GIULIA D'ANDREA

Vis Dev Portfolio - 2D Characters and props

2026

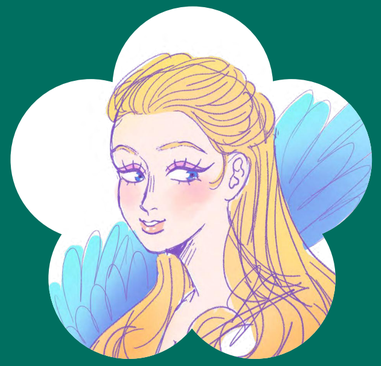


CONTENTS

THE HERMIT



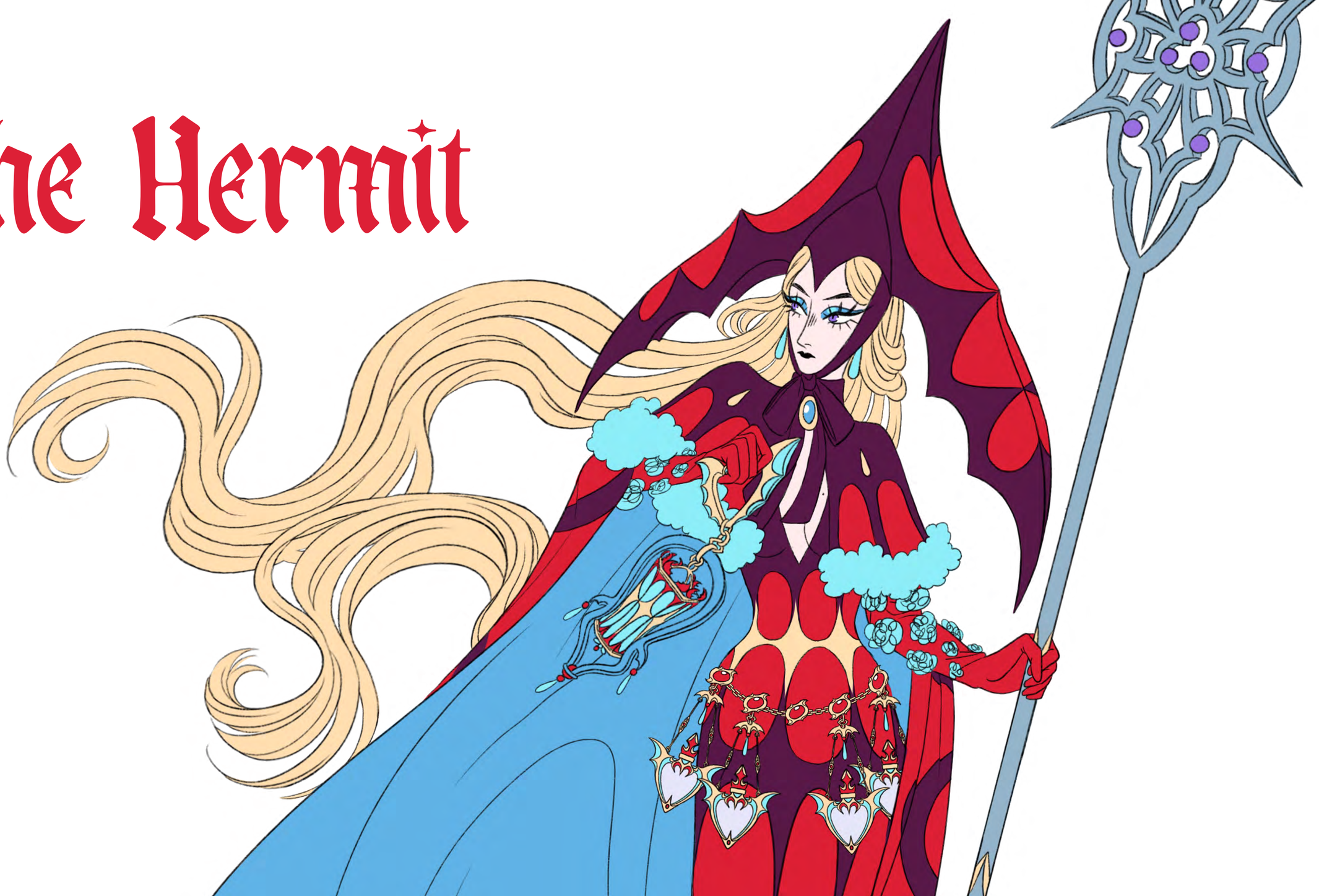
BARBIE SWAN LAKE



SEWING SEAS



The Hermit



EXPLORATION

Valerika the vampire widow

Valerika is a striga, a vampire that uses magic to hunt down the other vampires who killed her dear husband. She is a very stern and strong character, but with some wit and sarcasm here and there to tame the deep sadness within her thirst of vengeance.





Silhouette studies



Different designs



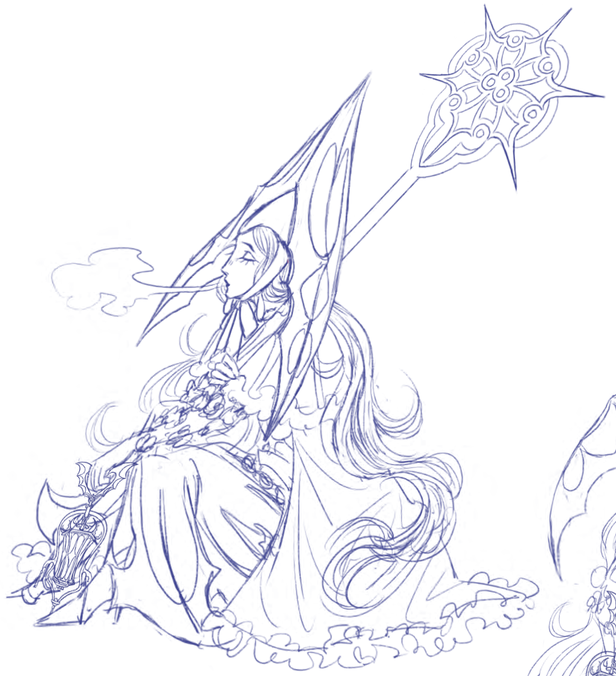
Final design

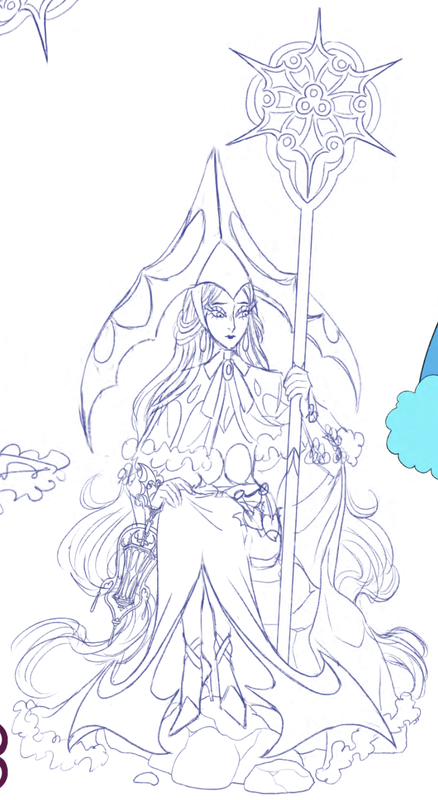
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EXPLORATION

Poses, gestures and colors

Valerika travels a lot as she fights for revenge, the path is long, so I wanted to study all different poses and moments through her path. The color palette is from the Hermit tarot card description, I chose the blue and the red, a nod to the spirituality and the blood, and the maroon to hold everything together, giving a new meaning to Valerika.











