Aubrey Galindez

"Select Your Character"

Thesis Book

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Artist Bio

She/Her

Aubrey Galindez is a digital artist who focuses primarily on character art and design. Her interest in character art began at an Early age copying and creating various characters and creatures that inspired her. She continued developing her anatomy and Portraiture in traditional mediums, taking Interest in watercolor and ink, until getting into digital painting. She found her love in digital painting and its ability to create highly detailed illustrations that bring her characters to life. Her art echoes aesthetics represented in video games, fashion, film, and queer media.

Aubrey Galindez

Digital Illustrator

aubreygalindez@gmail.com   Clarksville, TN

Education

Bachelors of Fine Arts in Animation and Visual Effects
Austin Peay State University
Graduated 2022

Associates in Liberal Arts
Austin Peay State University
Graduated 2020

Software

- Adobe Photoshop
- Adobe Illustrator
- Maya
- Harmony
- Procreate
- Adobe After Effects
- Nuke

Skills

- 2D Character Illustration
  & Concept Art
- 2D and 3D Animation
- Modeling and Texturing
- Visual Effects and Matte
  Painting

Experience

Freelance Character Artist and Illustrator
2017 - current
Collaborative Projects with Various Artist
2017 - 2022
Senior Thesis Exhibition
2021 - 2022

Demo Reel

https://vimeo.com/638786493

Website

https://aubreygalindez.wixsite.com/peasant-wench/blank-1

Elevator Pitch

I am going to design and illustrate three original characters.

Thesis Statement

For my thesis, I am going to design three characters and illustrate them digitally on Procreate. For each character, I will paint a character sheet, weapon sheet, and full illustration of them in a scene. So for my thesis, I will have nine paintings in total, or three paintings for each character.

Goals and Outcomes

My goal for my thesis is to develop and illustrate multiple character designs and high quality artwork that I can incorporate in my portfolio. As well, I would like to challenge myself to step out of my comfort zone artistically, such as showing a variety in my character designs and experiment designing different body types, genders, and creatures. Also, I want to further challenge myself by illustrating a background or put my characters in a scene to improve on my visual storytelling and development of my characters. Through my thesis, I hope to enhance my skills in painting and designing characters while taking a closer look into how to describe a personality or narrative through visual means.

Task List

Research character concept artists and inspiration through Instagram, Art-station, etc. to come up with a character design and story
 - Look into different cultures, fashions, weapons
 - Look into various character concept artists and how they design and present their work
 - Find images to reference clothes, style, environment
 - Sketch/Experiment with character designs
 - Practice drawing different body types, sexes, etc.
 - Sketch outfits and variations
 -Sketch and look into various weapon designs if the character has one
Create pre production concept art for each character
 - Paint character turnaround
 - Paint weapon designs
 - Paint close-up of character's face
 - Add simple coloring and light rendering
Paint high quality illustrations of each character in a scene or background
 - Start on preliminary sketch / painting
 - Add base colors
 - Detailed modeling and shading
 - Paint full background
Update thesis book with explanations and updated paintings / images throughout both semesters
 - Add reference photos and inspiration with explanations on how they influenced characters
 - Ensure that the book has cohesive composition, format, text

Software

- Procreate
- Adobe Photoshop
- Adobe After Effects

Gantt Chart

	September			October				November		
	9.9-9.15	9.16-9.23	9.24-9.30	10.1-10.7	10.8-10.15	10.16-10.23	10.24-10.31	11.1-11.7	11.8-11.15	11.16-11.23
Research inspirations / media for character										
Sketch / Design Character										
Character Turnrounds										
Weapon Designs, Outfit Variations, etc.										
Sketch final illustration and base colors										
Render Final Illustrations										
Thesis Book Edits										

	December		January		Febuary			March		April		
.1.30	12.1-12.8	1.18-1.21	1-21.1-31	2.1-2.8	2.9-2.15	2.16-2.30	3.1-3.8	3.9-3.15	3.16-3-31	4.1-4.8	4.9-4.15	4.16-4.26

Madame Stellara

The Beast Tamer

This is my first character that I am starting with. I want to make it clear that I start designing visually at first without making a story for my characters. I am purely a visual artist that focuses on illustrating and making beautiful paintings. In the process of painting and designing my character I forge a small story about them as I go. For Madame, I wanted to create my ideal character that is based purely upon characters, styles, and aesthetics that I have always been drawn to as a kid and adult. I wanted to make a damage dealer type character that is strong and sexy.

Madame Stellara is a character ideally created for a video game, graphic novel, or Illustrated comic. She is a high elf that inhabits the high society in a fantasy-like setting. She is a beast tamer and collector with supernatural abilities to subdue any creature that she desires to own. When her abilities are not strong enough to make whatever creature submit, she takes things into her own hands by means of brute force with her snake sword that will cut or whip anything into shape.

Inspiration and Research

When I create a character, I give myself somewhat of a prompt, words, or aesthetics that I want the character to embody. I also put extreme emphasis on the personality of the character and how they show that. For my research, I basically compiled a bunch of images and various things that I wanted to influence her design.

Bayonetta

Bayonetta is a video game character created by Hideki Kamiya. She is my all time favorite character. I just adore her design and personality. She truly embodies what it looks like to be a bad ass, sexy woman. I wanted Madame to emulate these qualities. I love the skin tight attire and tall heels and directly correlated that in Madame. I wanted to create a character that is feminine and lethal like Bayonetta.

Ivy Valentine and Snake Sword

Ivy is a character designed by Aya Takemura in the video game Soul Calibur. She influences Madame directly by her weapon, the snake sword. As well, I wanted Ivy's design and domineering personality to influence Madame. Ivy's main thing is wanting people to submit to her and I wanted to take that and run with it with Madame. Madame is a collector and beast tamer who has the ability to possess anything she wants.

Rococo Architecture and Style

When imagining Madame, I see her living in this fantasy-like world with mythical monsters and creatures. Madame lives in some big city within this world and she is apart of the high society. She is extravagant and opulent. She lives in this elaborate palace where she holds her antiques and various creatures that she collects. I have always loved Rococo Era architecture and style, so I wanted that to influence the environment and home of Madame. As well, I wanted Rococo molding and framing to directly influence how Madame's snake sword looks.

League of Legends Character Splash Art

The character art done for the video game League of Legends is the biggest and most important influence for my thesis. I spent most of my time looking at all the character art and researching why they are so successful. The art is always dynamic and eye catching. It is the caliber that I want my art to eventually be. I wanted the style and composition of all my paintings in my thesis to emulate this particular kind of art.

