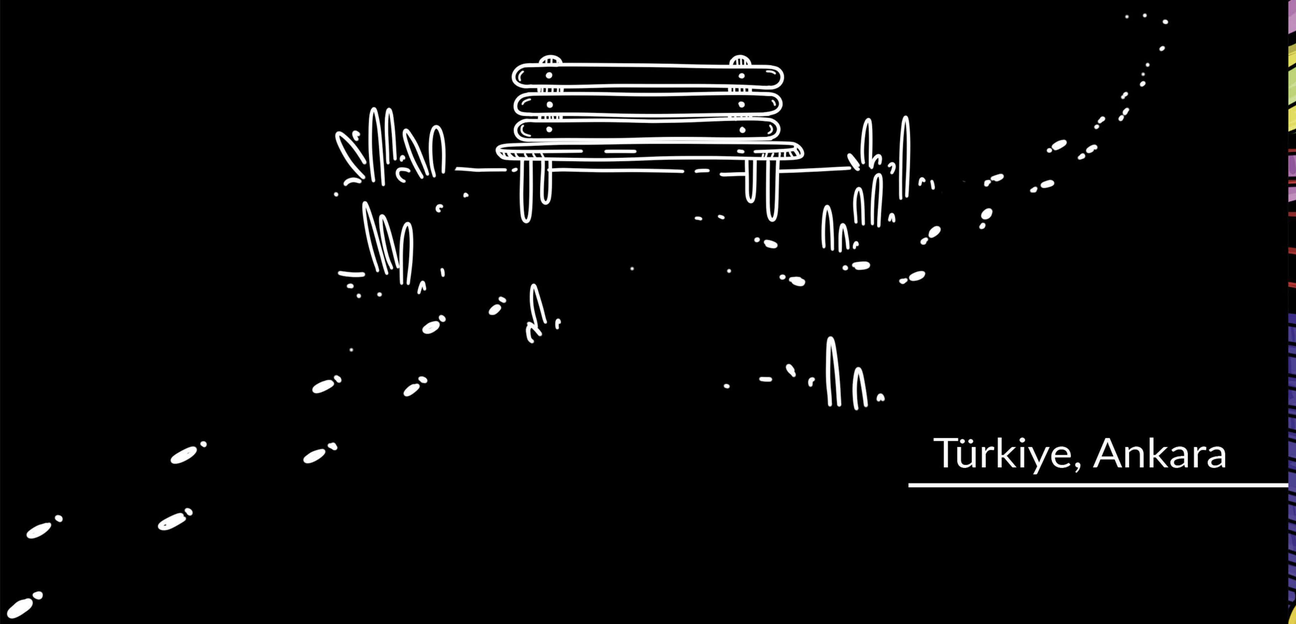


Türkiye, Ankara

Directions & Reservations

Phone: +90.552.899.6586
afsane.m.tajrishi@gmail.com

ILLUSTRATION & VISUAL DEVELOPMENT PORTFOLIO

A Collection of Works By:
Afsaneh Tajrishi

2024

SKILLS

ART DIRECTION

With four years of experience, I have directed the art styles of four diverse projects, each with a unique aesthetic.

2D ILLUSTRATION

As a dedicated 2D illustrator with seven years of experience, I have crafted compelling visual narratives. My portfolio reflects a diverse range of styles and subjects.

CHARACTER DESIGN

I have created unique characters for nearly all of my projects. This focus has made character design one of my top two skills

ADOBE PHOTOSHOP

Photoshop is my primary tool for a wide range of creative tasks, including 2D illustration, poster design, product promotions, and photo editing and retouching. My proficiency with this software is a product of 13 years working with it.

CLIP STUDIO PAINT

Clip Studio Paint is my preferred tool for comic book design, providing the features I rely on to bring stories to life. Over the past four years, it has become essential to my creative process for crafting detailed and dynamic comics.

PRODUCT DESIGN

I have a background in Industrial Design (B.A.) and have worked as a product designer for six years. During this time, I've honed my ability to create functional and visually appealing products that meet user needs and align with brand objectives.

PHOTOGRAPHY

I initially pursued photography to support my designs and illustrations, but I also worked professionally as a photographer for three years, in between my design projects. This experience has refined my ability to capture high-quality images that complement my creative work.

THE STORY

Afsaneh Tajrishi

Afsaneh Tajrishi is a BA graduate in industrial design from the Tehran University of Art.

Driven by a passion for narrative-driven product design, her abilities transcend the boundaries of conventional industrial design, encompassing a repertoire that spans the domains of comic art, character design, and style framing. In addition, her experience also extends to the realm of product and fashion photography.

Afsaneh has ten years of experience in product design and visual development.

EXPERIENCE

Art Director & 2D Illustrator for Comic Book projects Freelancer | Ankara . Türkiye www.Upwprk.com	May 2020 - Current
Art Director & 2D Illustrator Atomic Twins | Ankara . Türkiye	April 2022 - Current
Product Photographer Kadro | Tehran . Iran www.kadro.co	February 2018 - September 2020
Brand Identity Designer Chandooneh | Tehran . Iran	January 2017 - May 2018
Chief Operating Officer Andisheh Mana Publishing House | Tehran . Iran	January 2015 - July 2020

EDUCATION

Bachelor of Art (B.A) - Industrial Design Tehran University of Art. Theran. Iran	June 2014
Gratuated from Inverse School in the feild of - Product Photography - Portrait Photography	July 2018
Gratuated from Inverse Online School in the field of - Digital Painting - 2D Illustration - 2D animation	August 2020

LANGUAGE

ENGLISH	Fluent
FARSI	Native
TURKISH	Basic

01. Project 1 ..... 5 - 12
02. Project 2 ..... 13 - 18
03. Project 3 ..... 19 - 28
04. Project 4 ..... 29 - 32
05. Project 5 ..... 33 - 38
06. Project 6 ..... 39 - 42
07. Other Projects ..... 43 - 44

INNOVATING THE EXTRAORDINARY.

TOGETHER

At the core of my work philosophy lies a firm belief in unwavering dedication to my craft and the application of diligent effort. I prioritize efficient time management, recognizing the importance of delivering exceptional outcomes within the most efficient time frame possible.

In addition, my proficiency extends beyond a singular artistic style. Through my expertise in style framing, I possess the ability to create and shape visual aesthetics tailored to the unique requirements of each project I embark upon. This versatility empowers me to effectively convey ideas and bring the director's vision to life, allowing for a comprehensive and seamless alignment between artistic expression and the project's overarching objectives.

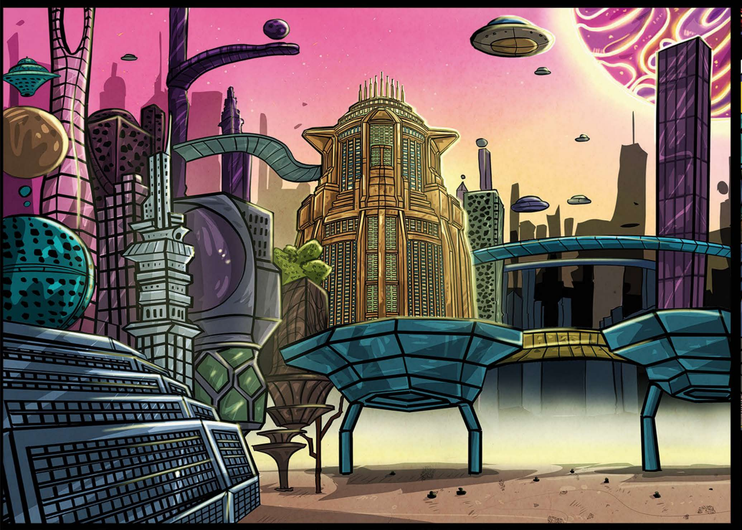
ILLUSTRATION & VISUAL DEVELOPMENT

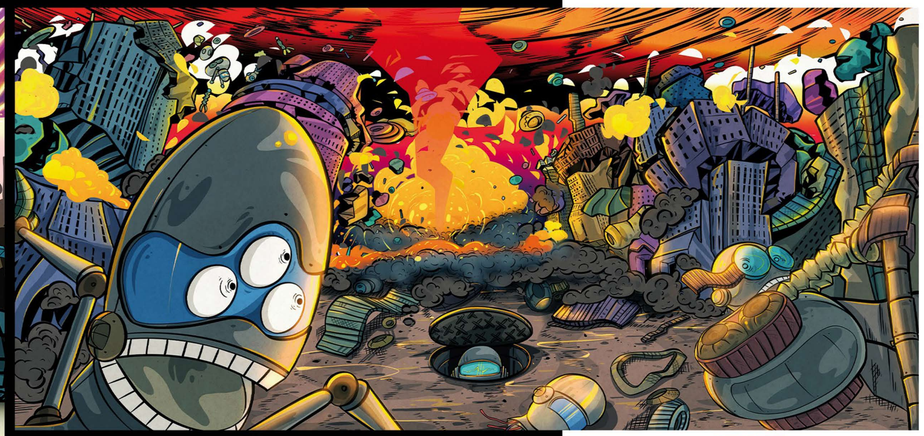
BORT

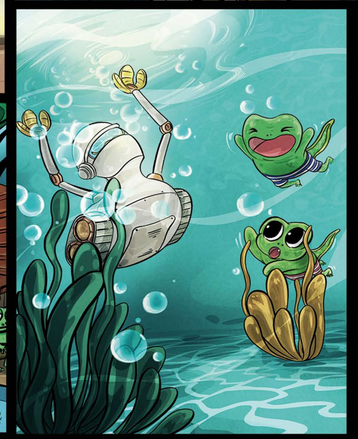
In the shadow of Saturn's majestic rings, on a potato-shaped moon, lies an enigmatic robot named Bort. Unable to recall his age or the passage of time, Bort spends his days collecting relics of a forgotten civilization and drifting through the desolate landscape. But when unexpected visitors shatter his solitude, Bort is confronted with memories long buried beneath the ages of moon dust.