Color variations



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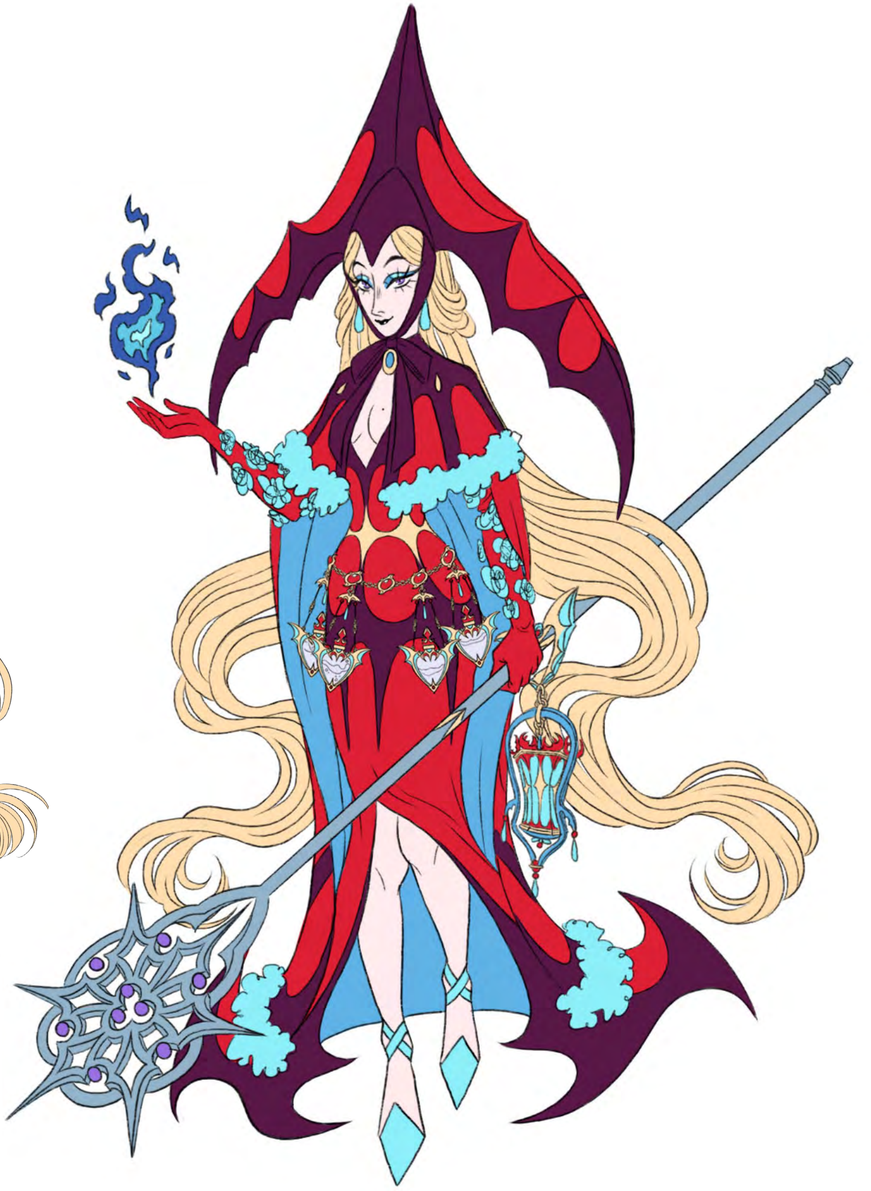
TURNAROUND

Valerika in all her glory

Valerika's character and outfit is deeply inspired by victorian fashion but in a gothic/fantasy setting, so all the elements are reimagined like for example the bonnet that was transformed in a gothic architectural shape.



Full Turnaround

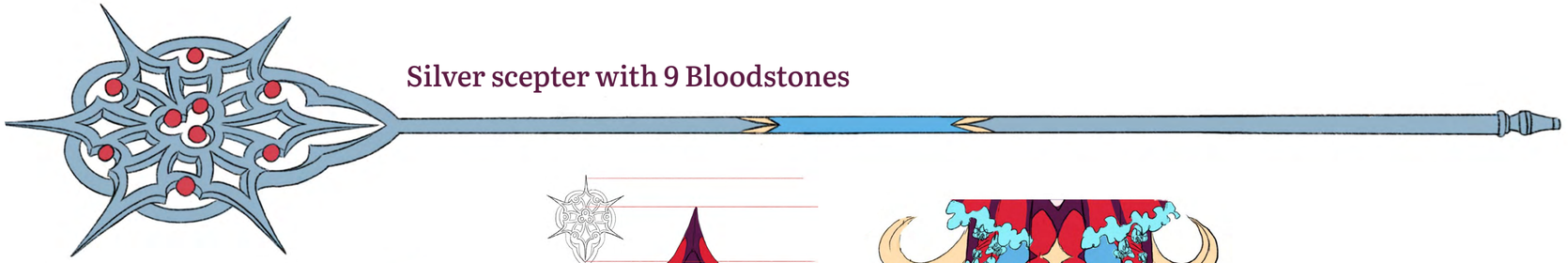


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EQUIPMENT

The vampire hunting vampires

With The scepter and the lantern I added to Valerika's equipment a jeweled chain belt with an assortment of four glass bottles that contain different elements to defeat any vampire in sight, like holy water, sulfur, salt and poisoned blood.