Progress Documentation

For designing and illustrating all my characters in my thesis, I wanted to take a character design process approach. I start by illustrating the character sheet for Madame, depicting how she looks from the front and back. I also wanted to paint a close up of the character's face so one could fully tell what the character looks like. In terms of stylistic choices I made for Madame, I just kept referencing the design of the characters I took inspiration from and put my own artistic style and color choices.
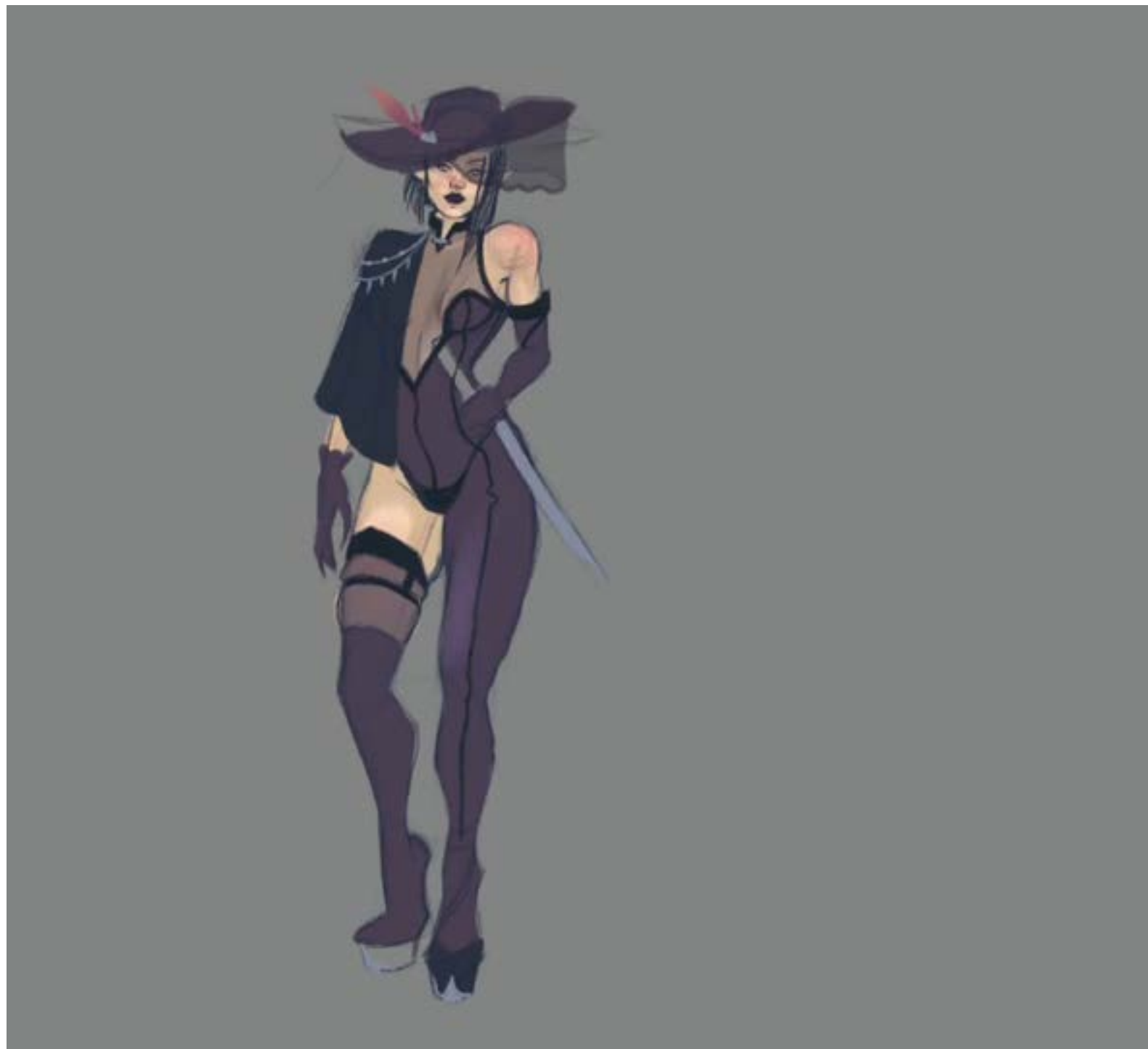