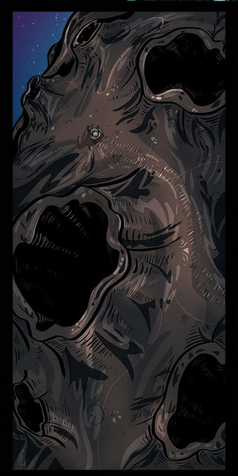
ABOUT THE PROJECT

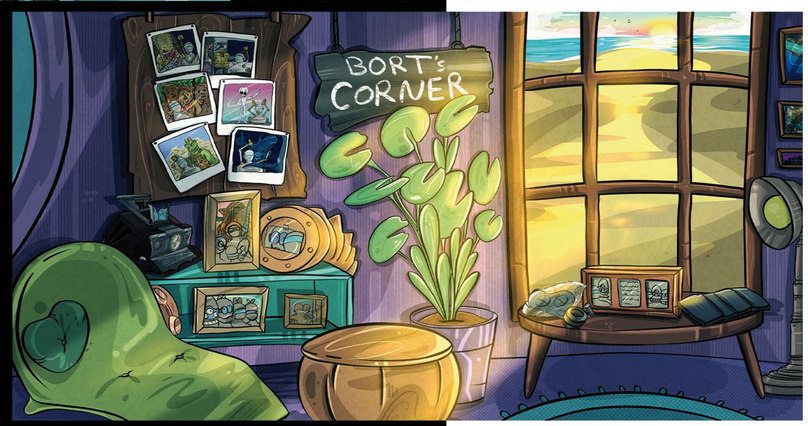
Category: Comic Book Illustration, Art Direction, penciling
Client: Shannon Brady
Year: 2023
www.Upwork.com





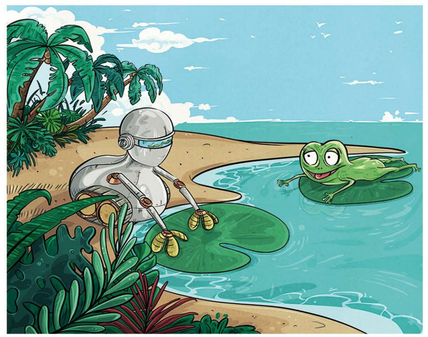




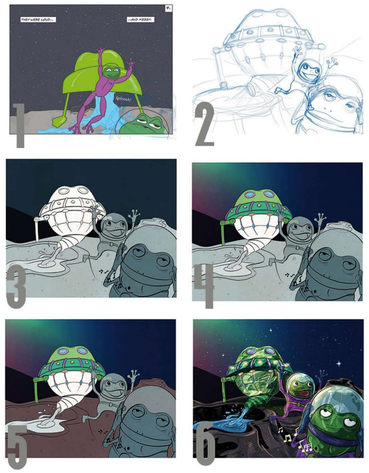


DESIGN PROCESS

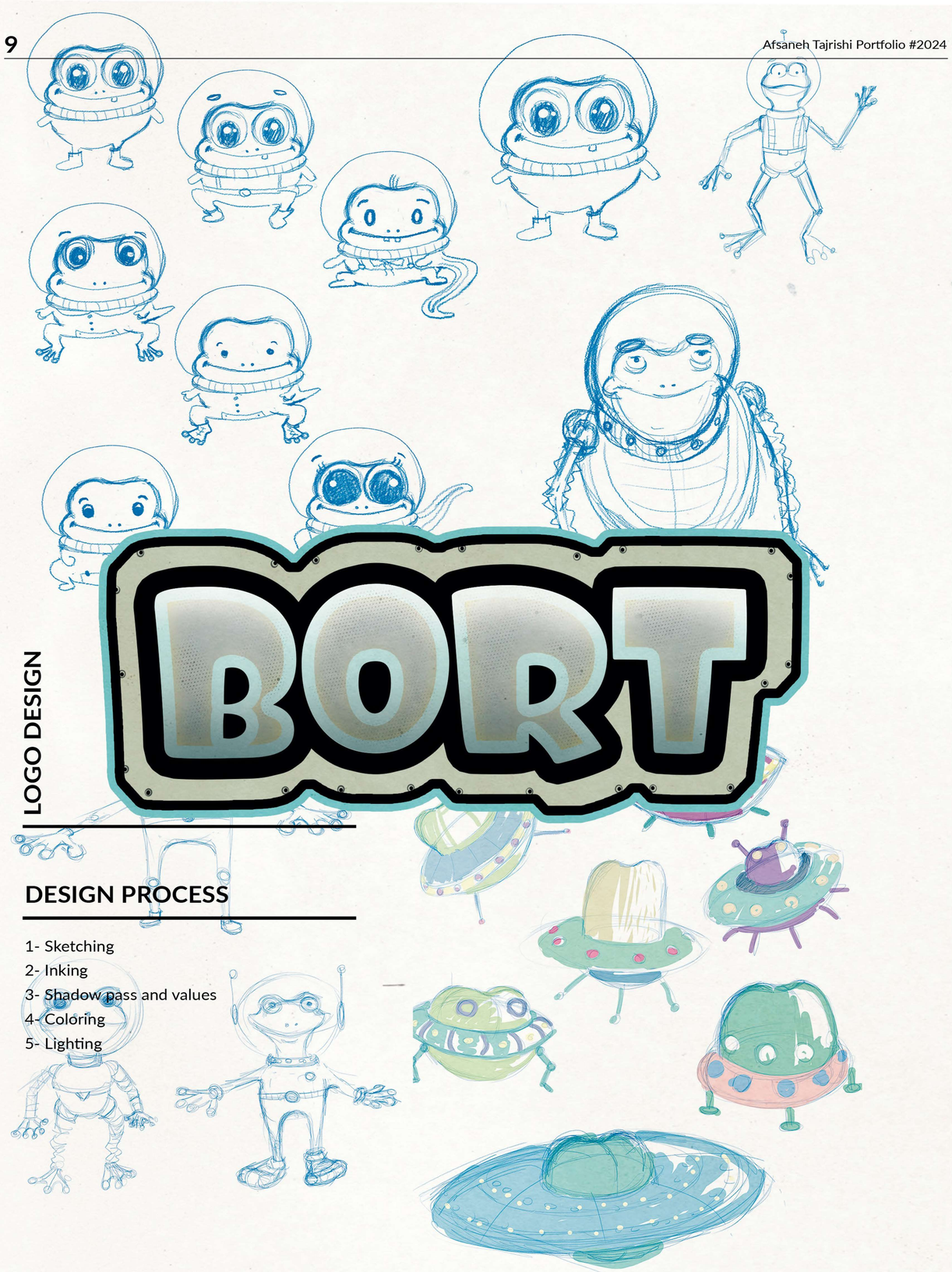
For the comic book Bort, the design process began with a thorough design brief, which is always the first step in my approach. The writer had illustrated half of the book but wanted to elevate it to a professional level. I incorporated her original illustrations and color palette into the redesign, starting with a style frame and then completing the rest of the book, including line art development and coloring. Additionally, I took on the penciling for more than half of the book, adjusting the comic's direction to improve its communication of ideas and emotions.



