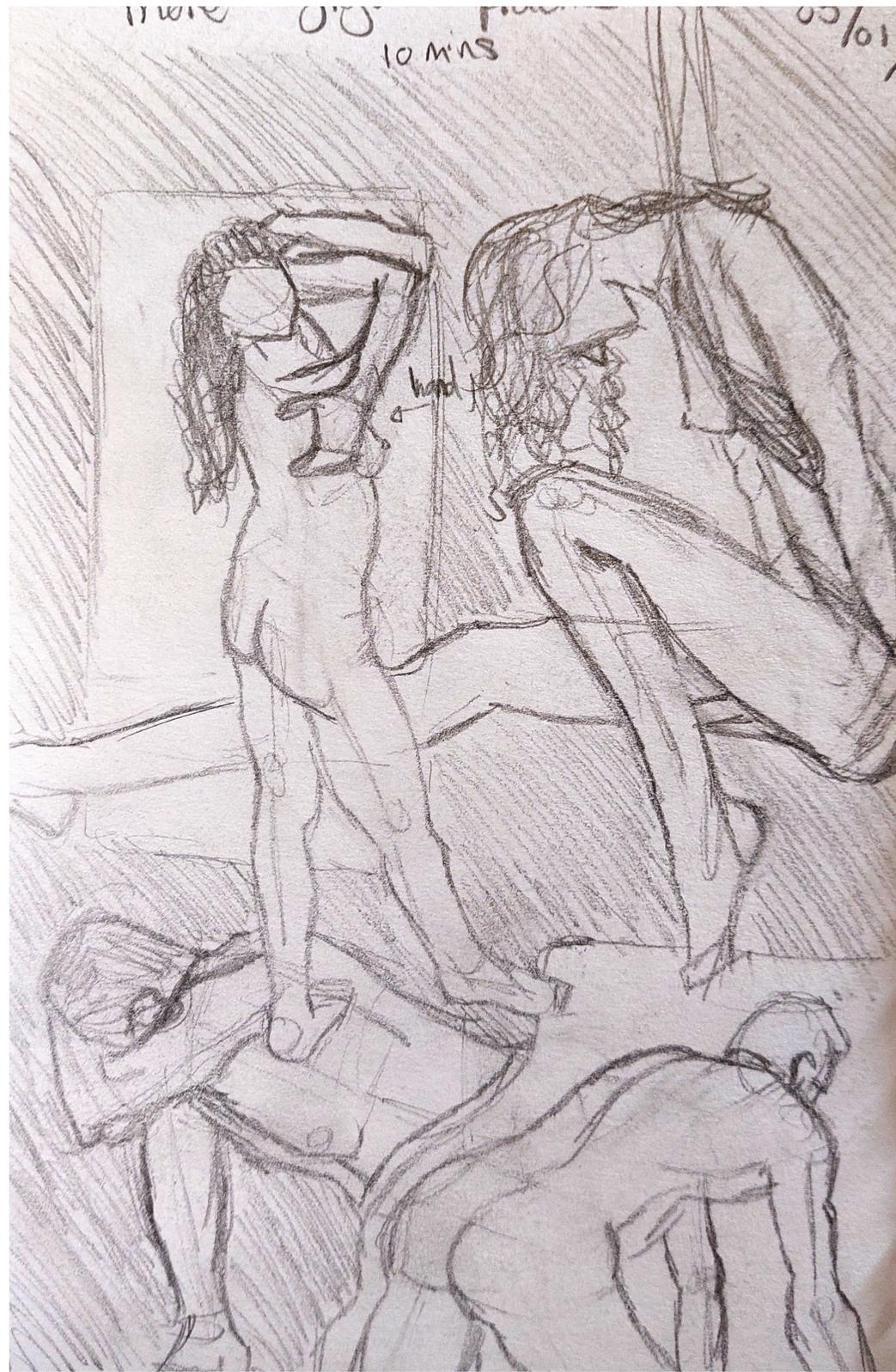
**Development Process**

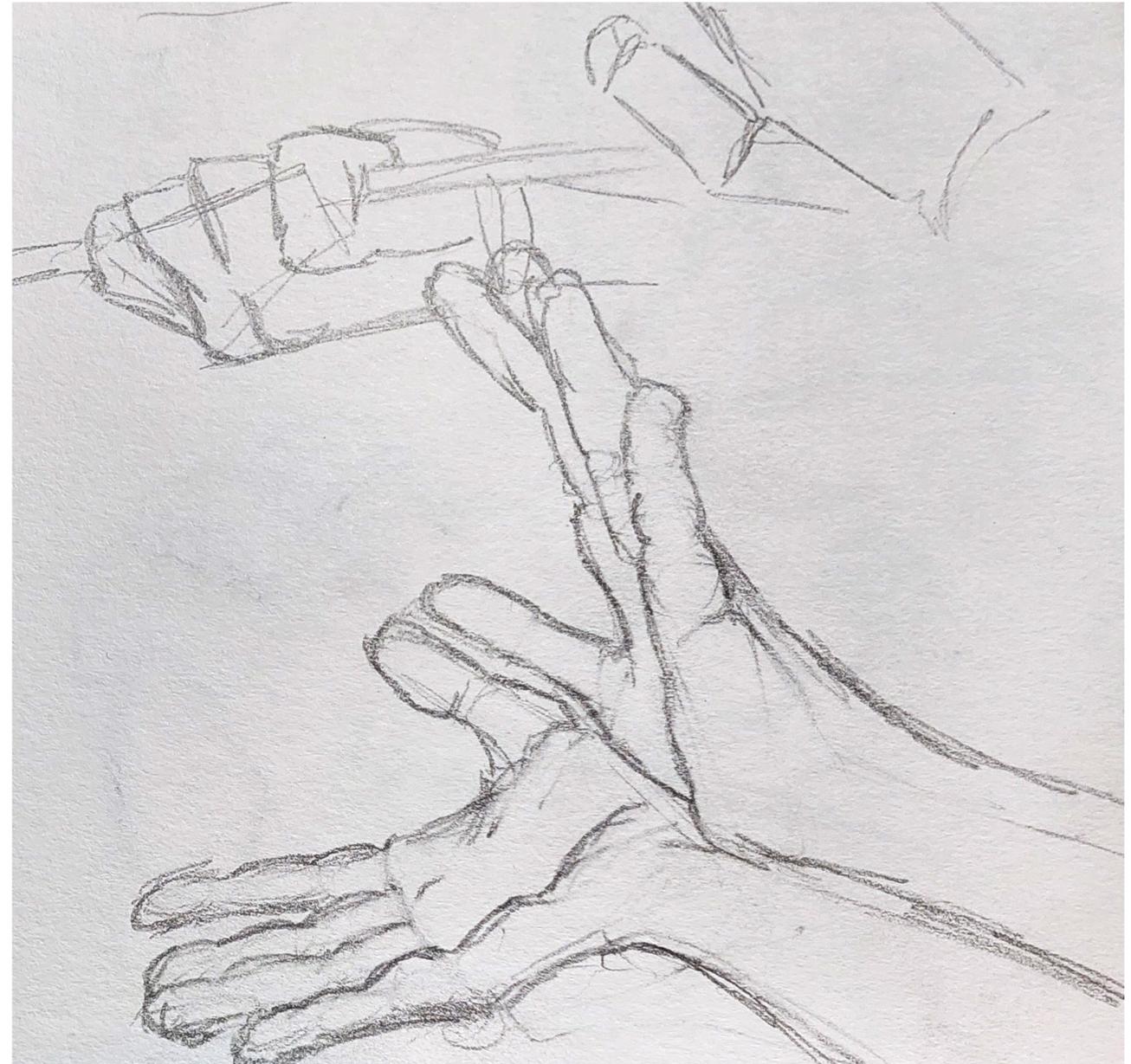
# Anatomy and People Sketches

A collection of research sketches that I have produced in my free