A whip sword seems perfect for Madame because it combines the aspect of whipping something, which is a very domineering aesthetic to me. As well it is one of my favorite weapons and I have always wanted to make a character who wields it. I imagine Madame cutting and whipping anything in a elegant, graceful manner which highlights the persona I imagine for her. I wanted to combine the look of Rococo frames and molding into the hilt of the sword, while maintaining the silver, sleek design I went for Madame's outfit.
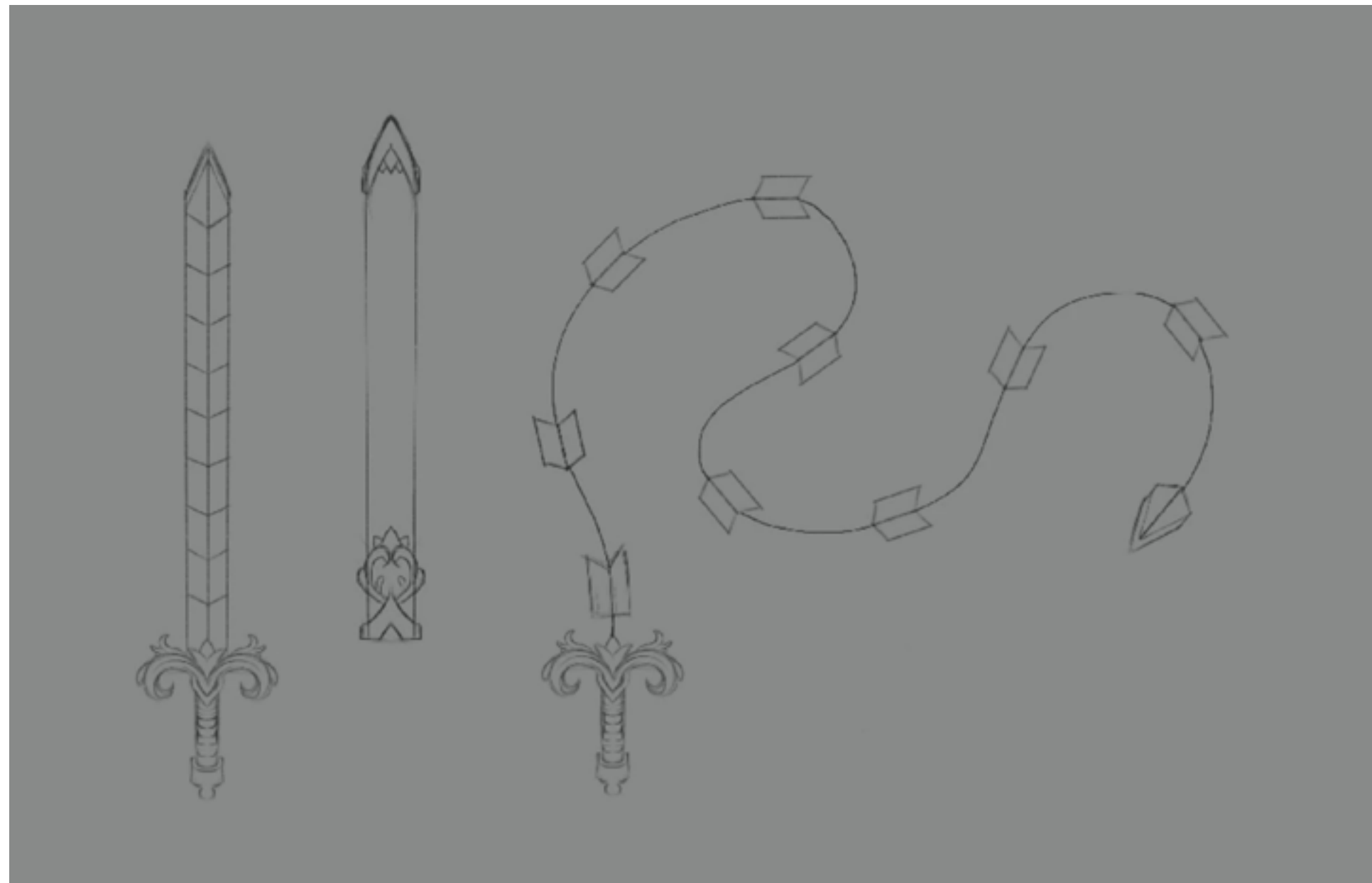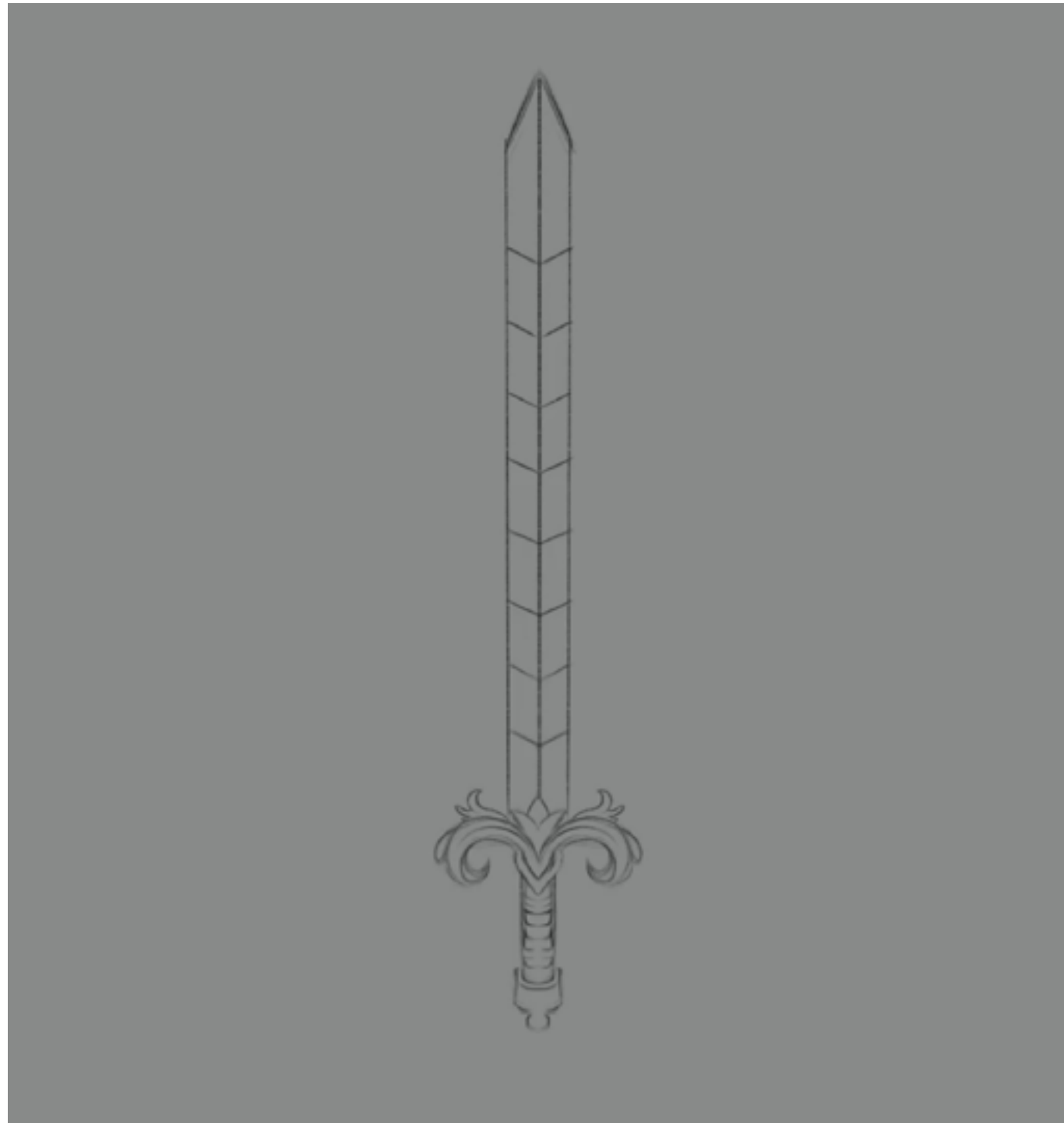