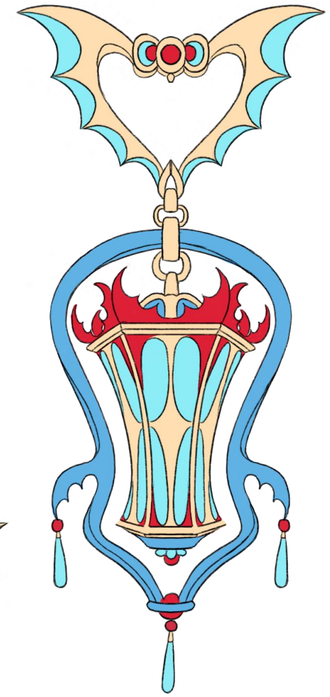


Silver scepter with 9 Bloodstones



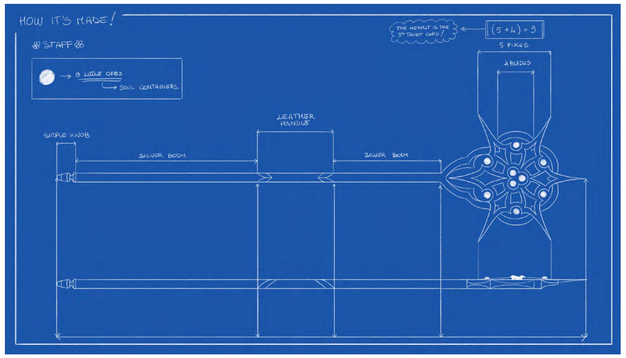


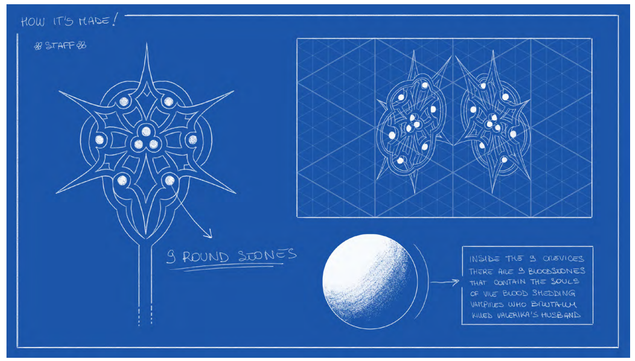
Vampiric Lantern



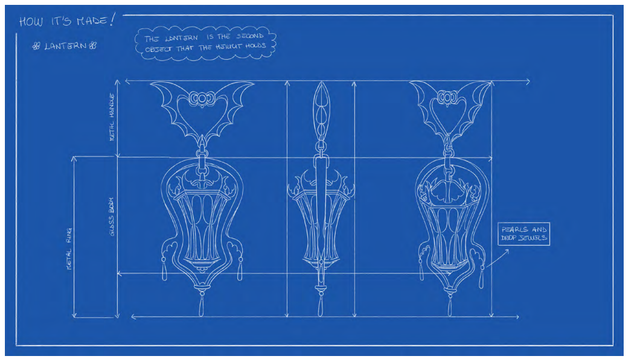
The 4 glass bottles contain:
- Poisoned Blood
- Holy water
- Sulfur
- Salt

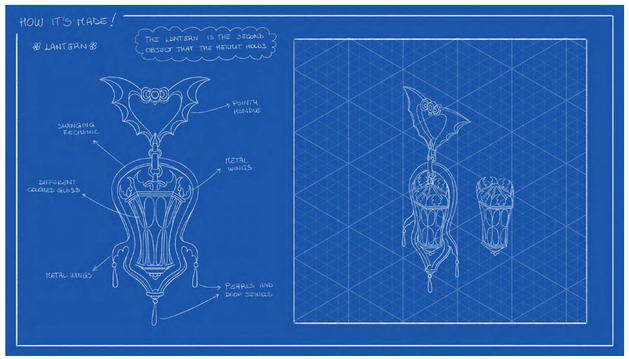
Scepter design





Lantern design







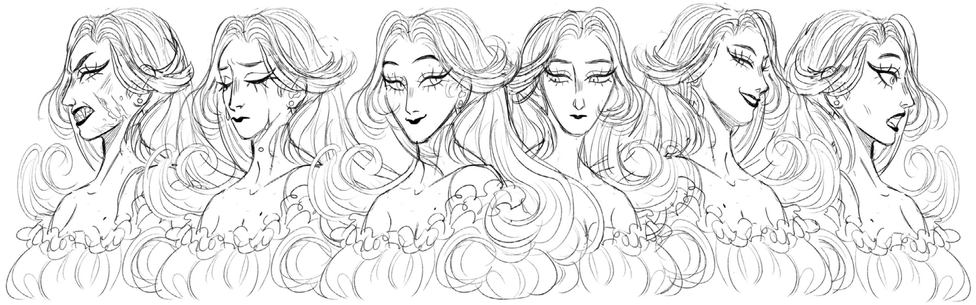
Jeweled chain belt

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DEEP EXPLORATION

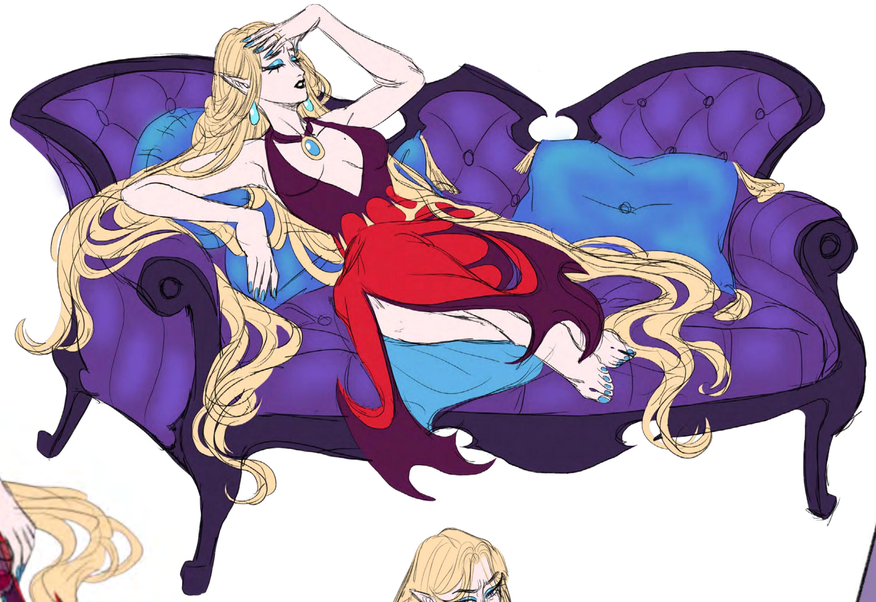
Into Valerika's life

Even if she seems cold and quite grumpy, Valerika is a very fragile character that hides her mourning inside her tower walls. She's an exhausted soul in search of revenge everyday until she fulfills her duty.