DESIGN PHASES



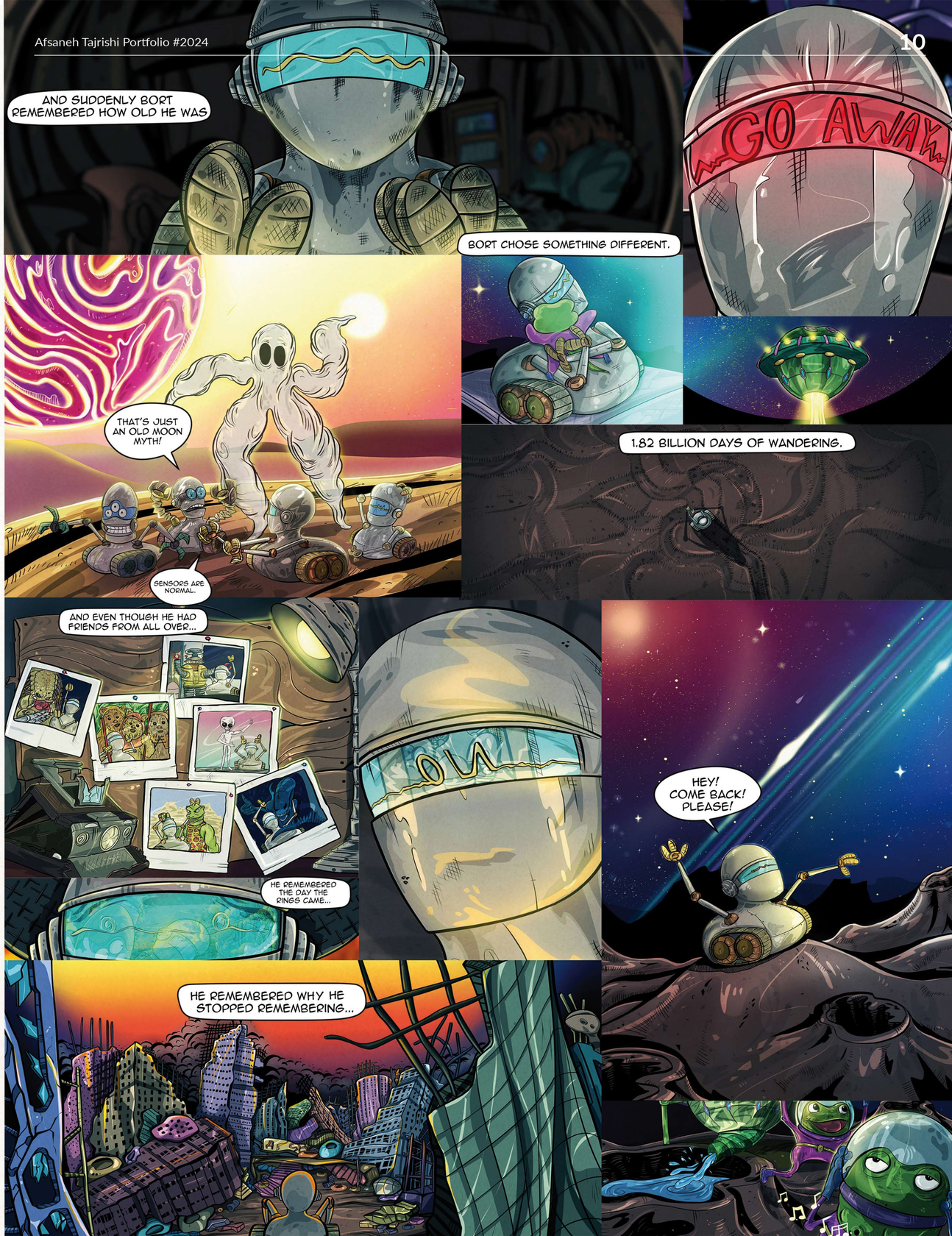
- Clip studio paint
- Adobe Photoshop



LOGO DESIGN

DESIGN PROCESS

1- Sketching
2- Inking
3- Shadow pass and values
4- Coloring
5- Lighting



Afsaneh Tajrishi Portfolio #2024

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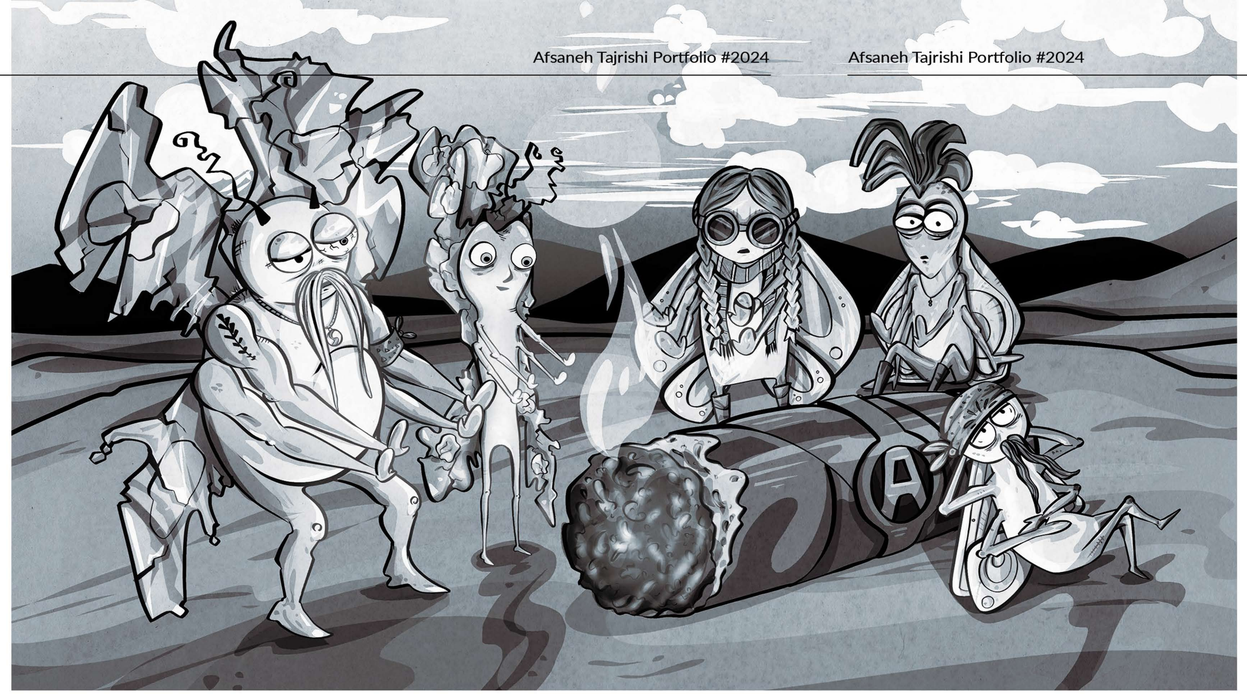


LULU THE CRUMPLE FLY

Lulu wants to fly more than anything in the world. but there's just one problem. She's supposed to be a butterfly, but instead she's a crumple fly, rendered flightless after a violent storm knocked her cocoon to the ground before her wings could form.

Raised by an ant orphanage, a gang of mothes, and even a corporation of bees and wasps, she navigates her life on the ground the best she can.

Are there others like her? Will she ever fly?

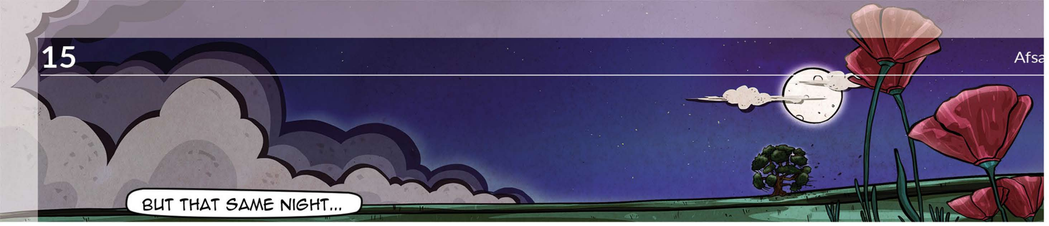
02

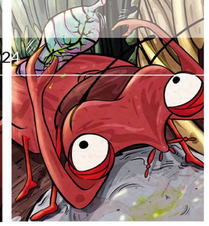
ABOUT THE PROJECT

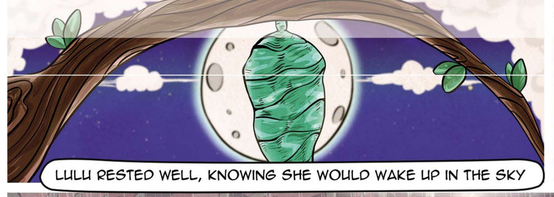
Category: Comic Book Illustration,
Art Direction, penciling
Client: Shannon Brady
Year: 2024
www.Upwork.com

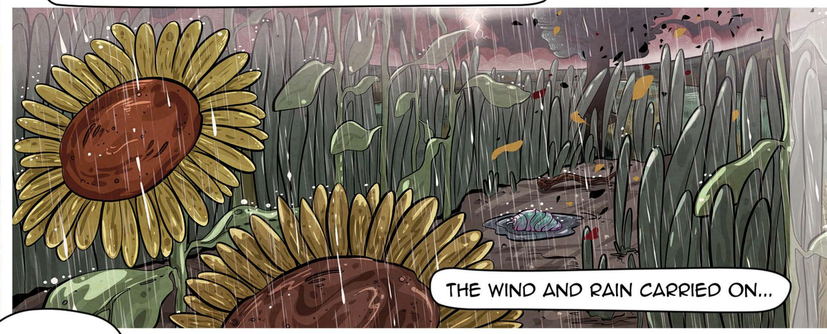
- **Clip studio paint**
- **Adobe Photoshop**