For the final illustration for Madame, I wanted to depict her in a very emotion scene. One of her most hated features about herself is her scar and dead eye on the left side of her face. She takes great shame in it because it is proof of the only creature she could not subdue. I wanted to illustrate her in her chamber at her Rococo-esque vanity staring at herself in shame and disgust. I wanted to really get across her emotion along with this dynamic lighting and angle over her shoulder.
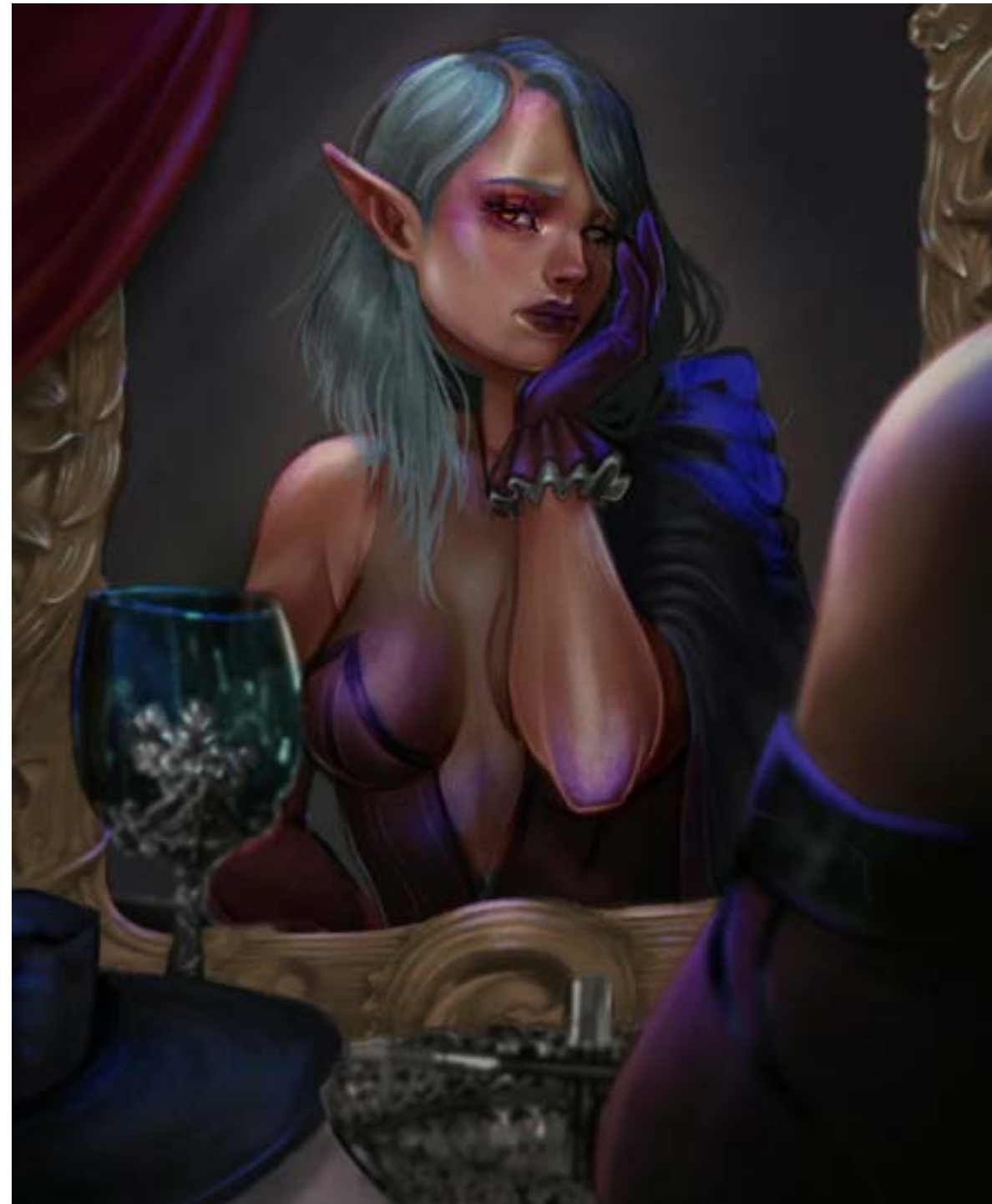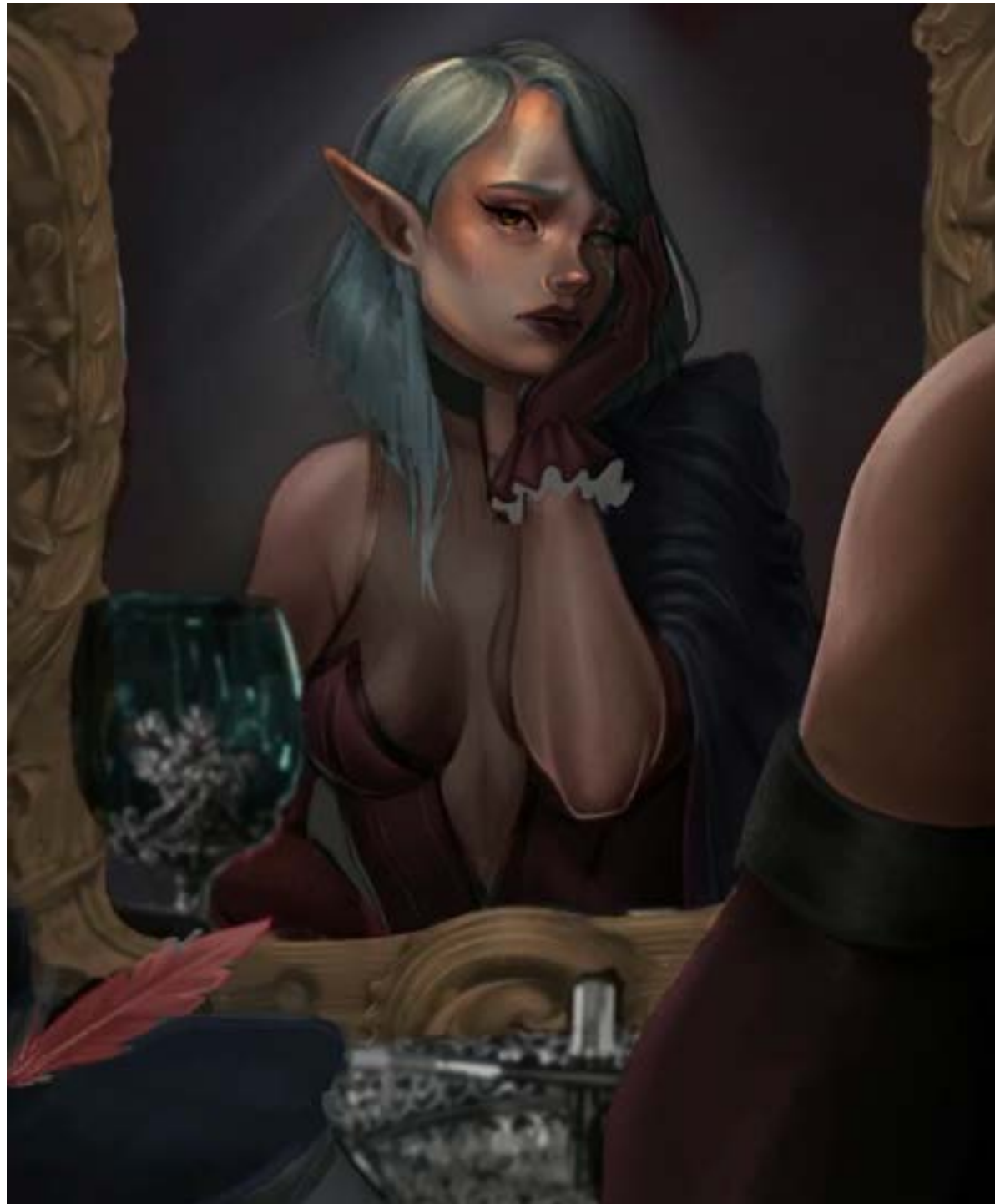
Finished Paintings of Madame Stellara
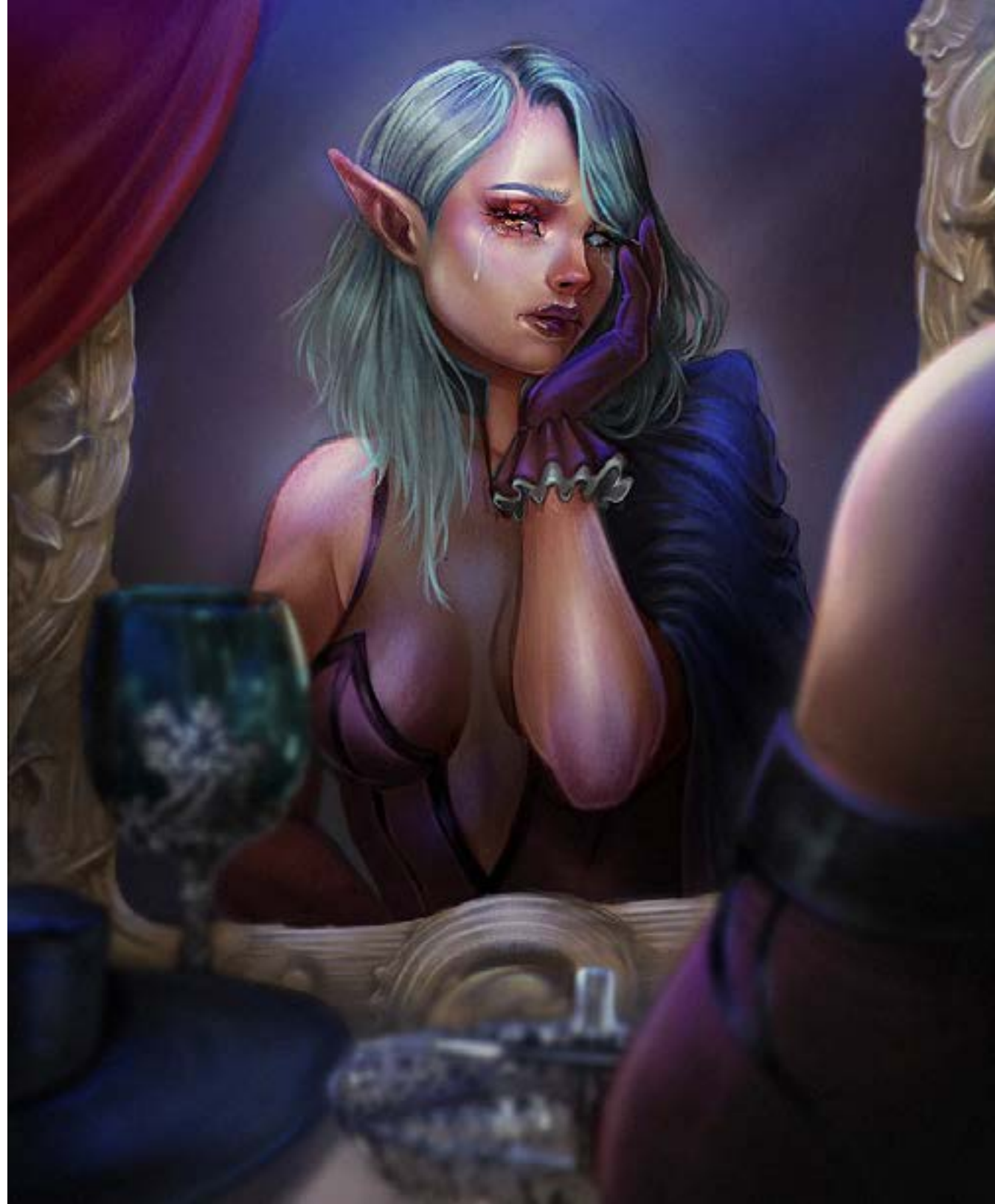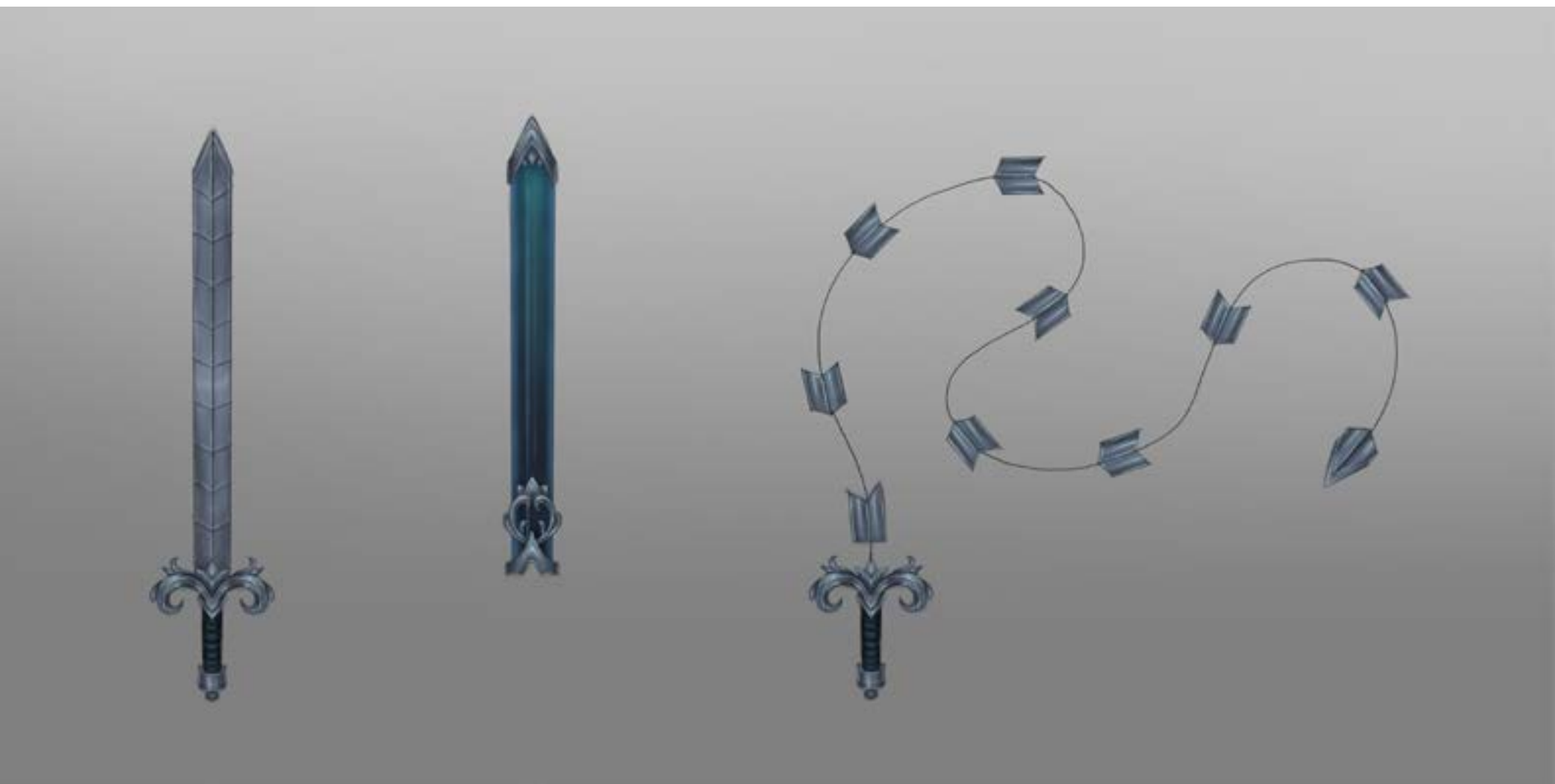
Anatasia
The Vampiric Battlemaiden

