





## 01 Self Portrait Me



Zoe Meek
Illustration and
Concept Art



02 Room Brief





## O3 Comic Page The Bank Robbery





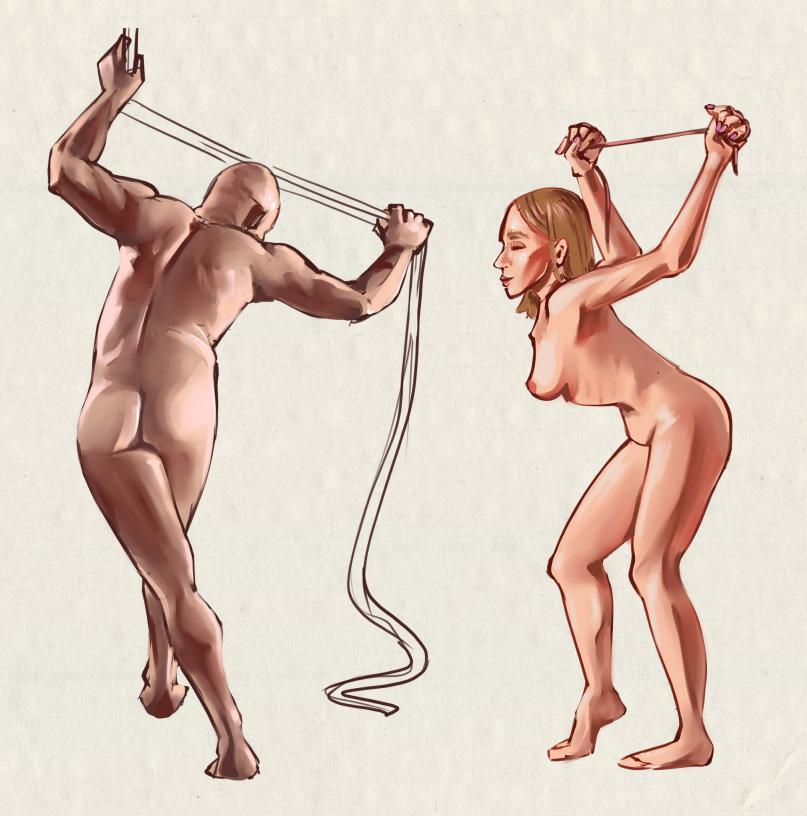
04
Hand Study
Digital



05

**Gestures** 

Digital
1-2.5 Mins Each



06
Long Studies
Digital
45 Mins Each

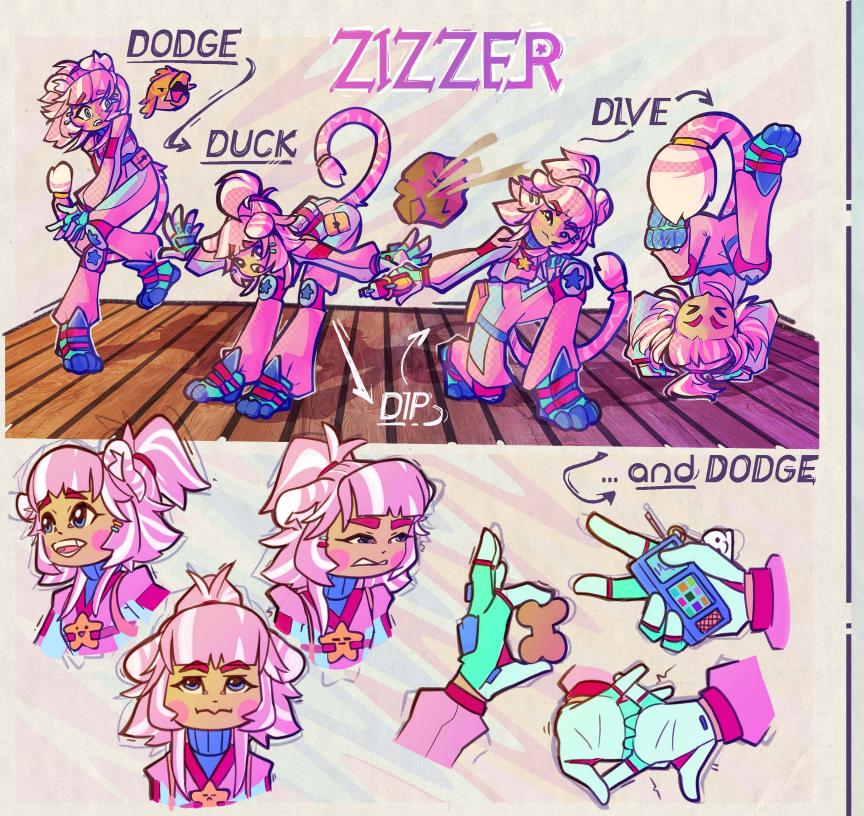


07
Drapery Study
Digital



08 Character Design

Silhouettes + Render



09 Expression Sheet



10 Character Lineup

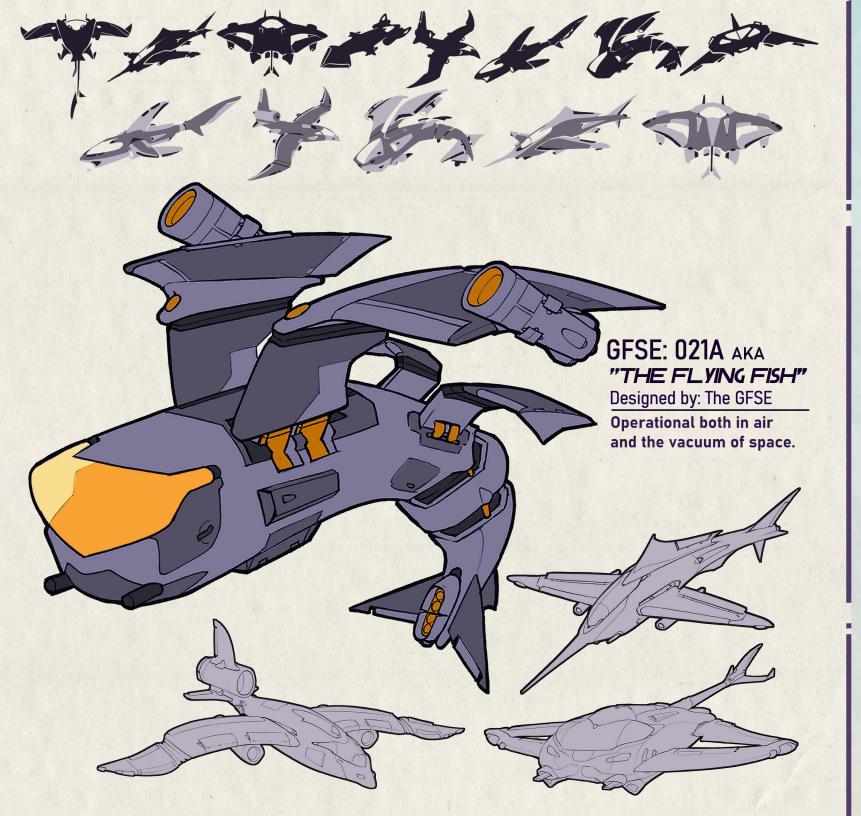


11 Creature