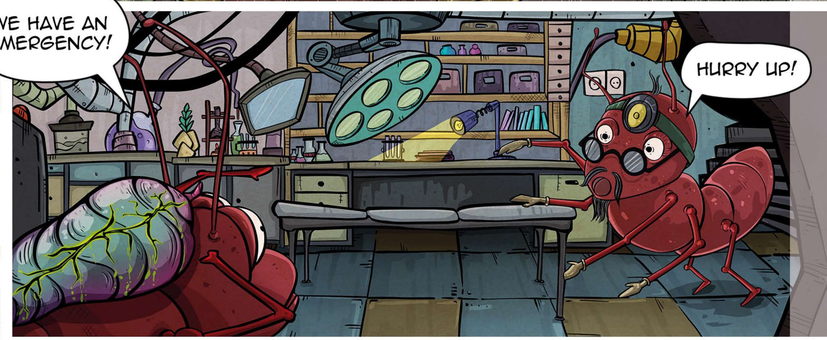
Afsaneh Tajrishi Portfolio #2024





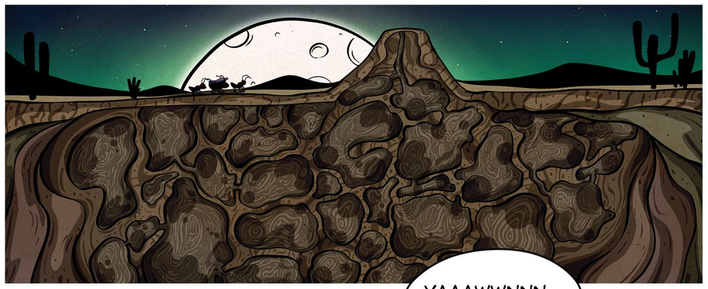


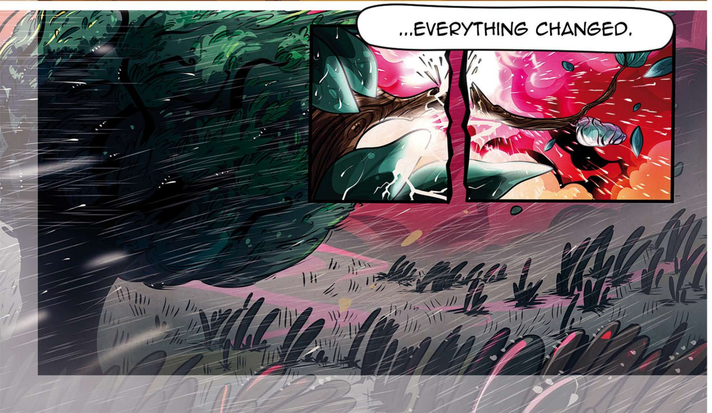




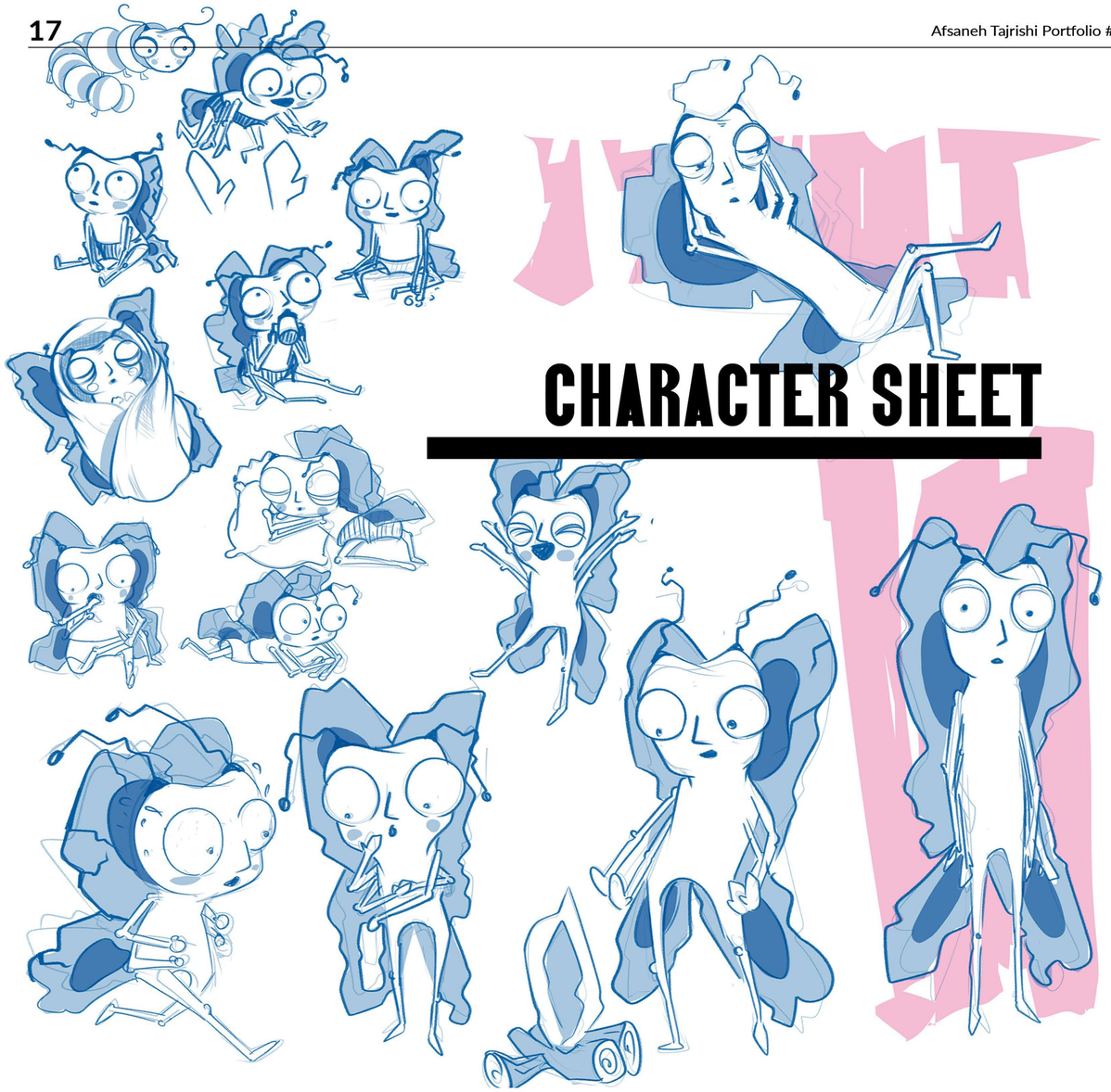
LINE ART/COLORING

LIGHTING/PENCILING



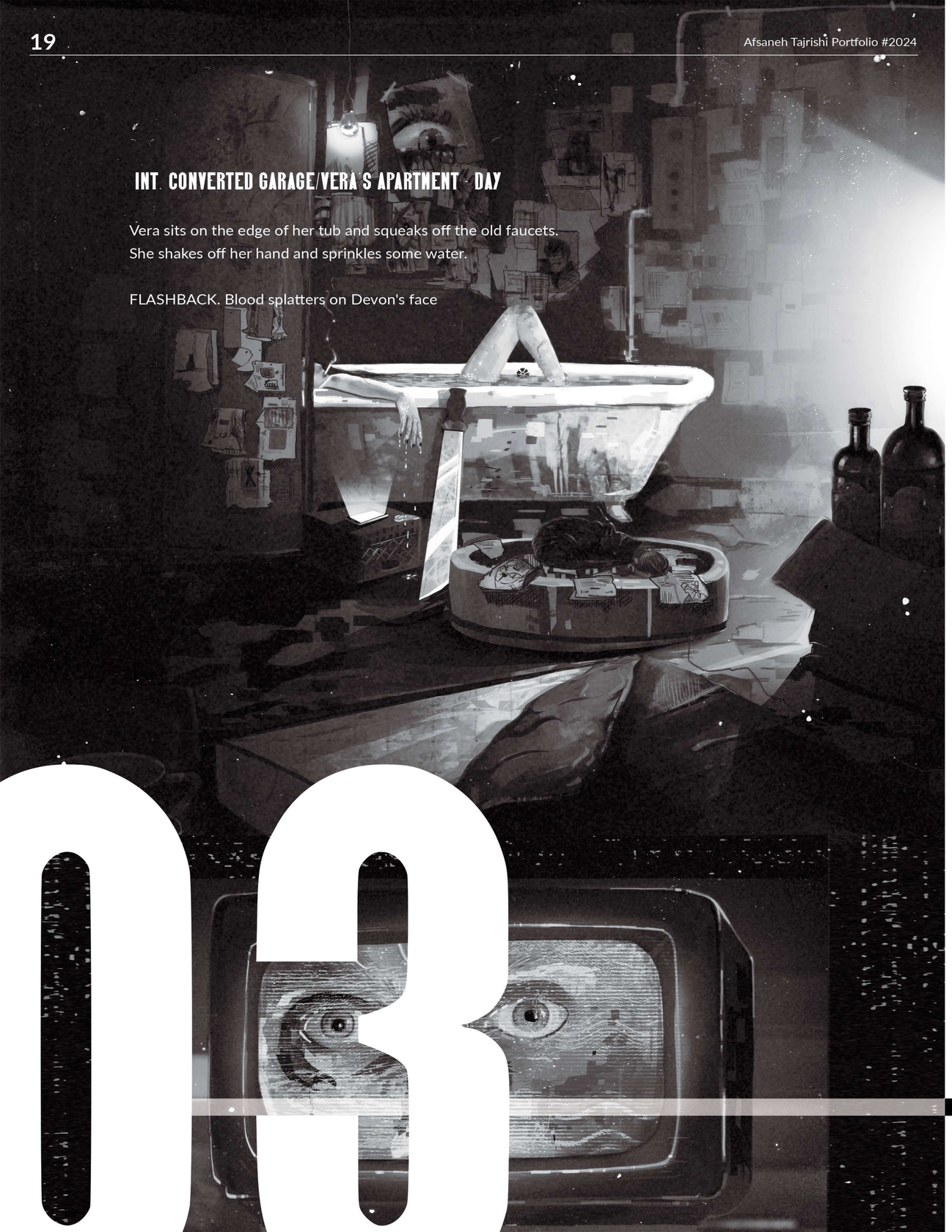


CHARACTER SHEET



IDENTIFY
PREDICT
EXECUTE

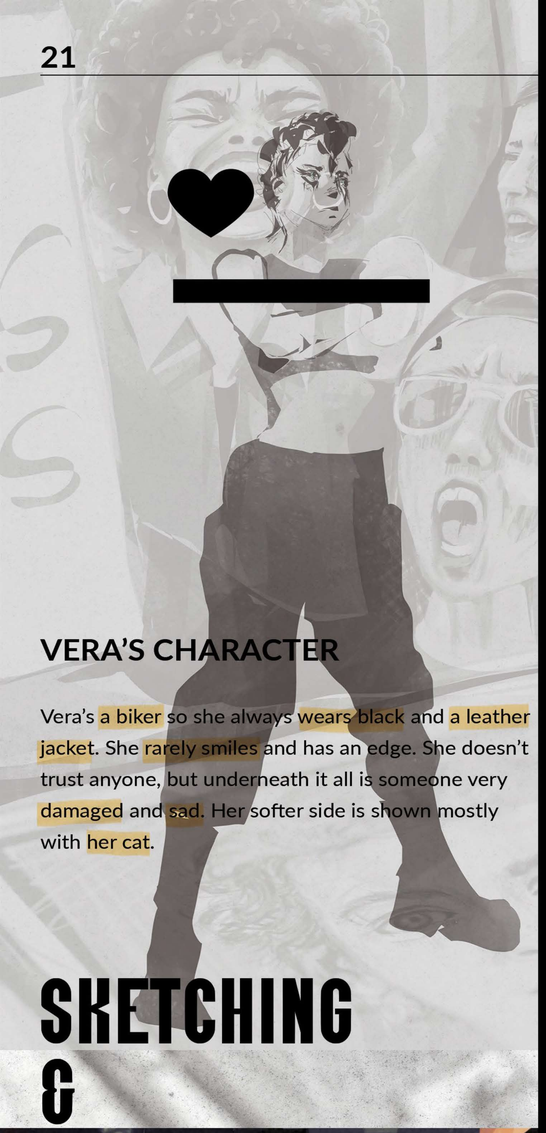
FINAL PRODUCT



VERA

Vera tells the gripping story of a woman shaped by pain and vengeance. Vera, a former drug addict working as a delivery woman, has endured a life of abuse—first at the hands of her drug-addict mother, and then in her adopted home under the torment of a man named Uncle Johnny. As Vera grows, she harbors a burning desire for revenge, especially against Johnny, a corrupt judge who dismisses rape cases, protecting the very men who have caused so much harm. As she embarks on her path for justice, Vera takes matters into her own hands, mutilating those men who were acquitted by Johnny's influence. Her ultimate goal: to confront and kill Uncle Johnny, the man who represents the system that failed her and countless others.