As for my second character, Anastasia, I wanted to create a tank class character. In most online role-playing video games, there will be aspects such as, creating your character and choosing their weapon and class. I wanted to make a tank class character that would lead the battle and take all the damage, but also wanted to combine the aesthetic choice to make them look small and young to make an interesting twist to the big, strong tank characters that one would usually imagine. Anastasia, or Ana, is a vampire that was turned when she was fourteen, however, she has lived for a hundred years or more. I also wanted her to have this giant weapon that is bigger than her body, and I imagine it scraping on the ground as she carries it. I wanted to play into the vampiric, gothic, punk rock aesthetic for her as well as mixing it with this cutesy, lolita type look. I basically wanted to play with the concepts of big and small, edgy and frilly.

Inspiration and Research

Elin Race From Tera Video Game

I took a lot of inspiration from this race in the video game Tera. Their lore is that they are one of the oldest races in the game but practically look like children. I wanted to incorporate aspects of the Elin race, but make it bit less sexualized.

Gothic Lolita Fashion

For Ana's attire, I wanted it to have a youthful look or silhouette with a gothic/punk rock feel to reference Ana's age when she was turned into vampire. I wanted gothic lolita fashion to influence Ana's look because it references youthful "dress up" qualities, but add current goth fashion to the overall look.
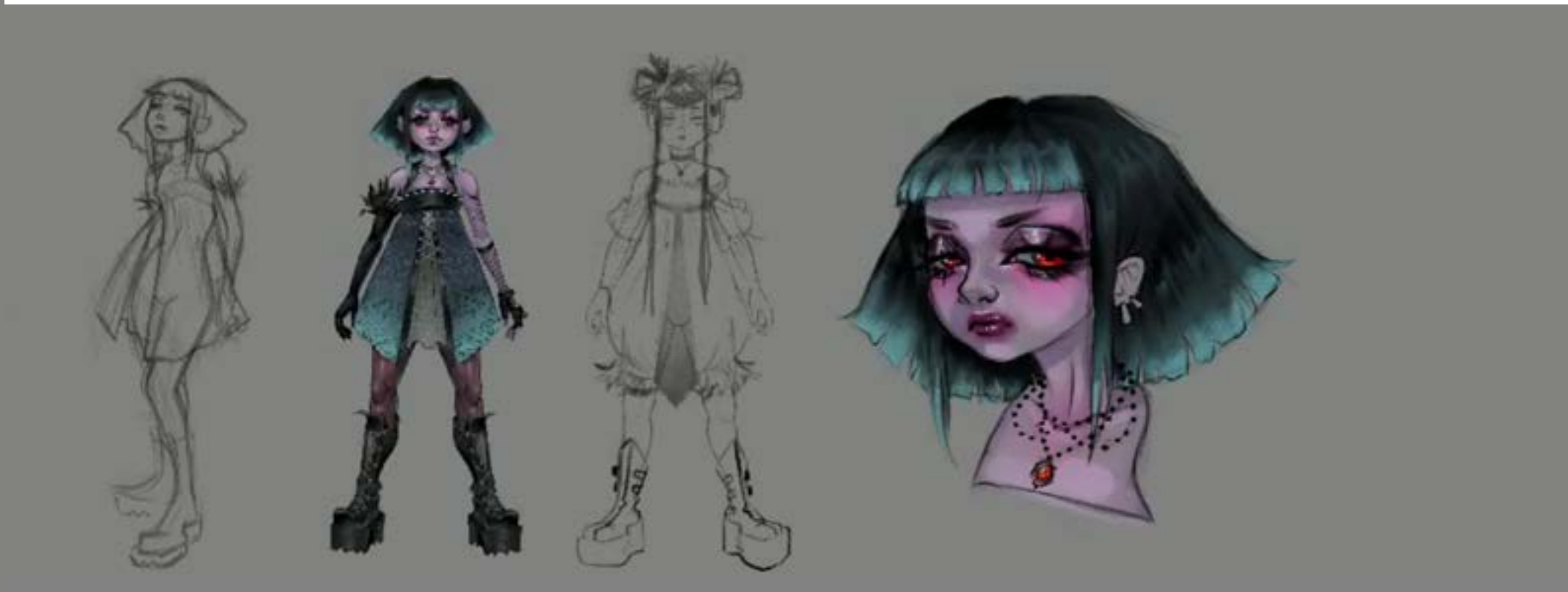
Great Swords

I imagine Ana carrying this huge great sword that is bigger than her body. I wanted her to have a weapon that is capable of blocking incoming damage as well as being intimidating and shocking compared to her small nature. I spent time looking at a bunch of different great sword designs, and ended liking a more square shaped look for her great sword.

## Production of Paintings for Anastasia

Progress Documentation

When initially imagining Ana, I had this overwhelming visual of this small character dragging this giant great sword that is bigger than her entire body. Sparks fly as her sword scrapes across the ground. Her supernatural vampire strength allows her to carry it as if it is light as a feather. I made a few different designs and shapes of her sword. I tried to incorporate aspects of vampire or bat qualities such as wings, fang like blades, and even some more punk rock things like barbed wire.
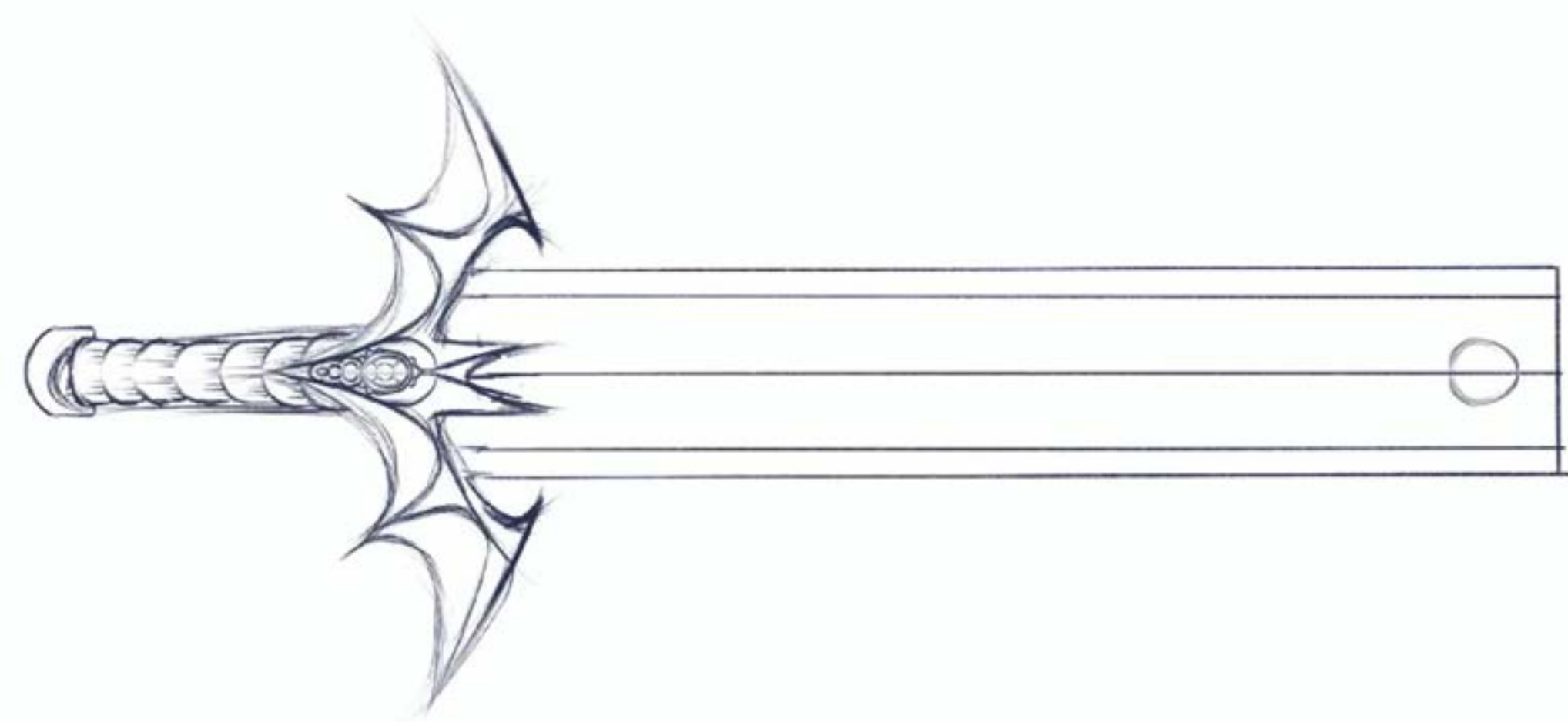
Splash Art