time. I have a big interest in practicing traditional mediums. Over the past year or two I have been focusing a lot more on anatomy sketches with a developed interest in character art









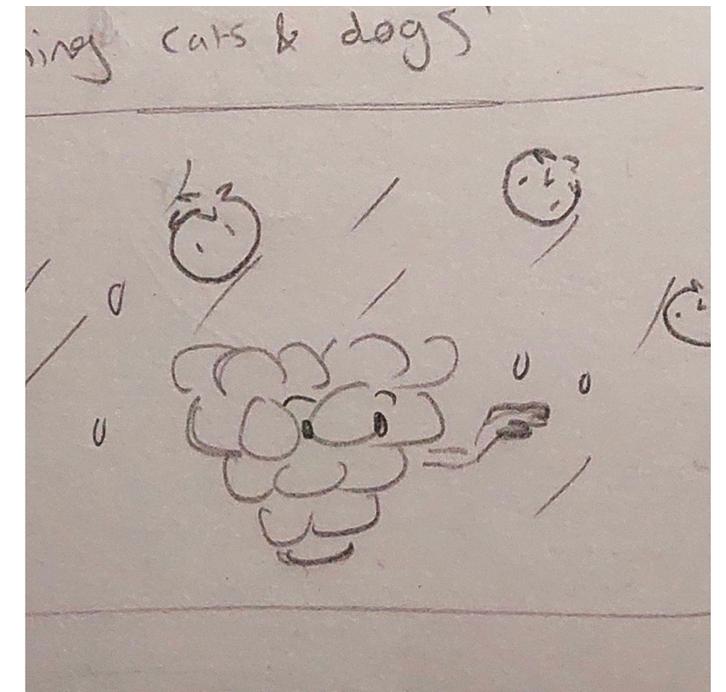
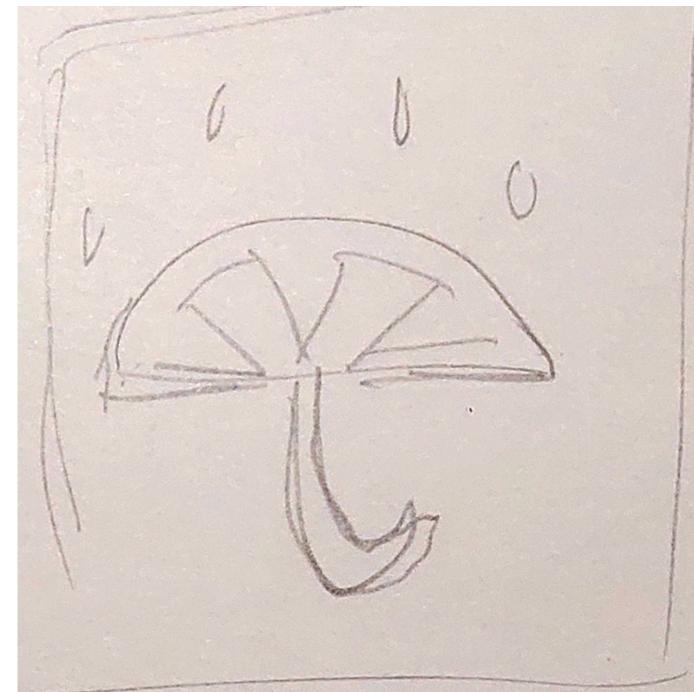
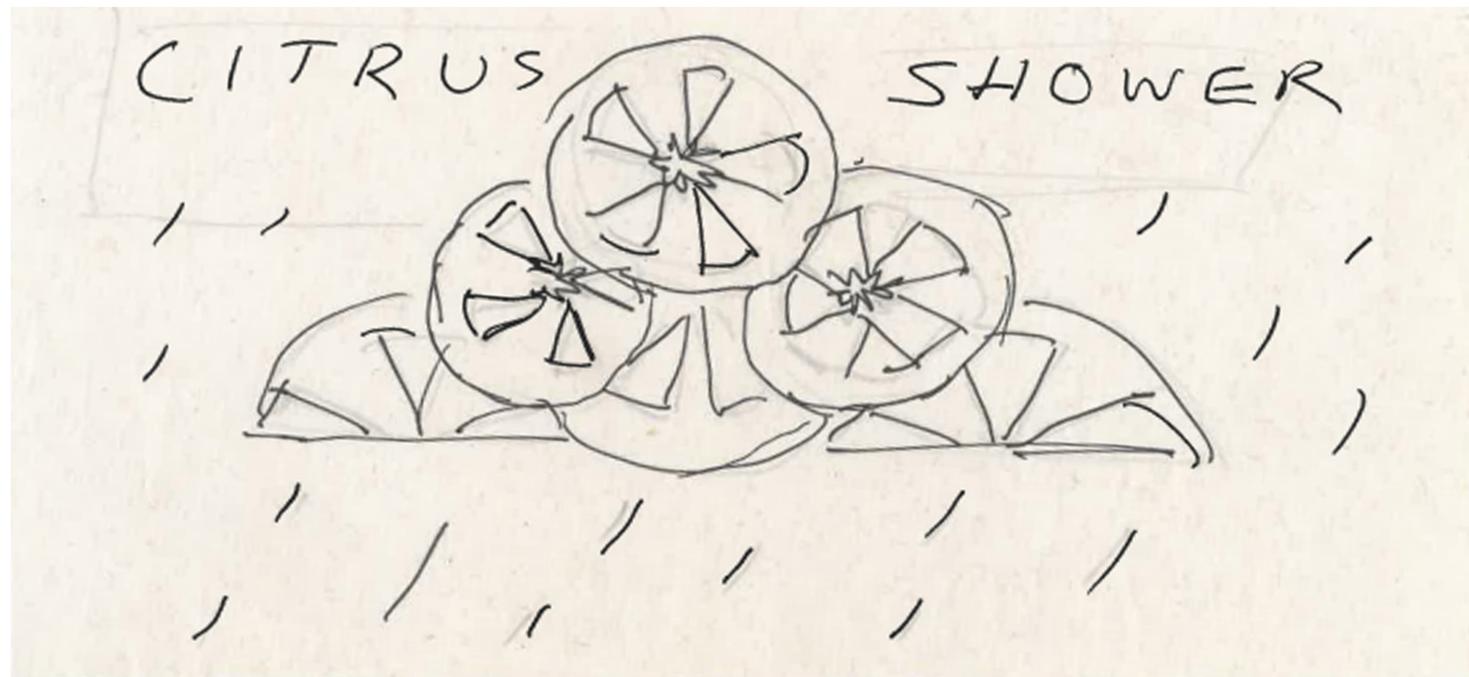
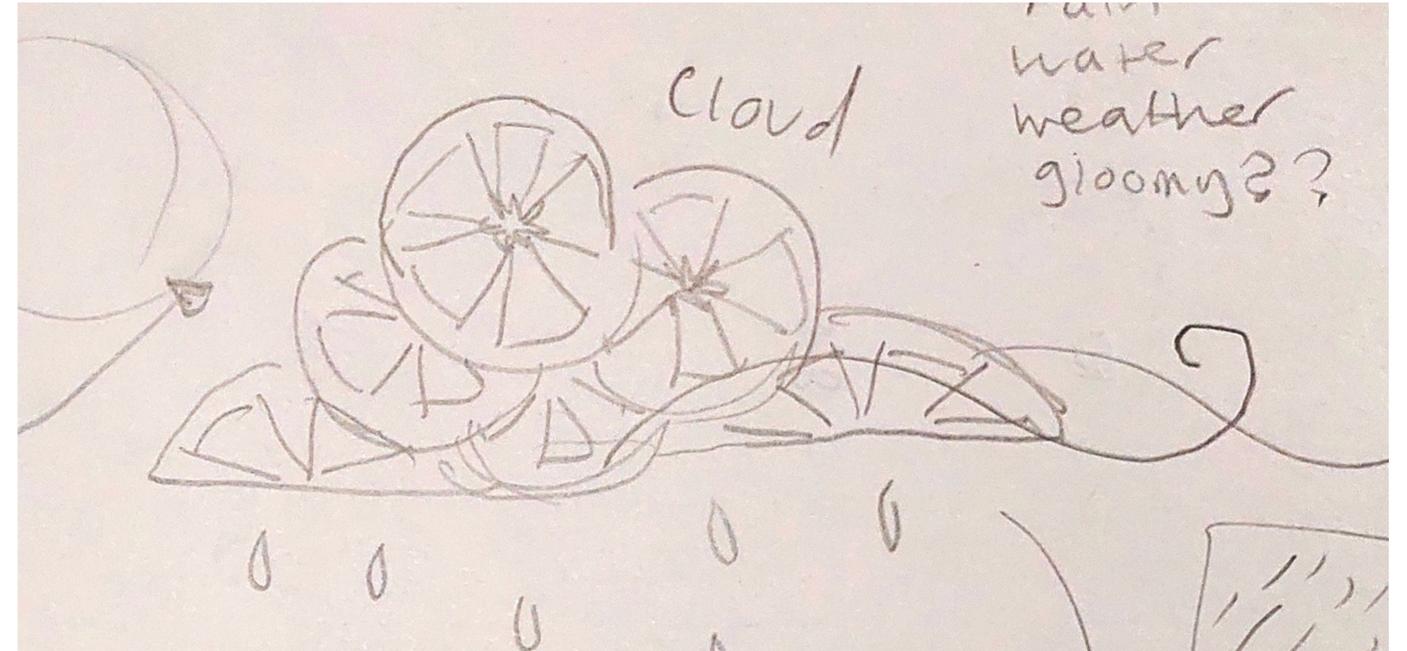
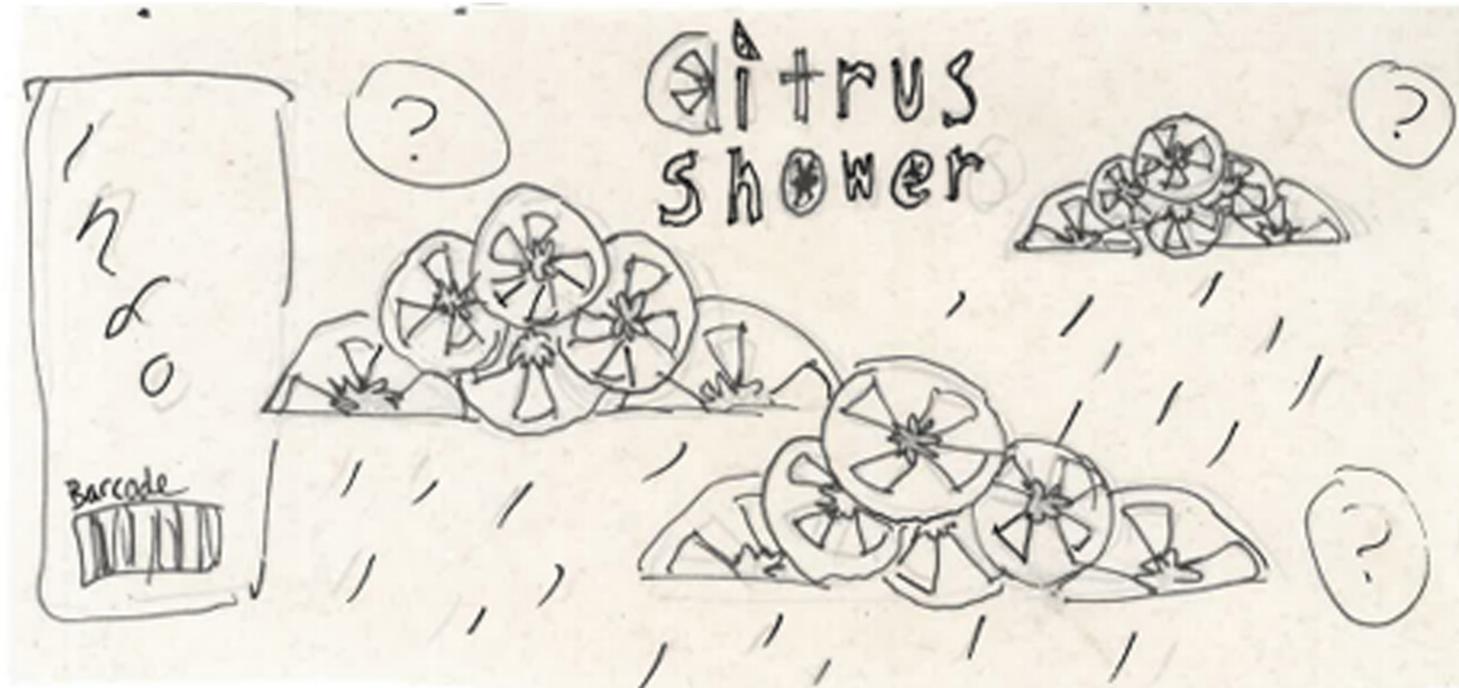