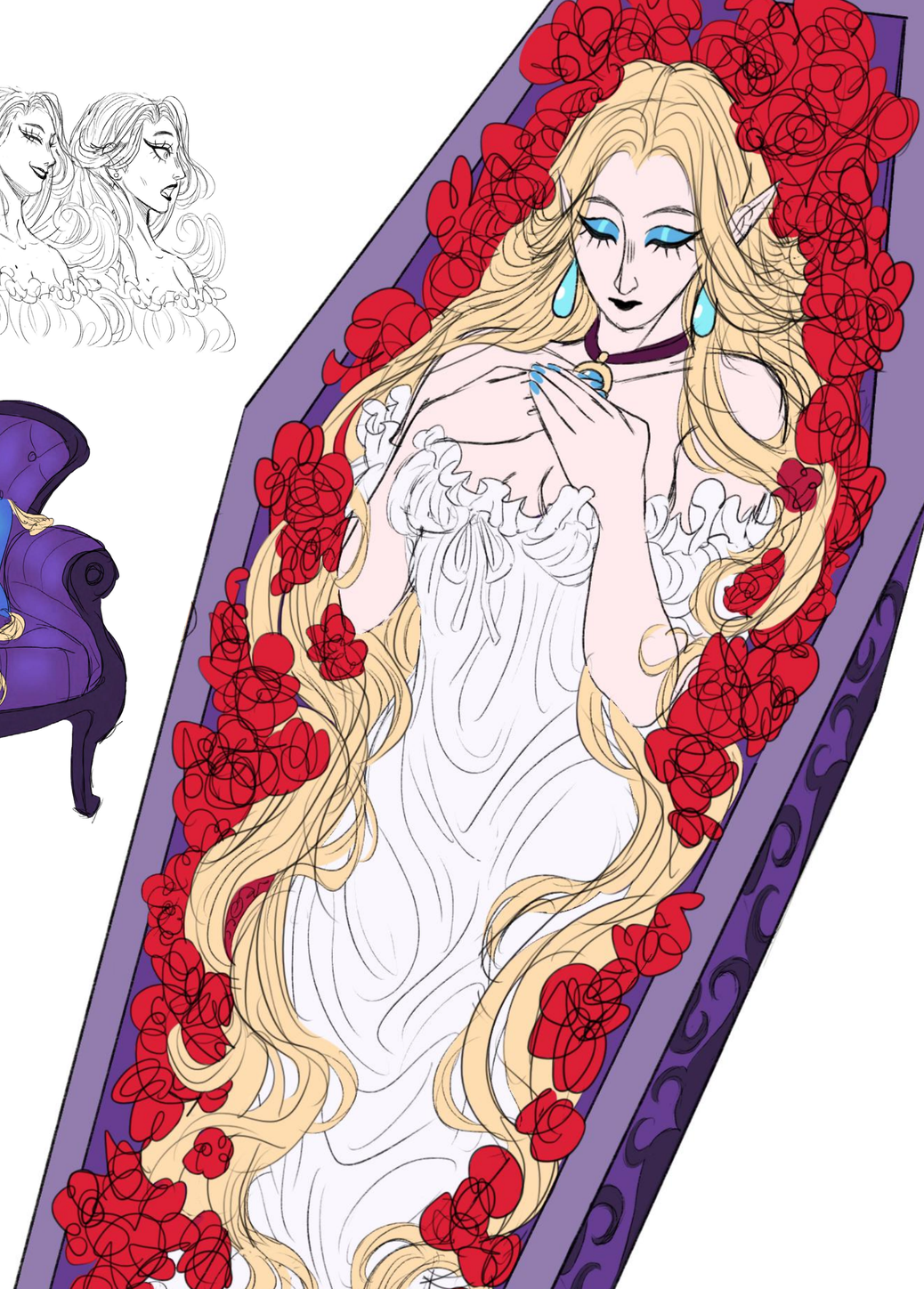






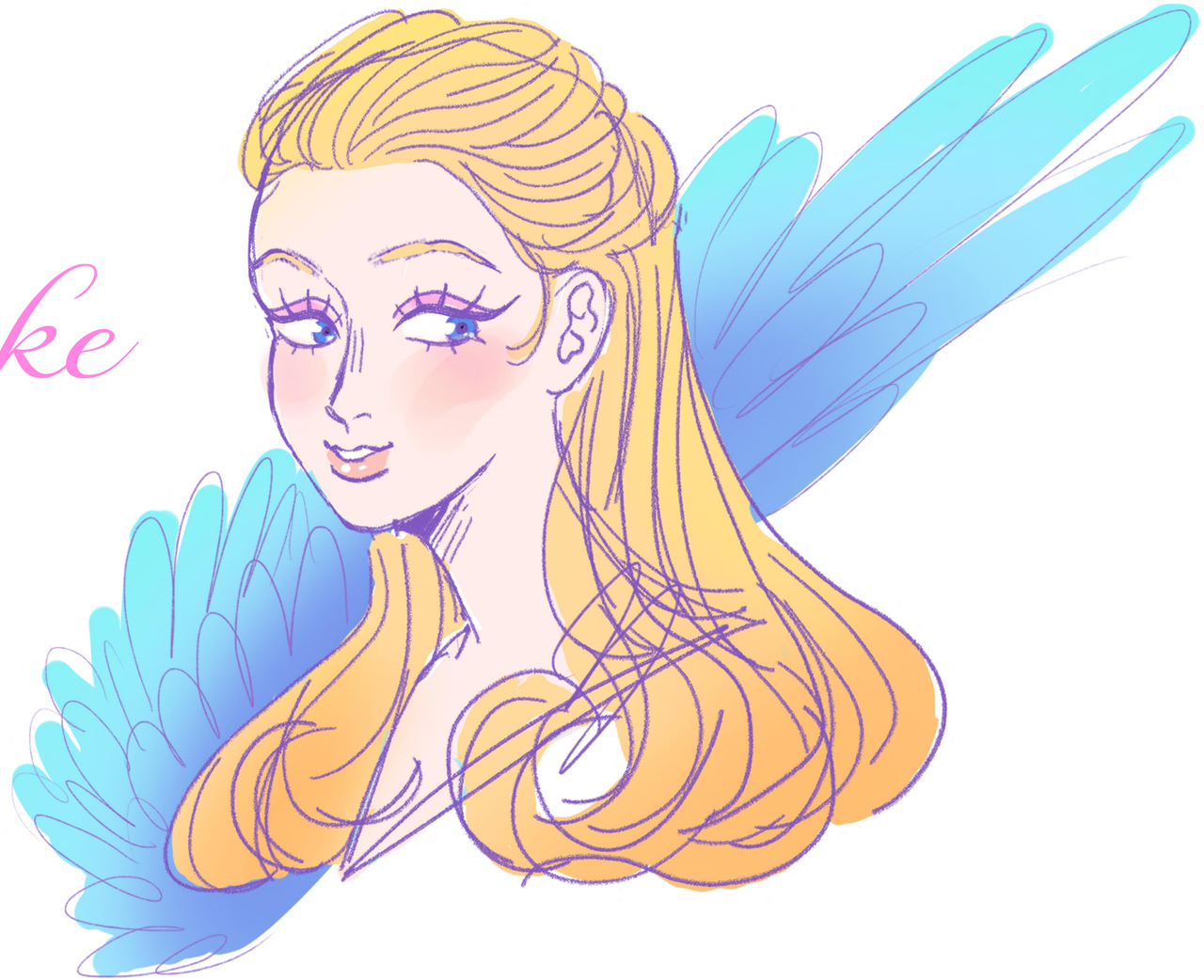






Barbie Swan Lake

Childhood nostalgia project



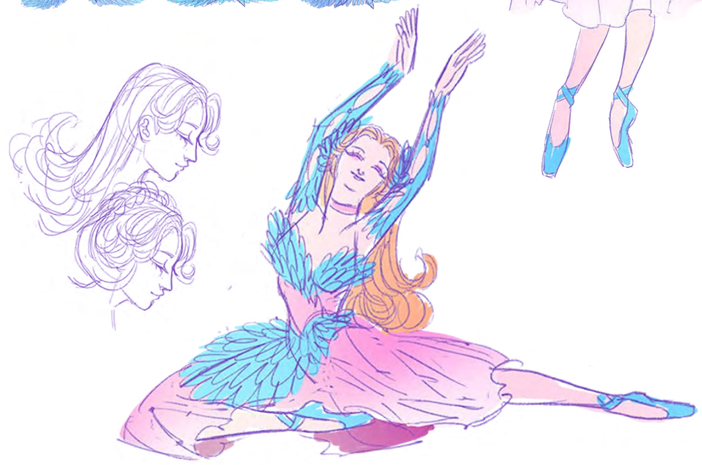
EXPLORATION

Odette Character Design

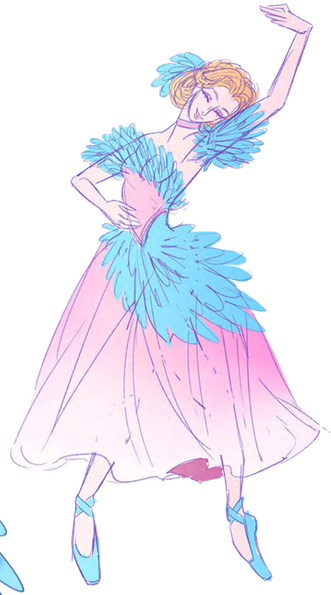
Odette is the protagonist of the story; in creating her, I drew inspiration from the two types of tutus used in the world of ballet and dance, Odette's is based on the silhouette of the soft, romantic English-style tutu, combined with elements of Victorian bodices.







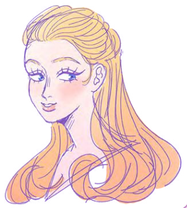


















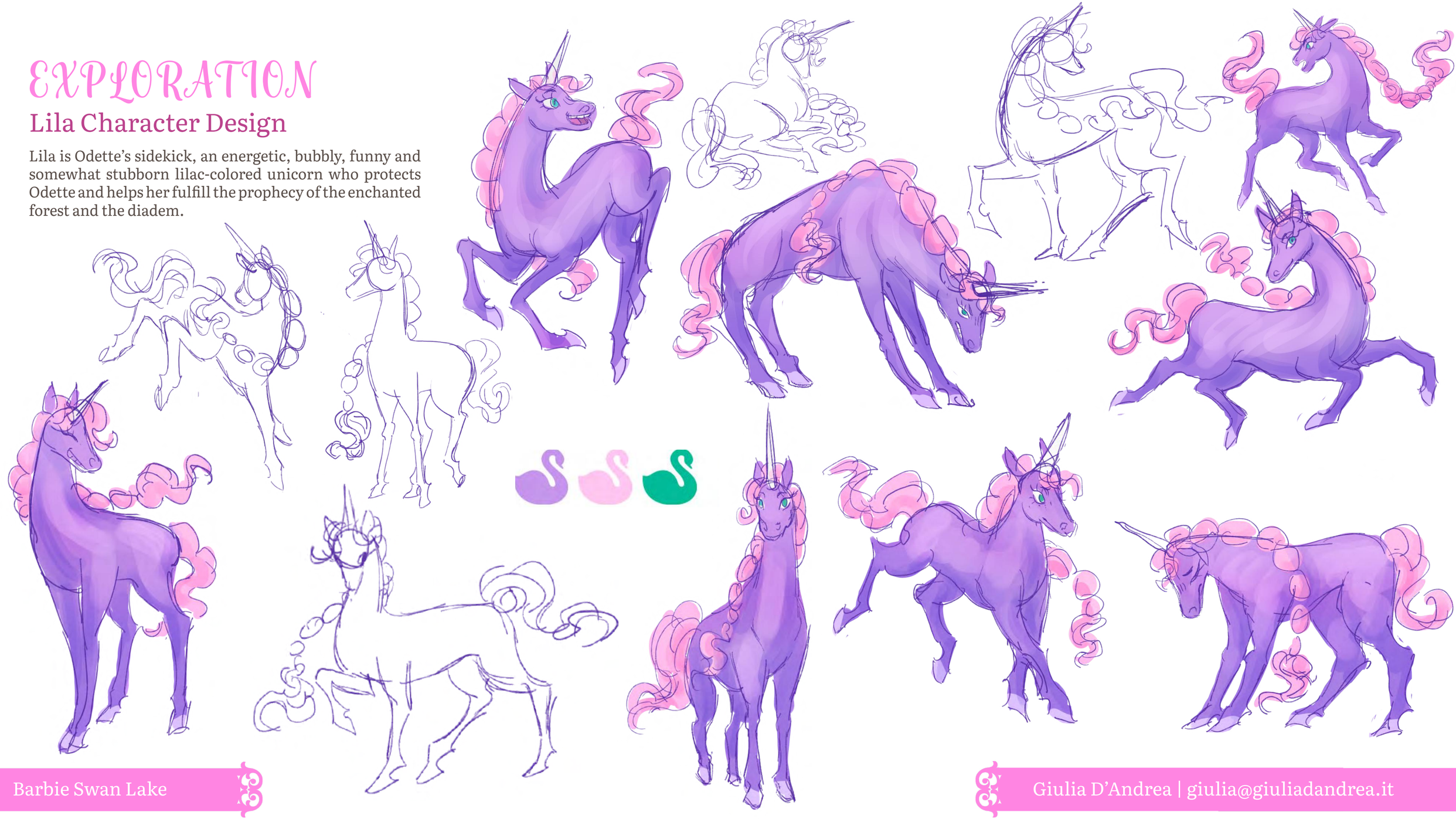


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EXPLORATION

Lila Character Design

Lila is Odette's sidekick, an energetic, bubbly, funny and somewhat stubborn lilac-colored unicorn who protects Odette and helps her fulfill the prophecy of the enchanted forest and the diadem.



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EXPLORATION

Lila Character Design

Odile, the daughter of Rothbart, is a vile and envious character; she is recognizable by the stiff tutu typical of Russian ballet, adorned with ochre-colored feathers, she mocks and obstructs Odette, making the fulfillment of the prophecy more difficult.















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EXPLORATION

Rothbarth Character Design

Rothbart is the villain of the story, and his sole objective is to become king of the forest; together with his daughter, Odile, he does everything in his power to prevent Odette from fulfilling the prophecy, attempting to eliminate anyone who stands in his way.