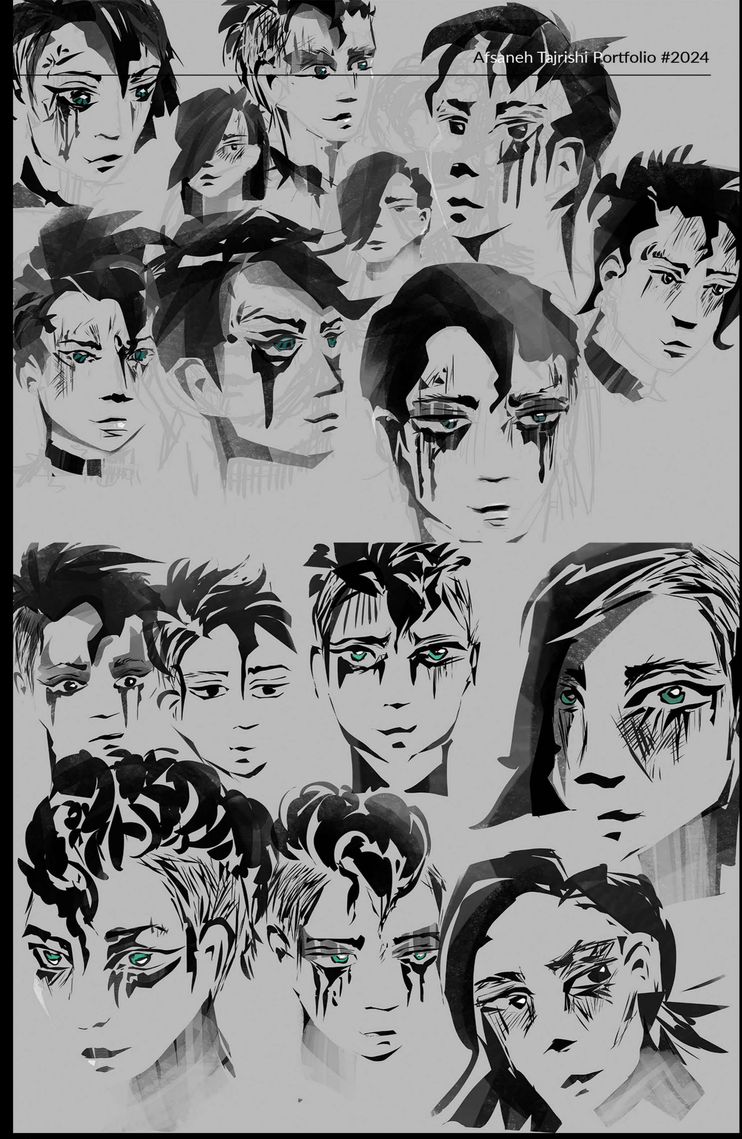
● Adobe Photoshop

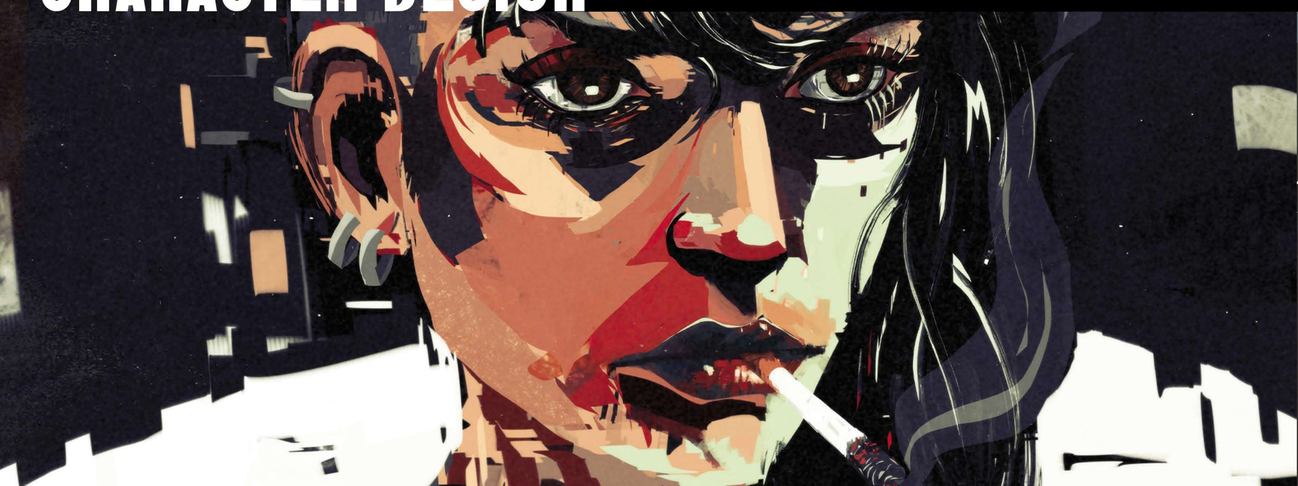


VERA'S CHARACTER

Vera's a biker so she always wears black and a leather jacket. She rarely smiles and has an edge. She doesn't trust anyone, but underneath it all is someone very damaged and sad. Her softer side is shown mostly with her cat.

SKETCHING & CHARACTER DESIGN

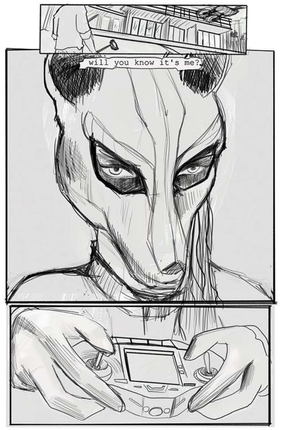


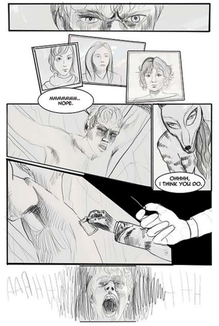


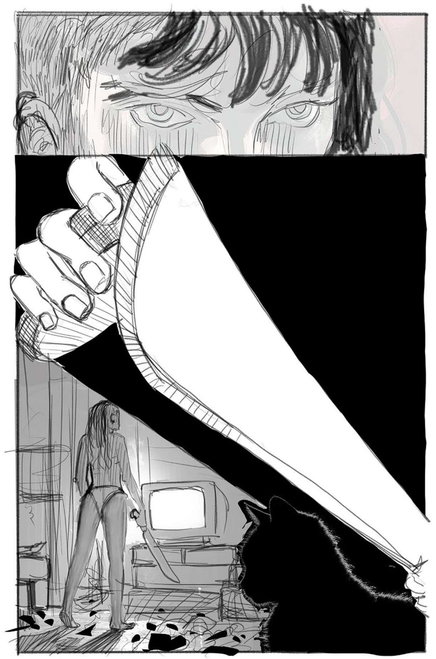
VERA'S "APARTMENT" IS AS LOW-LEVEL AS IT GETS. THERE'S A CLAWFOOT TUB IN ONE CORNER, NO SHOWER, AND THE ONLY PRIVACY BETWEEN THE COUCH AND "BATHROOM" IS A FOLDING SCREEN. THERE'S A TOILET IN THERE (SOMEHOW) AND ON THE OTHER SIDE OF THE GARAGE, A SMALL KITCHENETTE WITH A DORM-SIZED REFRIGERATOR AND A MICROWAVE SITTING ON TOP OF IT. SHE COOKS WITH A HOT-PLATE AND HAS AN ELECTRIC TEA KETTLE. ALL OF THESE THINGS HANGING OFF OF ONE ELECTRICAL OUTLET ON A PRAYER.

VERA'S APARTMENT

VERA'S "APARTMENT". LET'S TALK ABOUT CONVERTED GARAGES.