## **'Citrus Showers'**

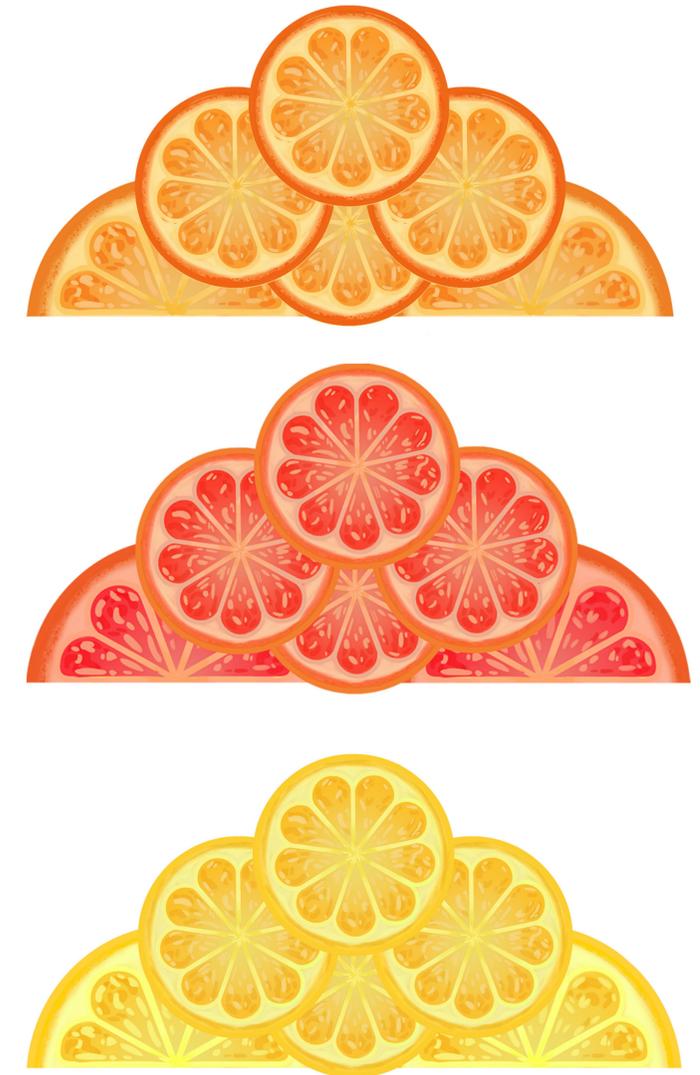
'CAN illustration change the world?' was set with the goal of creating and designing a product for a can. Overall, focusing on climate change and helping our environment.

Whilst focused on design, the underlying message was showcasing that we can help our environment; by using sustainable materials within everyday products, e.g. Recyclable metal cans instead of harmful plastic bottles.

We had free-reign of the design of our product, this design is one of three I produced.



Development Process and initial Sketches



**Wrap-around design**



**Final turn-around**