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EXPLORATION

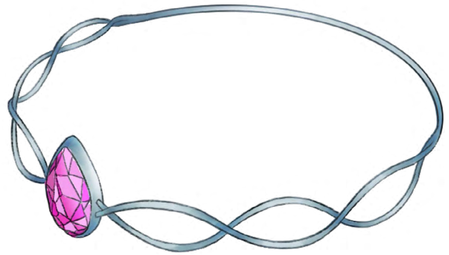
Props Design

The story features several important objects, including Odette's diadem, Odile's pendant, and the book of the forest lore, as well as a leaf—the token of the Queen of the Forest—and her winged carriage.



Book of Forest lore

Odette's circlet

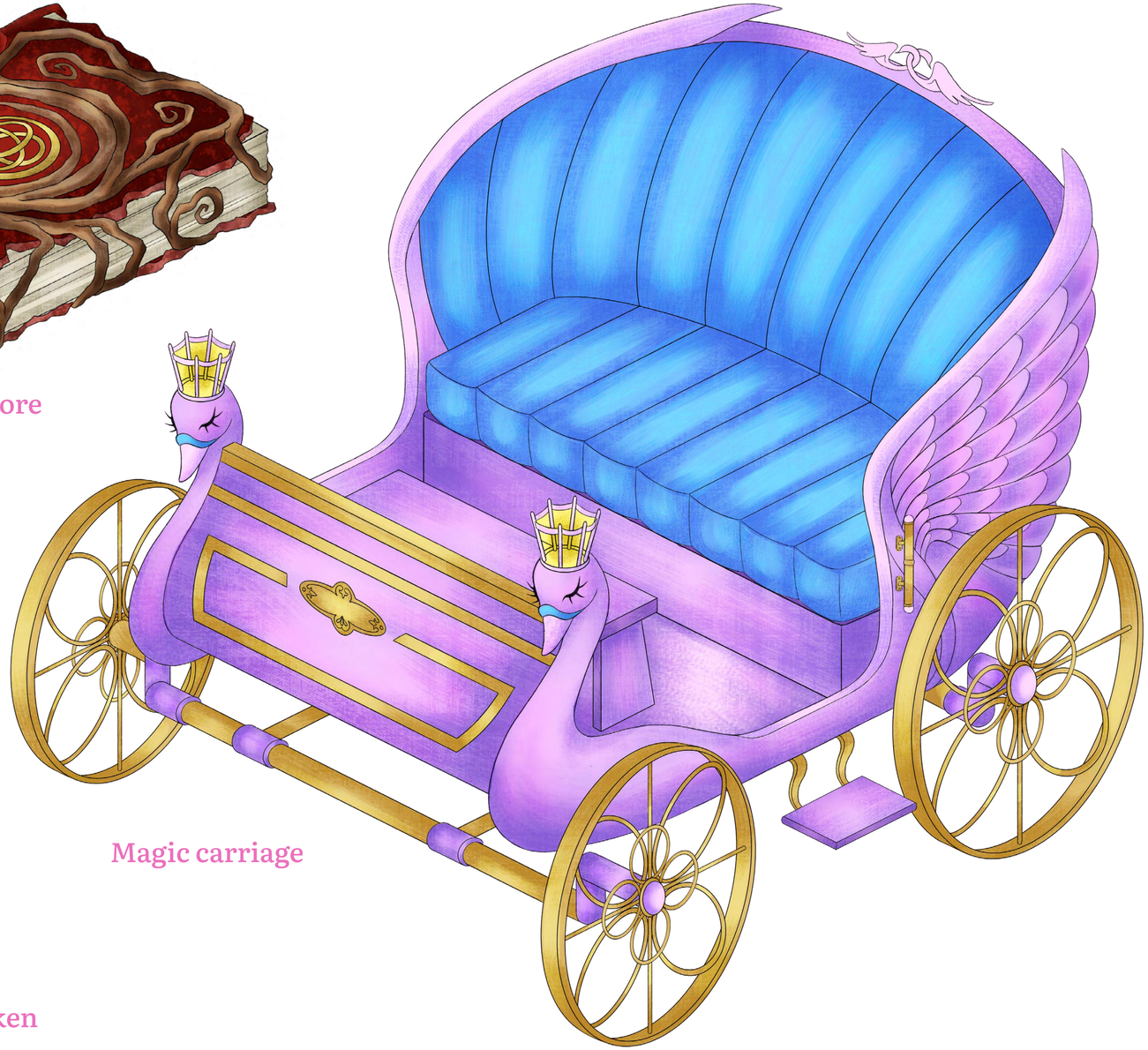




Odile magic necklace



Leaf token



Magic carriage

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ENVIRONMENT

Enchanted Forest Design

For the environment, I recreated a small diorama—taking inspiration from the film's frames—that features all the key areas of the enchanted forest, while maintaining an aesthetic similar to both the movie and classic video games, complete with raw, unpolished textures.

Sketch





Values study



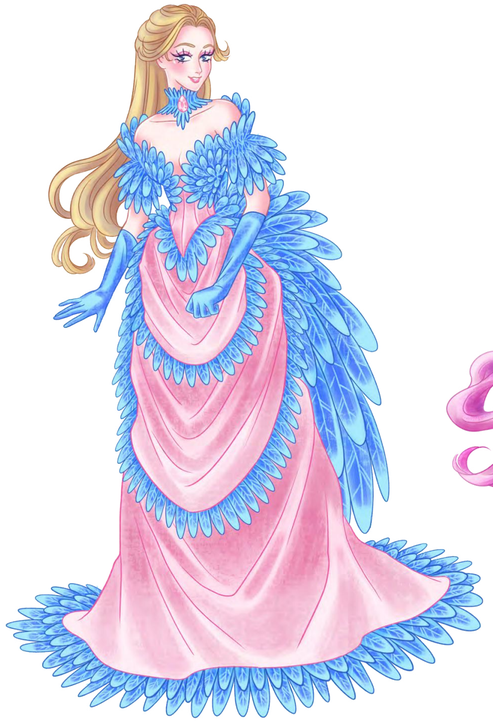
Final diorama

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CHARACTER LINEUP

The Swans and the forest critters

The character lineup includes Lila the unicorn and Rothbart—the story's villain—as well as Odette and Odile, whose costumes reflect the two swans; these two feature an abundance of feathers and are designed entirely with Victorian silhouettes. I also included the forest critters that assist Odette and Lila throughout the story.