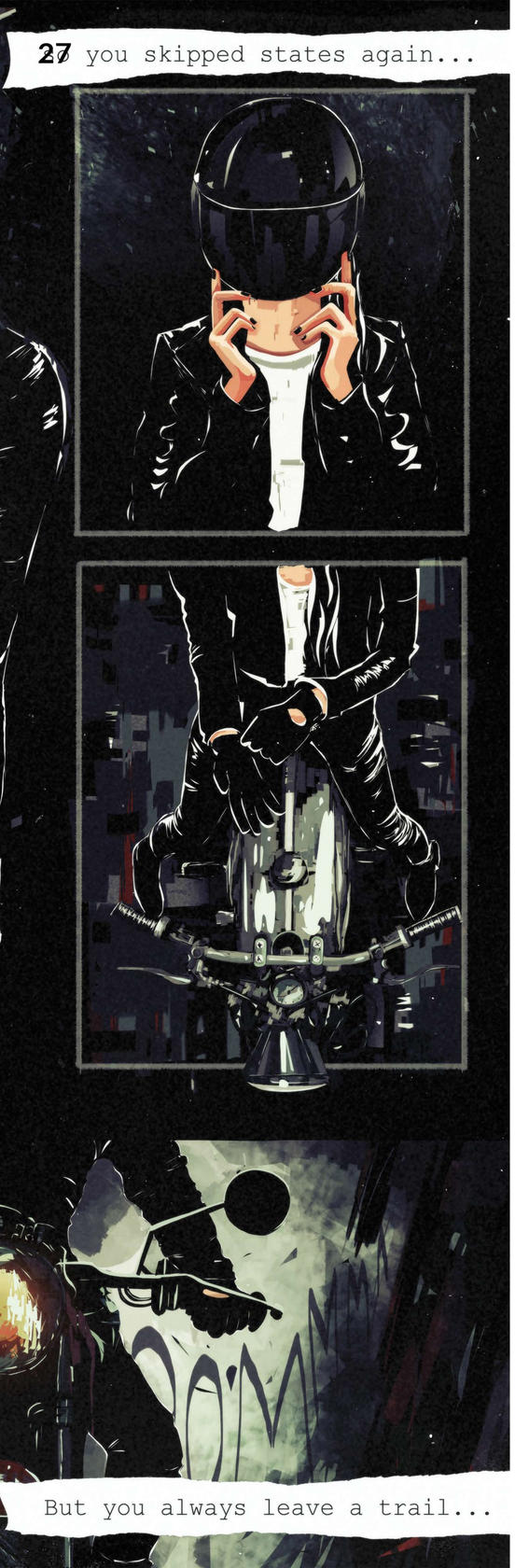
STORY BOARDING

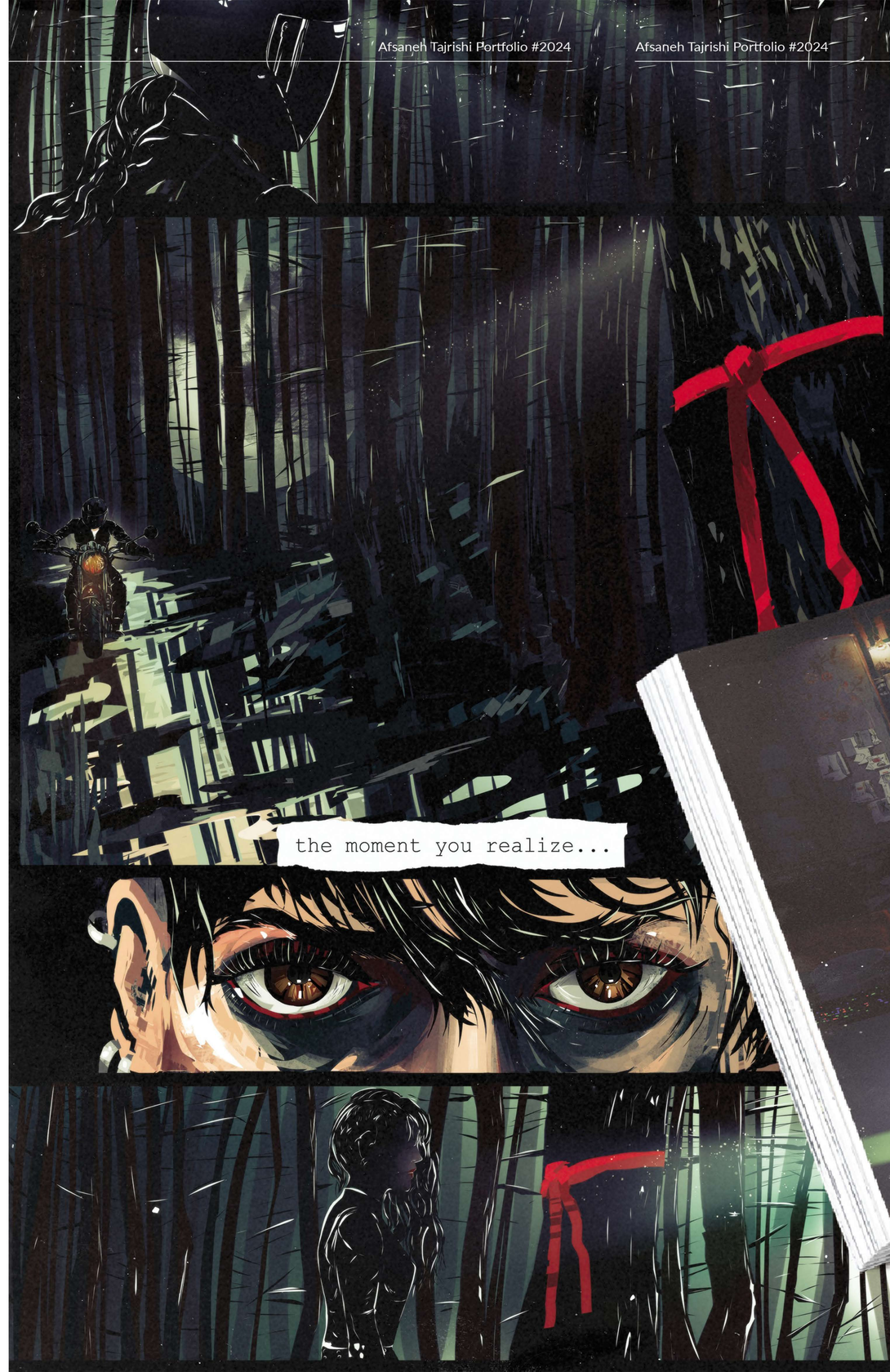
FINAL OUTPUTS

ABOUT THE PROJECT

Category: Comic Book Illustration, Art Direction, penciling
Client: Shannon Brady

Year: 2023
www.Upwork.com

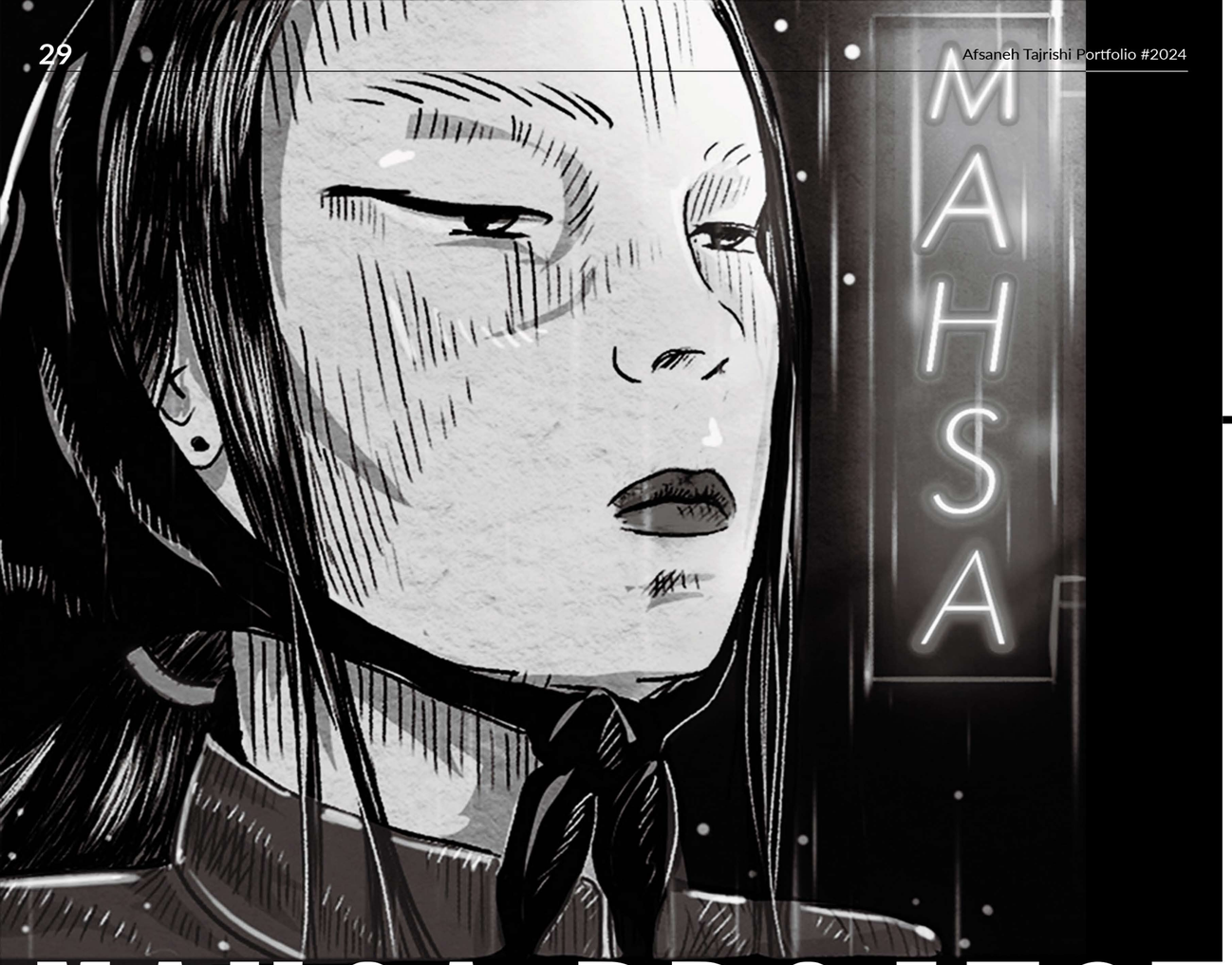




Afsaneh Tajrishi Portfolio #2024

VERA DESIGN PROCESS

The design process for Vera began with a comprehensive design brief, where I collaborated closely with the client to discuss every detail of the story. We examined elements such as Vera's house design, cultural references, the color palette, the psychological depth of the narrative, and how to approach the themes of gore and violence, all while considering the target audience. Based on these discussions, I developed a unique art style, which I presented as a style frame for approval. Once the style was confirmed, I moved forward with the penciling and storyboarding stages, followed by line art, coloring, and lighting. This project was entirely of my design, from conceptualizing the visual language to the final execution, creating a cohesive, immersive experience for the reader.