Exploration

Alien Pets

TIMELAPSE <u>HERE</u>



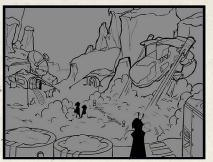
12 Spaceship Design

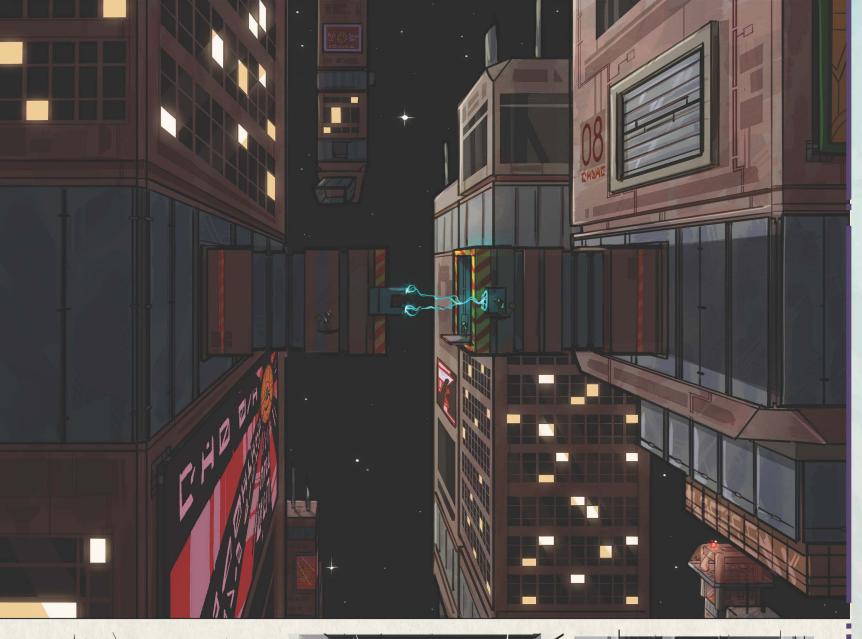
**Vehicle Concept** 



13
Value Study
Arctic Labs

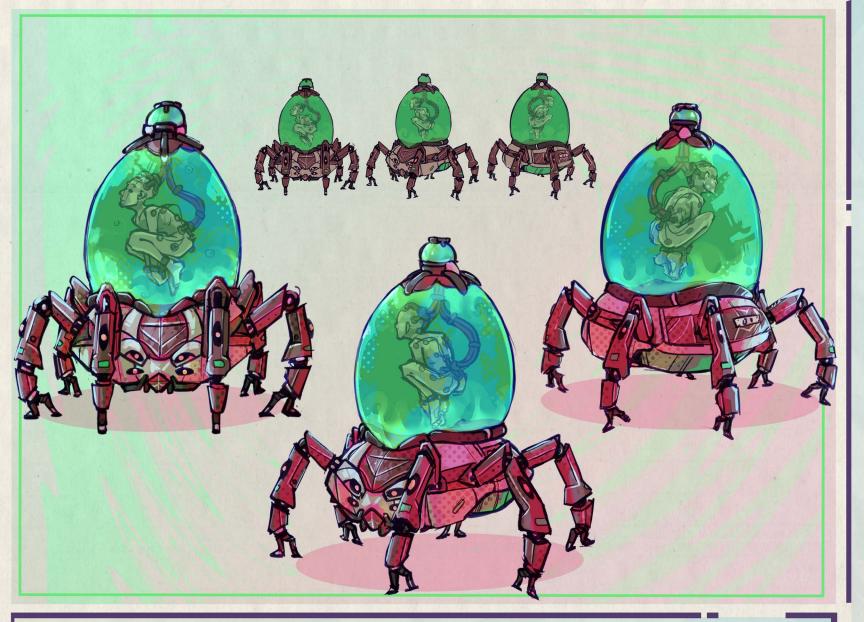






14
1 PP Location
The City of
Abundance





15
Prop Angles
The Crawling
Battery



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Illustration and
Concept Art

Throughout my portfolio I created small concepts of a big universe that I envision could be an elaborate comedy thriller game. I used bright and vibrant colors and styles juxtaposed with themes of a divided human race unafraid of exploiting their fellow man for their own success. This crab-like pod is a prime example, it is contraption designed to extract the life force of living creatures, mainly "criminals", to be used as energy and medicine. There isn't a singular antagonist instead an antagonistic framework of moral corruption and unimaginable greed.