Mouse



Deer

Skunk



Porcupine



Fox



Duck

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SEWING SEAS



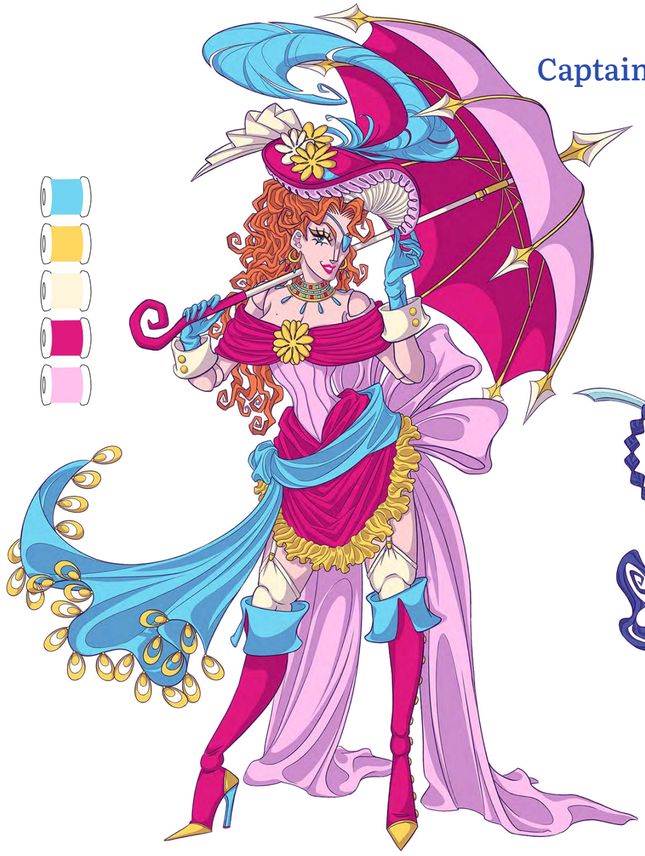
EXPLORATION

The members of the crew

The Sewing crew is a group of wooden doll pirates that fight all the enemies with a minimalist and maximalist fashion style, each of them with their weapon and style inspired by a specific fashion period.



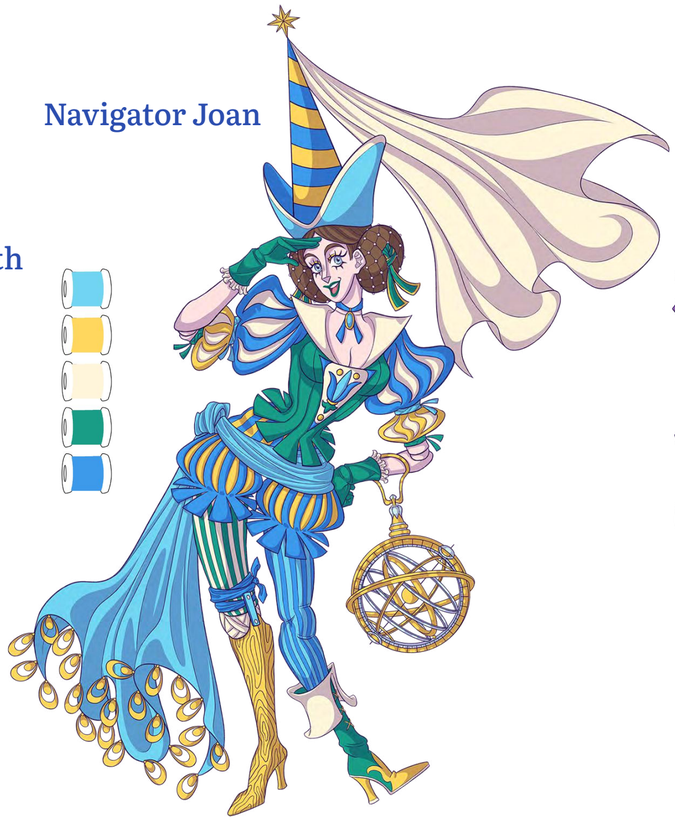


Captain Elizabeth



Vicecaptain Nefereth



Navigator Joan



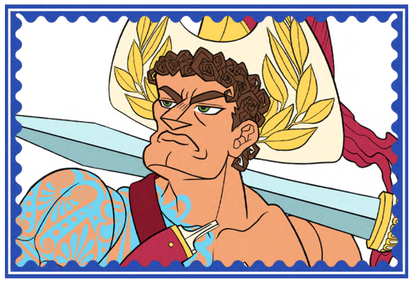
Doctor Frederick

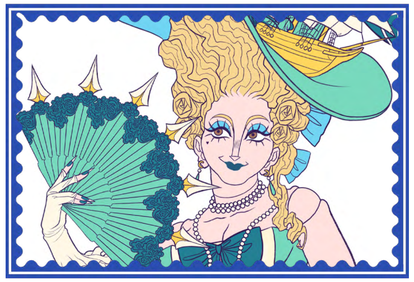
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EXPLORATION

The members of the crew

All the designs are fully rooted in their respective historical periods, with the addition—for each member of the crew—of a distinctive light-blue sash that signifies their membership in the Sewing Crew.







Artiller Tito



Cook Genevieve



Musician Leander



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CHARACTER LINEUP

The full and completed crew

Even with the striking variety of colors and designs, the silhouettes and the light-blue cloth worn by each member clearly indicate their affiliation with the crew.





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EXPLORATION

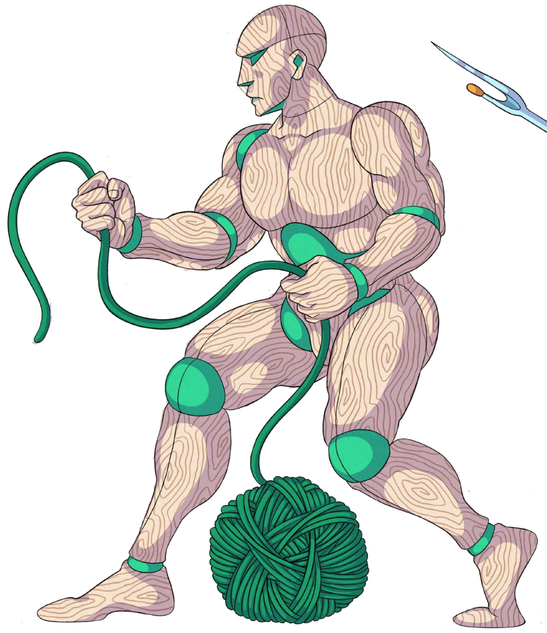
The boss and mobs

While the crew is highly detailed—with a style rooted in a specific historical fashion period—the game's boss features a chaotic mix of fabrics and elements that suggest a maximalist aesthetic; this stands in contrast to the minions, the Goliaths, which are gigantic wooden mannequins equipped with sewing-related weapons.