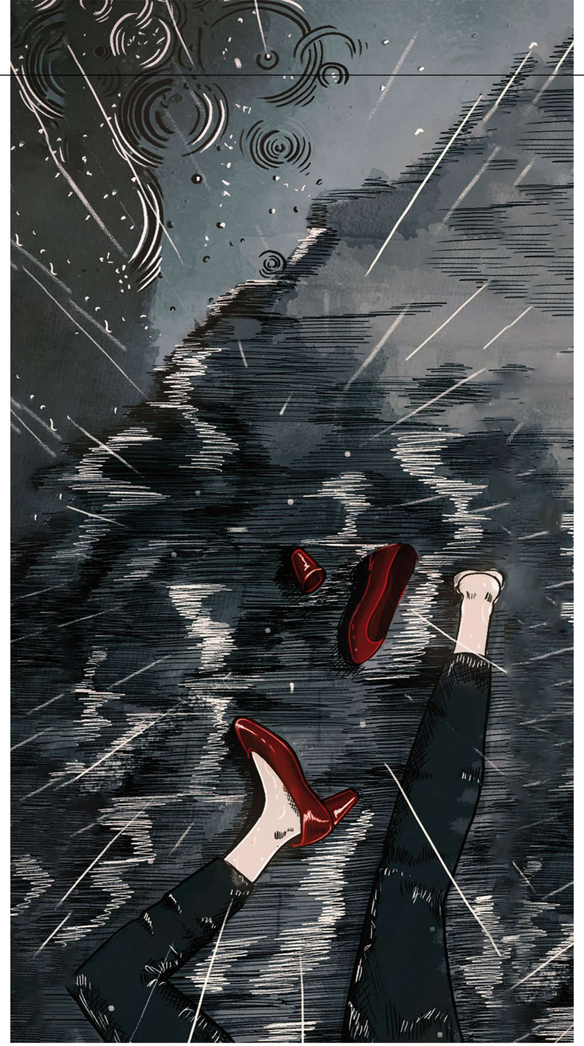


MAHSA PROJECT

04

ABOUT THE PROJECT

Category: Story Design, Webcomic, Character Design, Art Direction, 2D Illustration
Indie Project
year: 2023



MAHSA: THE UNPERSOND STORY

“MAHSA : The Unpersoned” stands as the latest published Webtoon from our group, representing an ongoing project that endeavors to portray the harrowing and perilous reality faced by Iranian women in contemporary times. Crafted as a politically charged drama interlaced with profound psychological elements, MAHSA unravels the journey of a teenager, delving deep into her intricate psychological landscape and the arduous decisions she must confront within the backdrop of a captivating social and political narrative. Presented here are visual developments that intricately align with the genre and plot, serving as exemplary illustrations of the themes within MAHSA.

Afsaneh Tajrishi Portfolio #2024

MAHSA

THE WEBCOMIC

COMRADES!

TAP!

WHEEEEEEEEEE

RISE!

TAP!

TAP!

RISE!

TAP!

RISE!

TAP!

FOR IF YOU DO NOT RISE TODAY... DARKNESS WILL CREEP INTO YOUR HOUSE...

TAP

TAP!

TICK!

SPLASHH!

VRRRRRRRRRRRRR

BRRRRRRRRRRRRR

WROOM

VRRRRRRRRRRRRR

TAP!

TAP!

SPLASH!

BRRRRRRRRRRRRR

I'M SORRY THIS IS THE ONLY THING I CAN LEAVE FOR YOU...

I SHOULDN'T HAVE LIVED THIS LONG

MAYBE I SHOULDN'T HAVE HAD YOU EITHER.

IT'S THIS IS A JUNGLE. ALL ABOUT CHANCES. REMEMBER YOUR CHANCES

IF YOU LOST THERE IS A WAY OUT!

OUT!

OUT!

HE KNEW!

HE KNEW!

NO!

NO!

HE DOESN'T EVEN EXIST

GODDAMNIT!

CLINK!

PLUP!

PLUP!

PLUP!

PLUP!

TAP!

TAP!

TAP!

CLANK!

CLANK!

KEEP IT!

AND WHY THE HELL WOULD I WANNA KEEP THIS?

THANKS... BUT LISTEN!

YOU DIDN'T TELL ME WHY YOU WANTED TO SEE ME HERE.

AND WHY ARE YOU STANDING THERE ALL WET?

I'LL KEEP THE OTHER ONE.

WHAT'S "TALL TREES"?

I DON'T KNOW THIS NEIGHBORHOOD AND I BARELY FOUND THIS PLACE.

UH....

WHAT THE HELL...

ARE YOU PLAYING GAMES?

...

05 LORD OF LIMBO

THE STORY

Lord Of Limbo is a work of dark fantasy within the genre of Shonen Manga, which has been published as a webcomic. The visual aesthetic draws inspiration from the art style found in the early 1990s installments of the Final Fantasy franchise, particularly reminiscent of the distinctive art direction in Final Fantasy Tactics.

The synopsis of the story is as follows:

Eris, the goddess of restoration, descends into madness during her pregnancy. In a moment of delirium, she opens the forbidden black door to Nox—the chamber where the light-eating crystals are kept—committing the Ultimate Sin and triggering the death of all gods, except Ares, her soulless husband and the god of war. Driven by an unwavering, desperate love, Ares saves their unborn daughter's soul and wages a futile battle against the encroaching forces of Limbo, now a soulless expanse teeming with shadows, undead, and mutants. As the world crumbles around him, Ares releases his daughter's soul into the disintegrating realm—what follows remains a mystery.

All aspects of the production, including storytelling, style framing, penciling, line art, coloring, and lettering, have been meticulously undertaken by our design group.

SKETCHING

DESIGN PROCESS

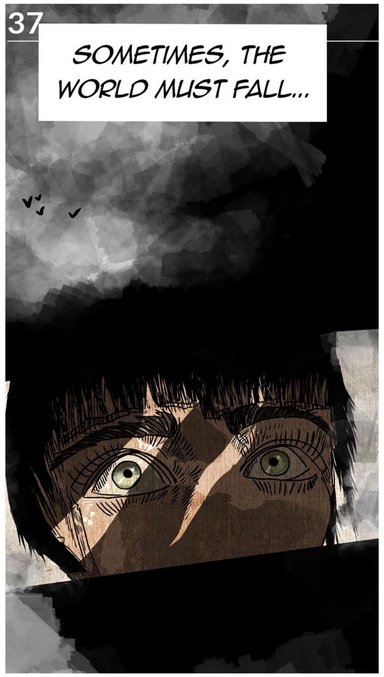
The design process for Lord of Limbo began with a comic book script, followed by a detailed design brief and mood boarding to establish the tone and visual direction. After refining the concept, I created style frames and developed the art design to ensure a cohesive and immersive aesthetic. The first three episodes were written and illustrated within two months, with the majority of the work focused on drawing and coloring the episodes within the remaining time. This project was entirely of my own design, from initial concept to final execution, ensuring every element aligned with the story's vision.

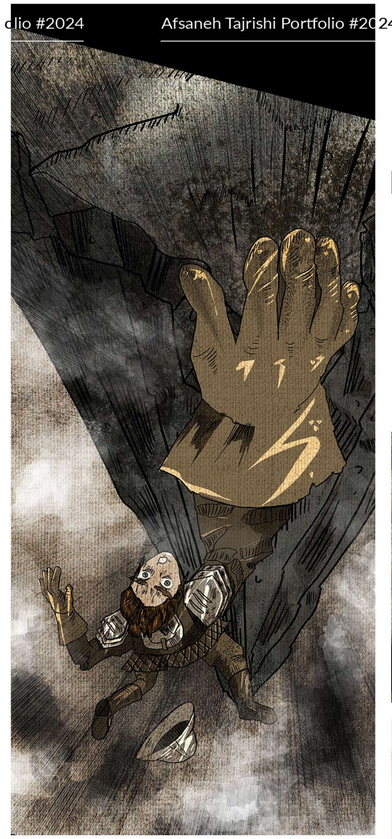
ABOUT THE PROJECT

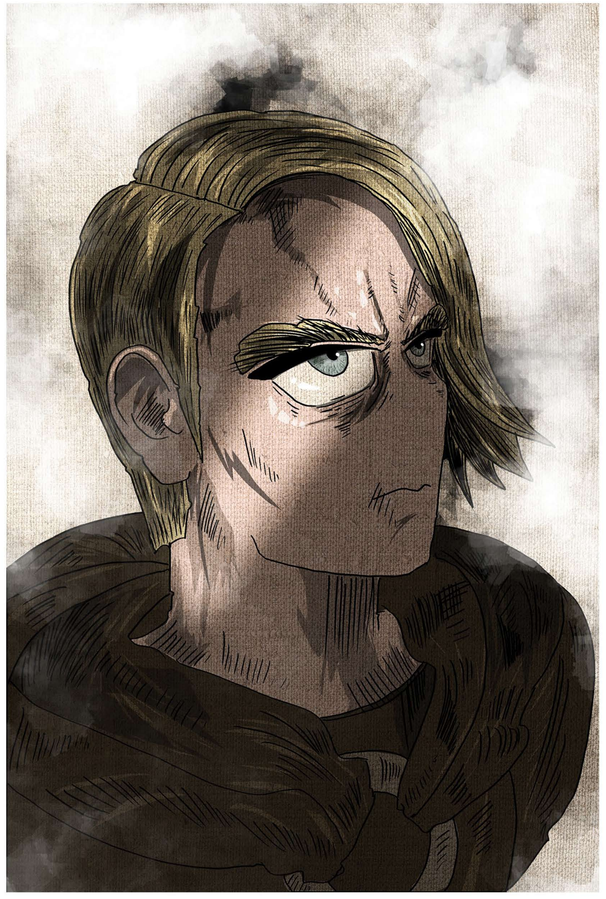
Category: Story Design, Webcomic,
2D illustration, Art direction, Character Design
Indie Project
Year: 2022