For the final illustration for Anastasia, I wanted to depict her in bad ass scene holding her great sword and standing in front of the this spooky vampire castle. I wanted to focus on making a dynamic composition with interesting lighting to create a truly dramatic visual.
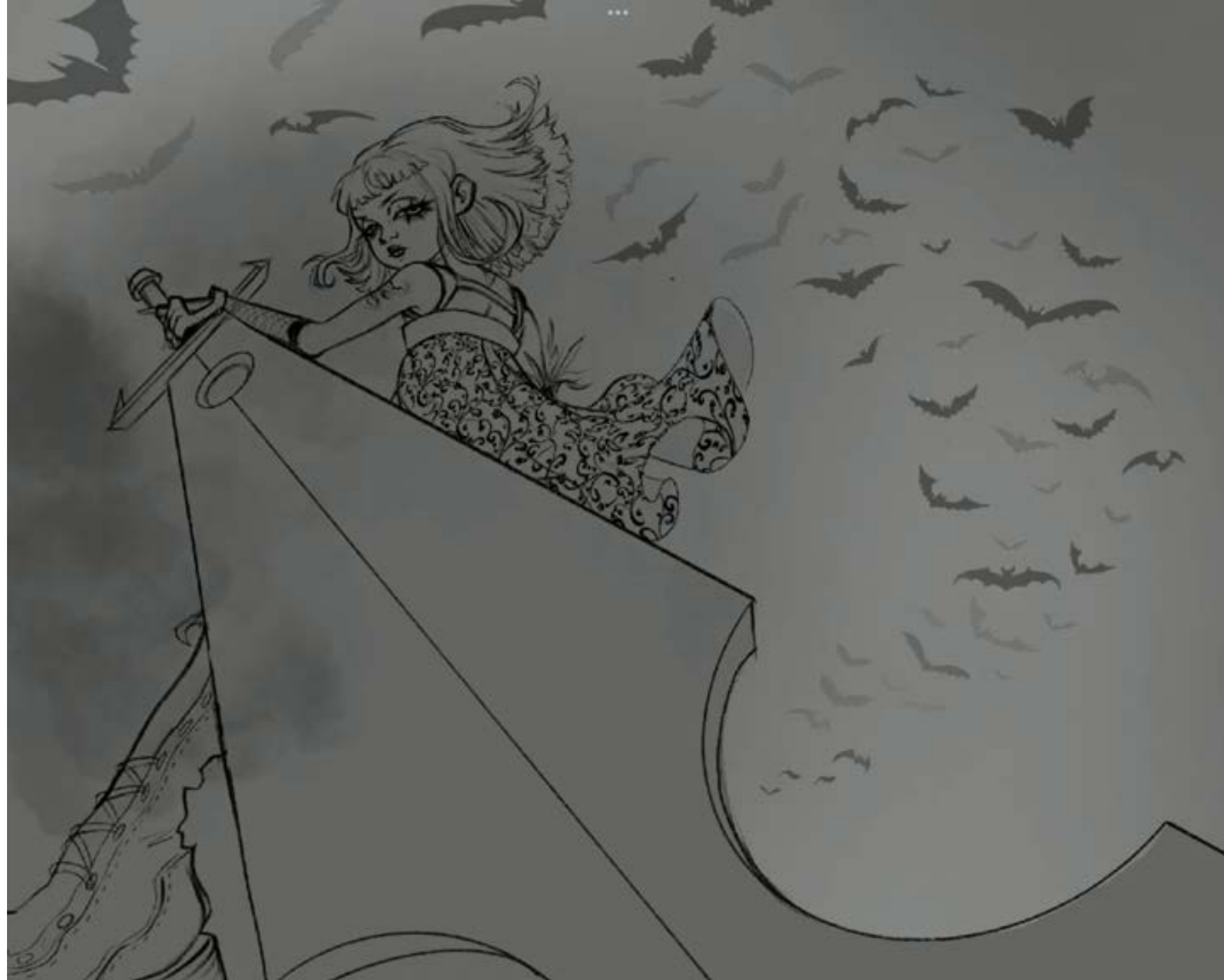
Unit 04
The Android Combat Medic

For my third character, I wanted to make a support/healer type character, and I also wanted to test myself by making a male character because I am more comfortable with female anatomy. I wanted to challenge myself even further by making them an android, combining the organic with mechanical. I have also never created an android like character and wanted to do it with this character. I imagine Unit 04 to be an android combat medic created by this lab or corporation that mass produces them for various missions, assignments, or wars.

Inspiration and Research

Male Anatomy

Since I mainly design/illustrate female characters, I don't have a lot of knowledge or practice with drawing male anatomy. So I spent some time researching the male form and practice sketching it.
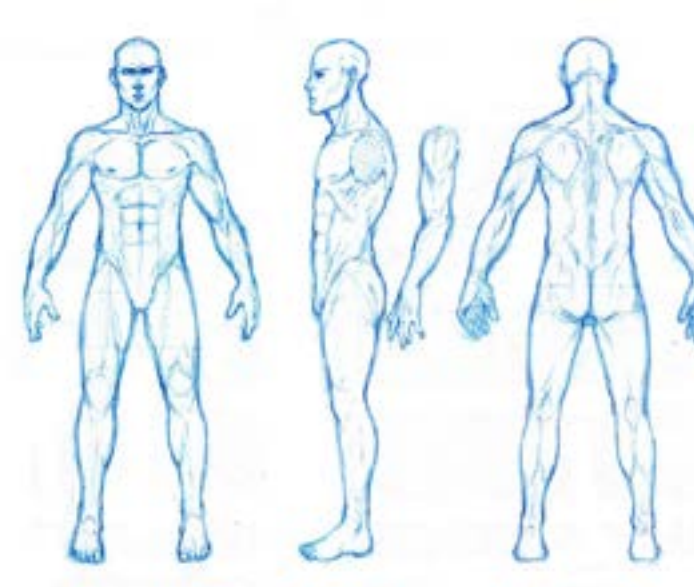
Androids

I spent time looking at various android designs and ways of incorporating human anatomy into my rendition.

Medical Attire

    Since Unit 04 is a medic, I obviously wanted to research various medical attire and lab coats to go along with his theme, however for Unit 04 I wanted to take a more futuristic, avant-garde type twist to the medical theme.

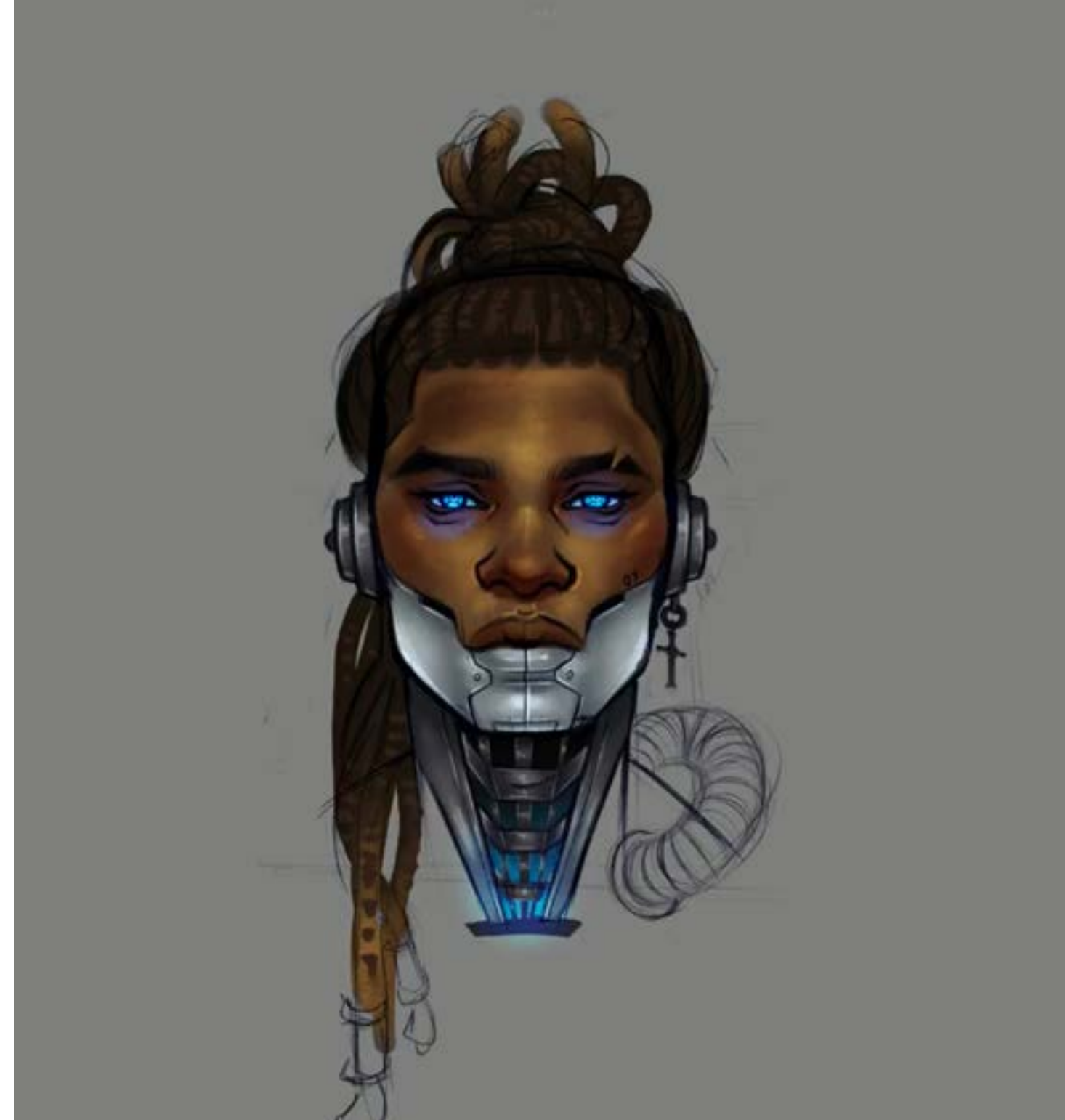## Syringe Guns

PROJECT TRI

    I wanted Unit 04 to have syringe guns because I wanted him to have and a weapon that is able to administer aid as well as poisoning his foes. I also thought a syringe gun would fit perfectly with the medic theme I wanted for this character. I spent time looking at syringe gun designs because I never really heard of them before creating this character.