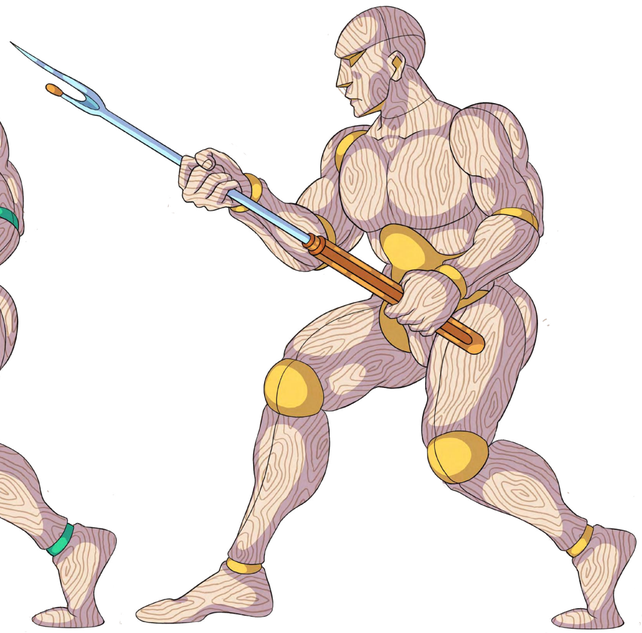


Scylla, the maximalist style boss

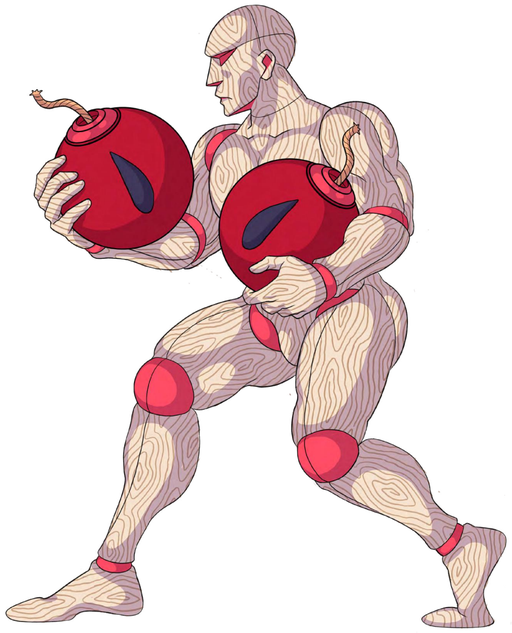




Green Goliath:
Messy threaded yarn ball



Yellow Goliath:
Thread cutter



Red Goliath:
Ink bombs

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PROPS AND ENVIRONMENT

The Swans and the forest critters

Although the environments are filled with sewing-related items, the tutorial begins at a workbench, allowing the player to learn the controls—and then it's a deep dive into a vast sea of patterns and fabrics!



Button coin
and
Life patch



Power-ups Bottles:

1) Pin munitions
2) Glitter bomb
3) Thread and patches



Tutorial Background

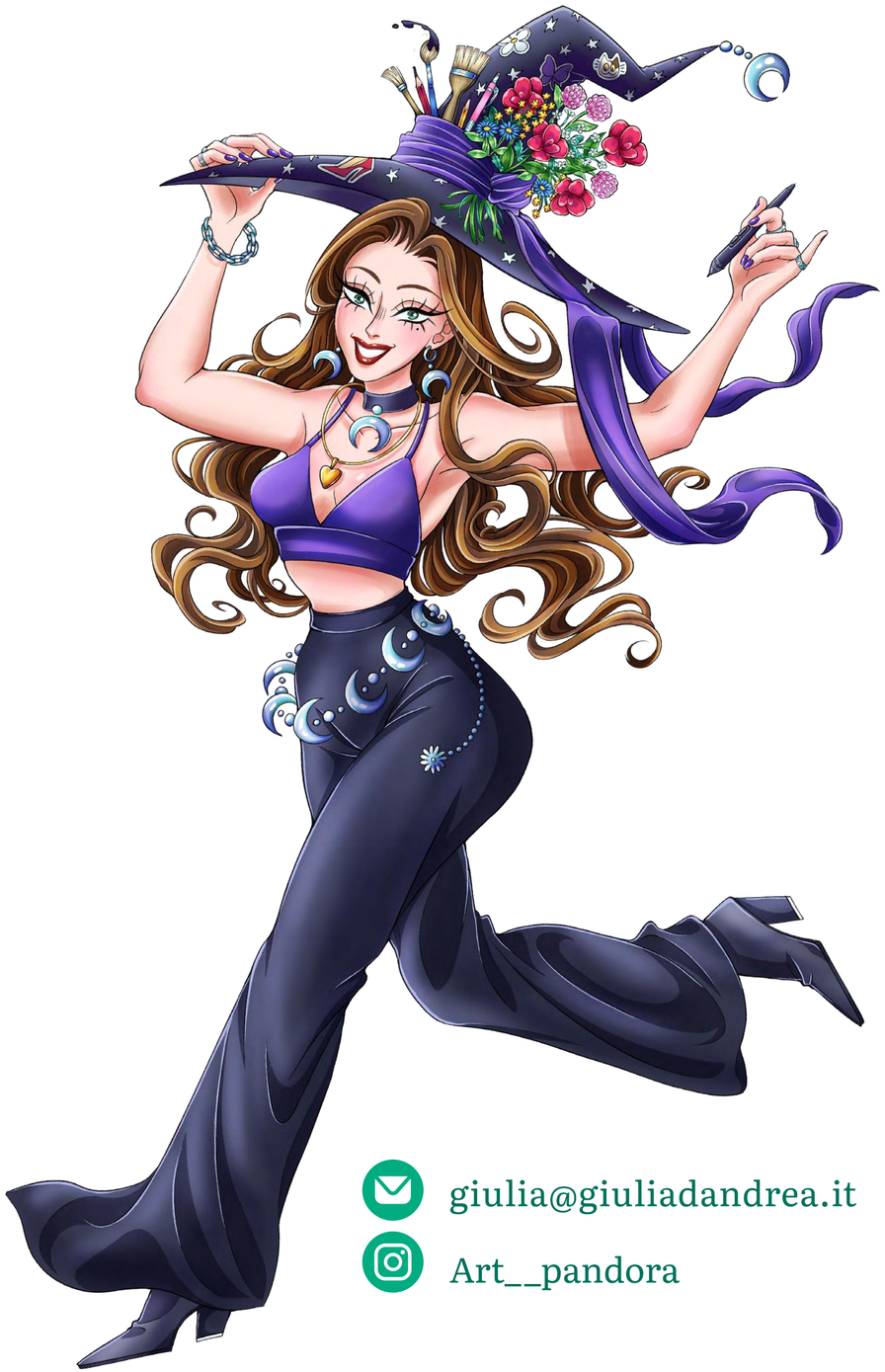


Level 1 Background



Galeon inspired by old
sewing machines

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GIULIA D'ANDREA

Vis Dev Portfolio - 2D Characters and Props, 2026

HELLO!

My name is Giulia D'Andrea, also known as Pandora, and I am an illustrator that loves fashion and fantasy worlds with the passion of creating intresting, elegant and rich concept and visual designs.

EDUCATION

2026 Idea Academy: Master in Visual Development

2021 - 2025 Rome University of Fine Arts: Graphic Design - Comics & Illustration Diploma

WORK EXPERIENCE

2026 Commissions: Freelance Illustrator

2024 Commissions: Art teacher for 8-10 y.o. kids

2023 Commissions: Freelance Comic Artist and Graphic Designer

SKILLS

Skills: Illustration, Concept Art, Visual Development, Layout designer

Languages: Italian, English

Medium: Digital, Pencil, Ink, Markers

Softwares: Ai Ps Id

LET'S WORK TOGETHER!

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