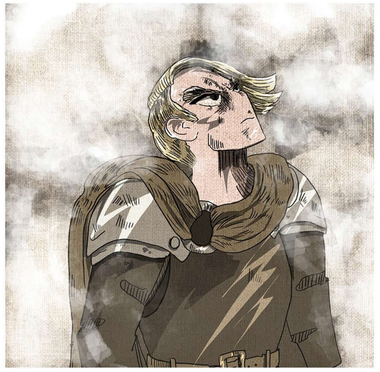
Afsaneh Tajrishi Portfolio #2024

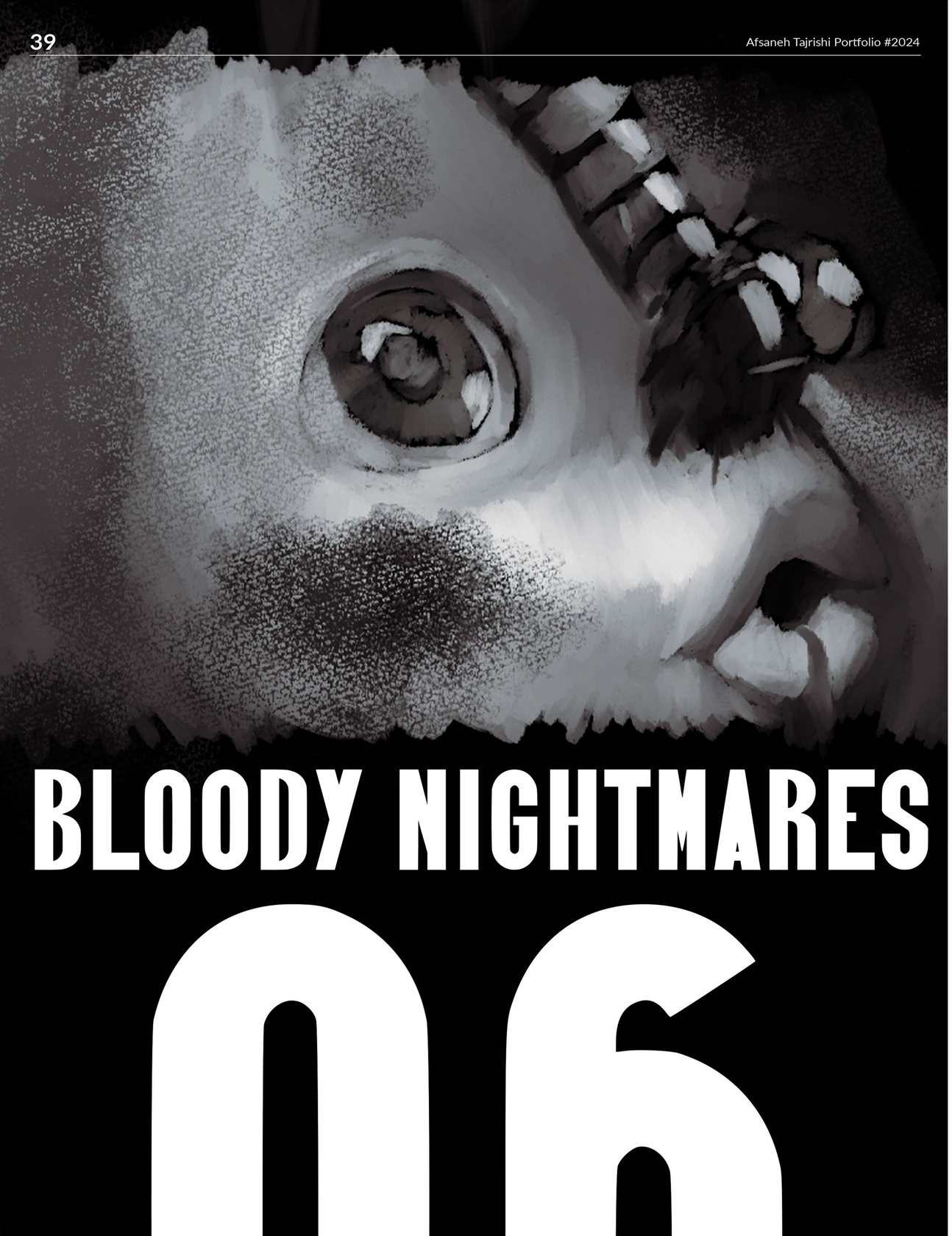
THE WEBCOMIC











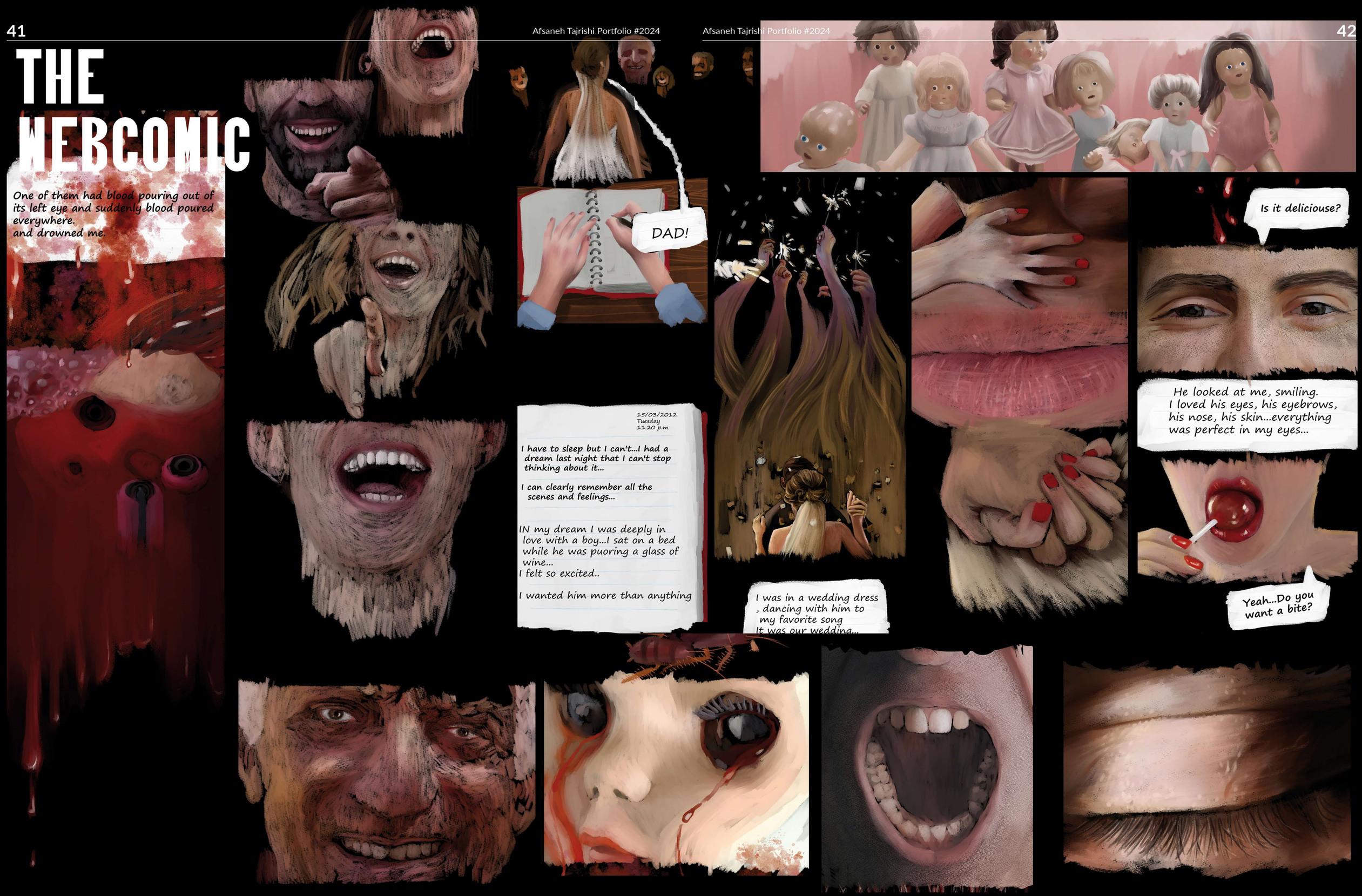
BLOODY NIGHMARES STORY

Bloody Nightmare is an enthralling webtoon that resides within the horror genre, weaving a chilling narrative around the contents of a young girl's diary, who tragically succumbed to suicide.
Within its pages, her tormented psyche spills forth, primarily manifesting in the form of vivid nightmares meticulously recorded. The webtoon's artistic expression embraces a painterly approach, crafted to evoke a cinematic experience, further enhancing the immersive journey into the chilling depths of the tale.

ABOUT THE PROJECT

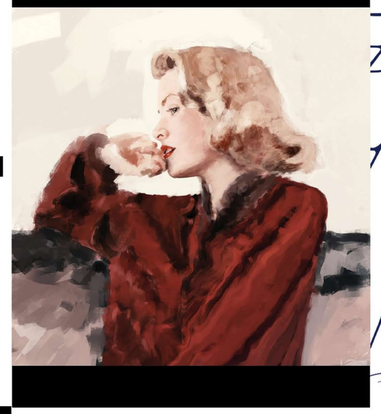
Category: Story & Character Design, Digital Illustration, Webcomic, Art Direction
Indie Project
year: 2021

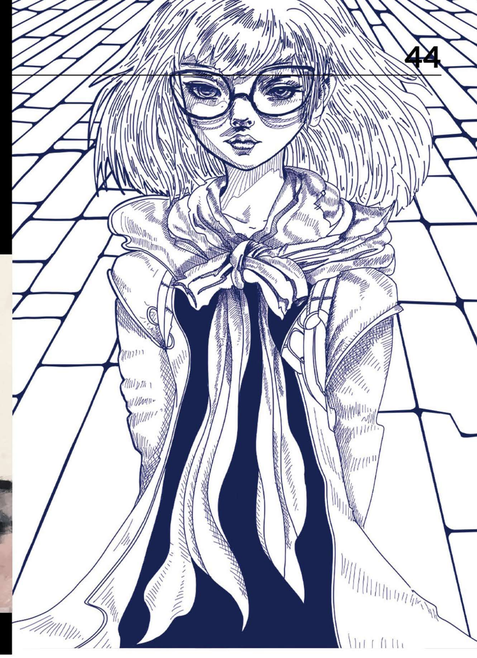
THE WEBCOMIC



OTHER PROJECT

2019-2024

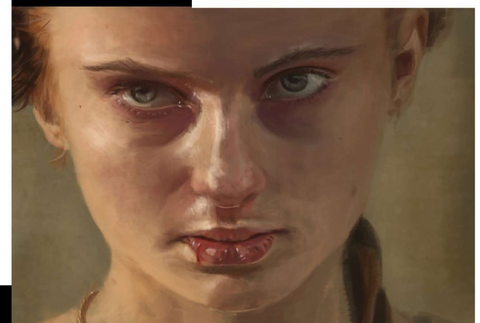




ATOMIC TWINS PROJECT

GAME COMIC PROJECT

THE LANDMARKKIDS PROJECT



THANK YOU...

Thank you for taking time to read this document.
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