Production of Paintings for Unit 04

Progress Documentation

Weapon Sheet

I imagine Unit 04 to dual wield these syringe guns in battle to aid or debilitate his foes. He can either administer a healing agent or a poison, and when things get too out of hand or require a more physical approach, he uses the knifes attached to the bottom of the syringe guns.
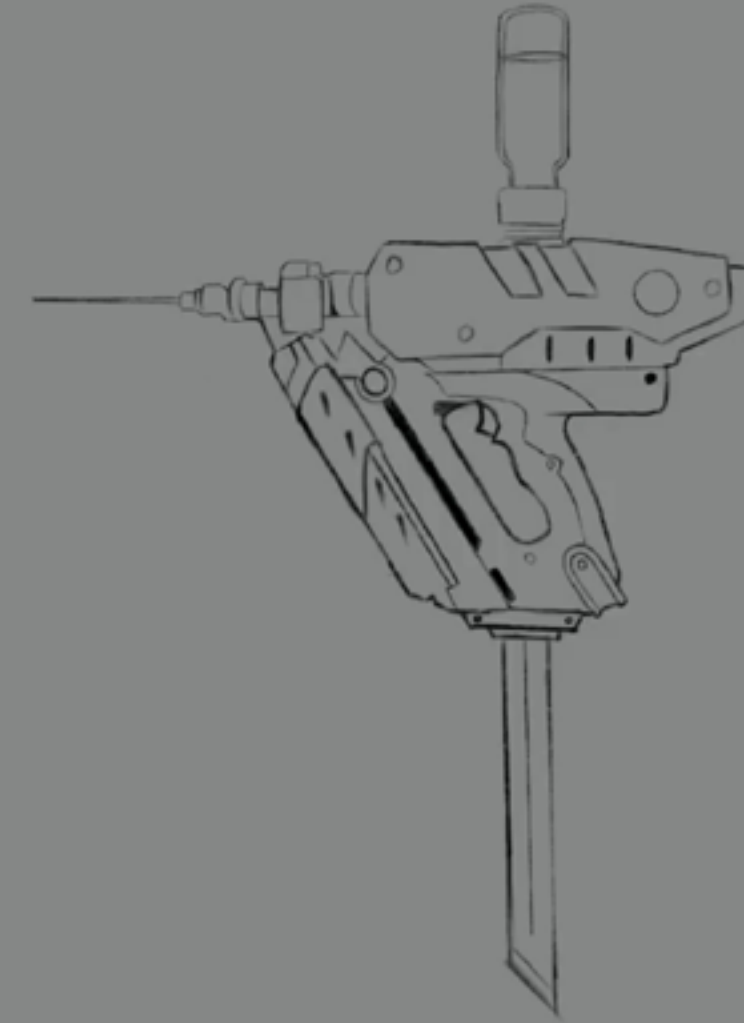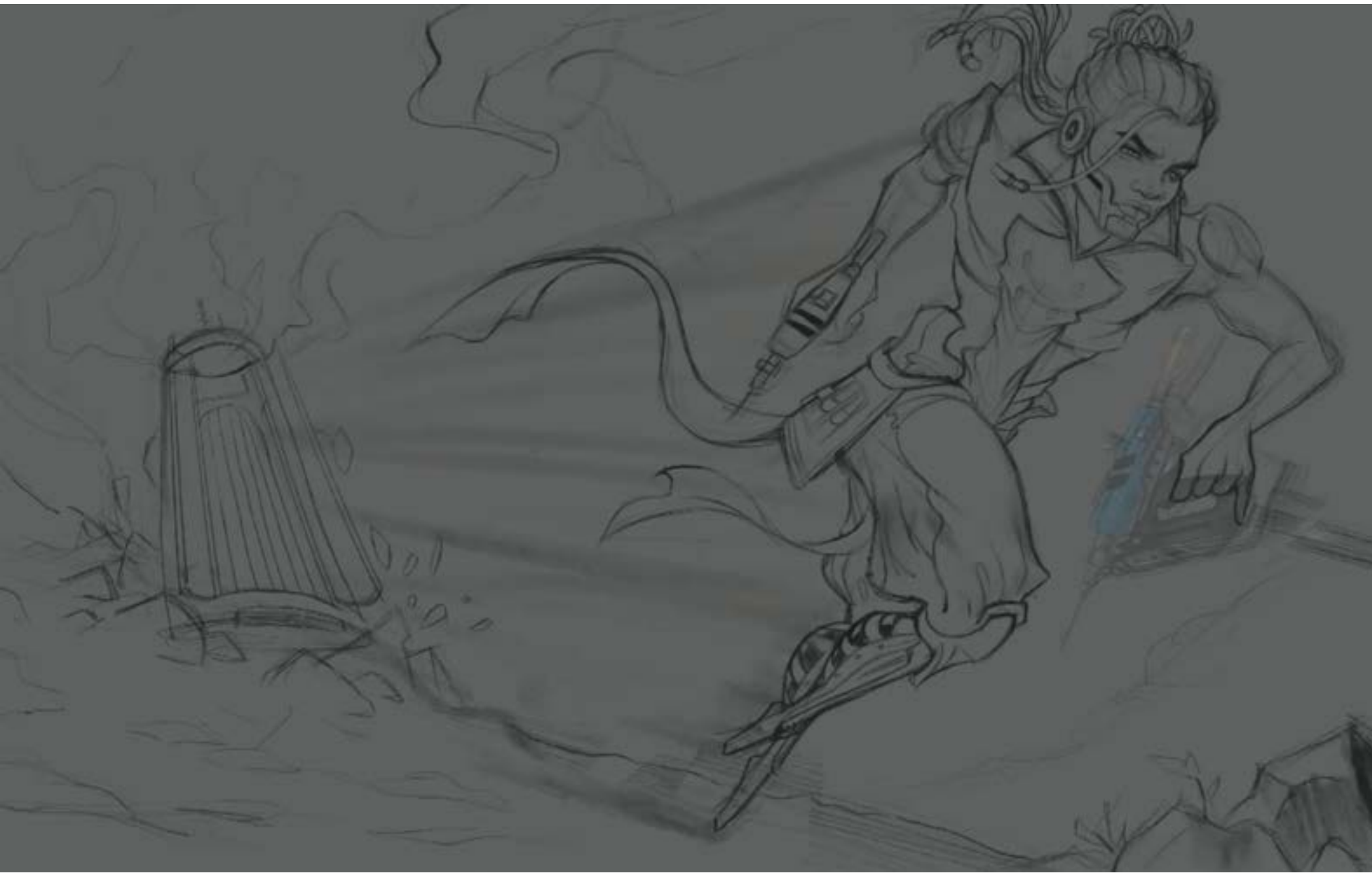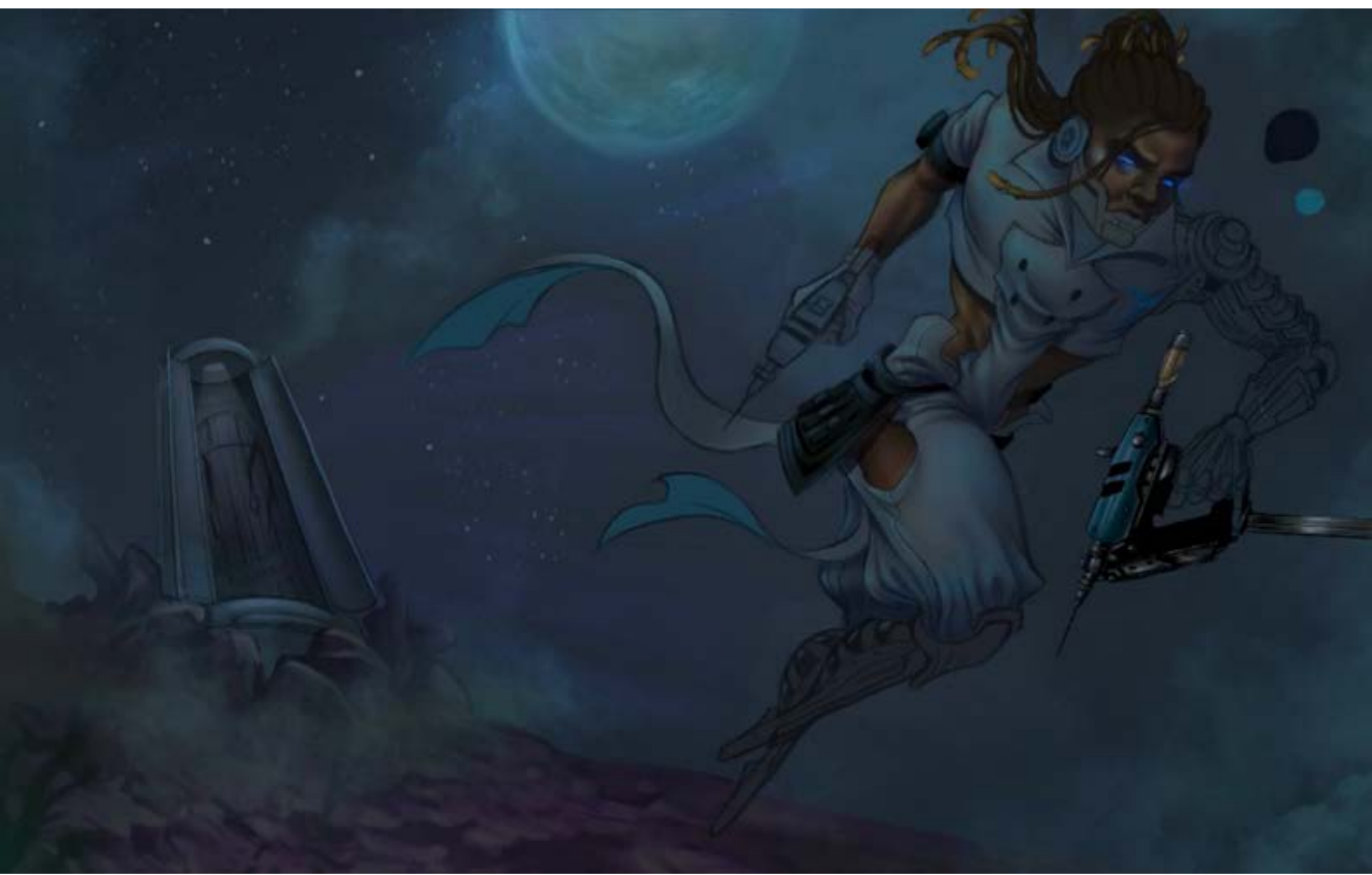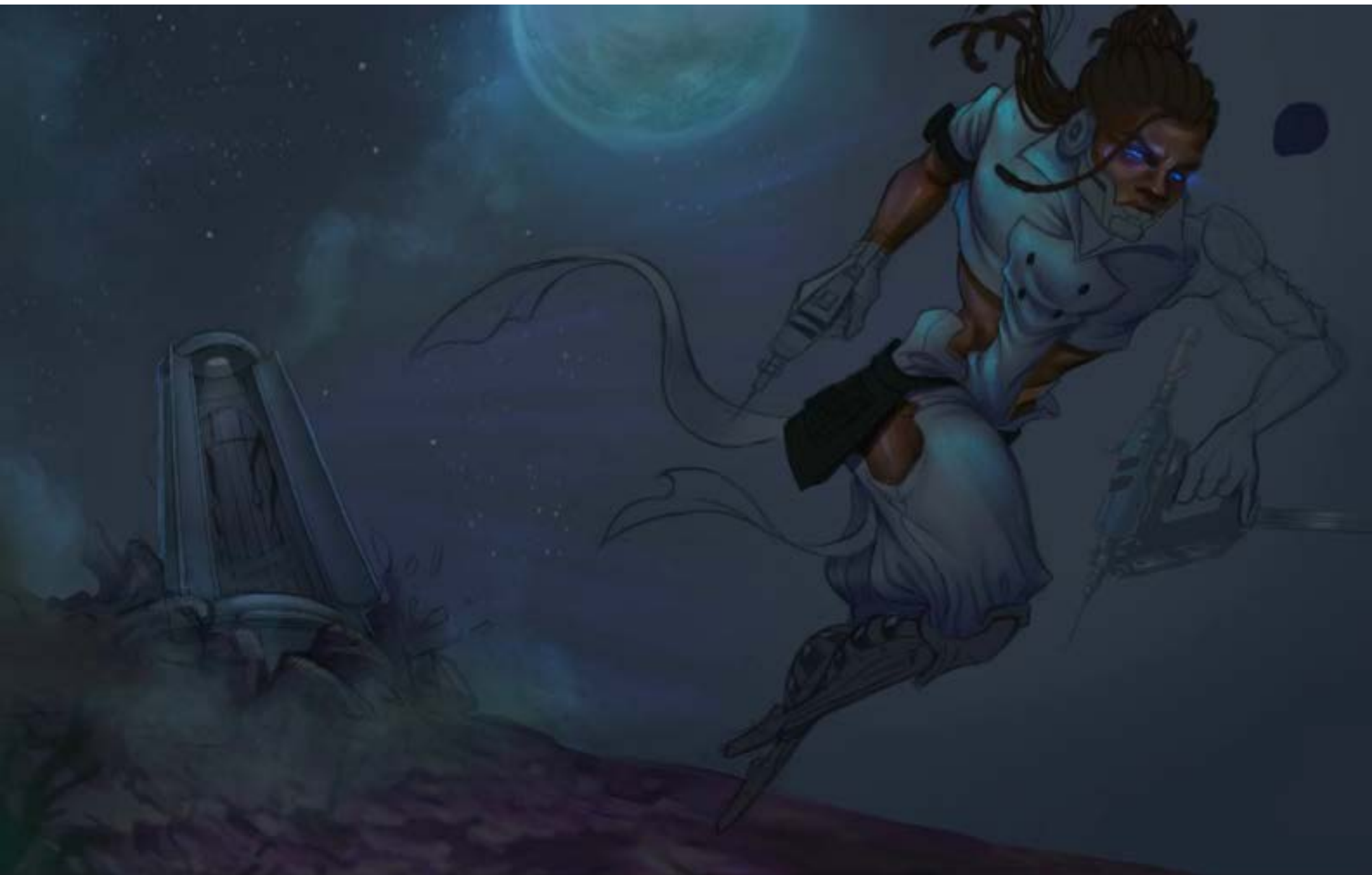
Splash Art

For the final illustration for Unit 04, I wanted to depict him in a scene where he has just been dropped from an aircraft in a capsule, and he springs out and into battle. I really wanted to play with lighting and capturing a moment in action with this painting
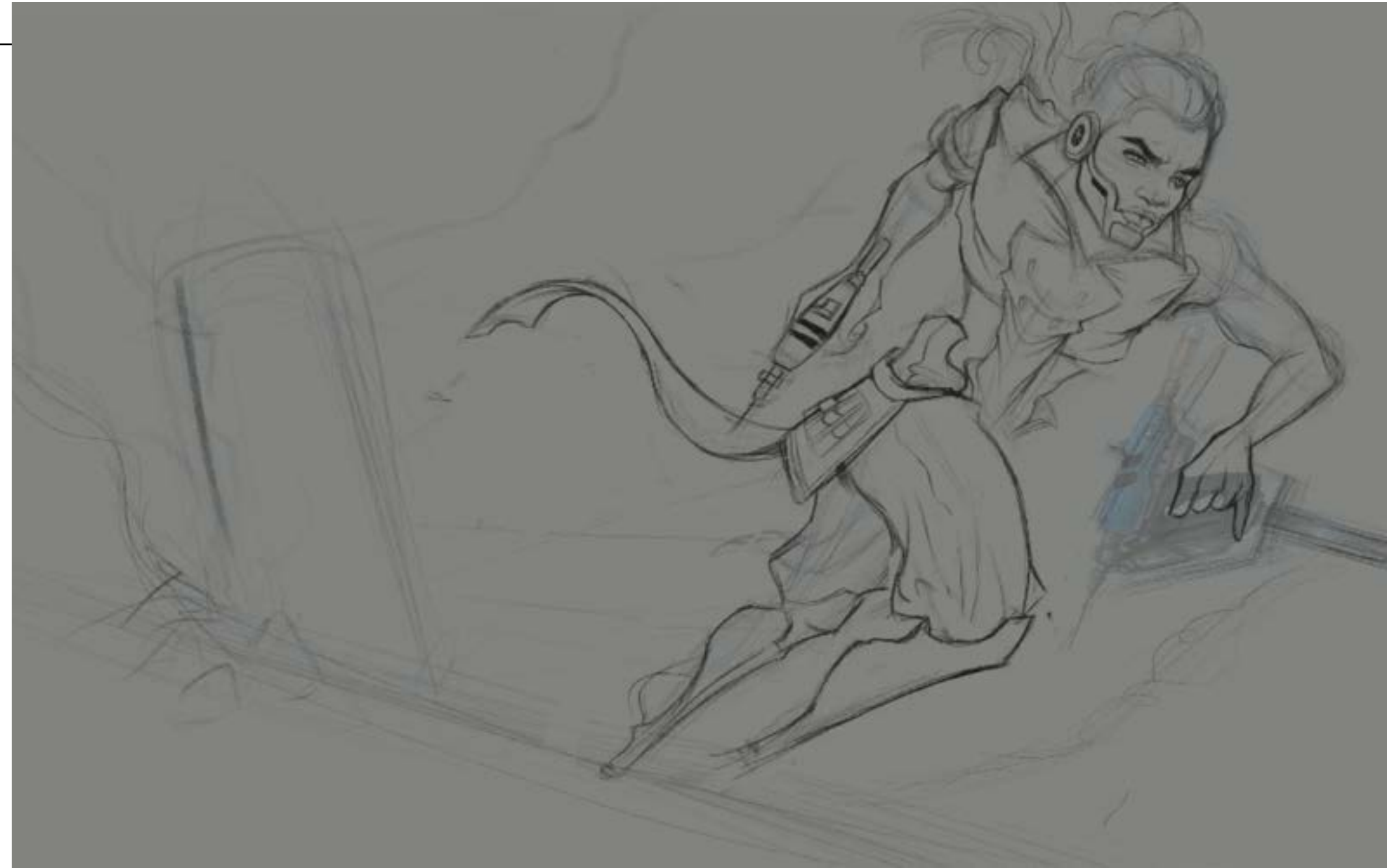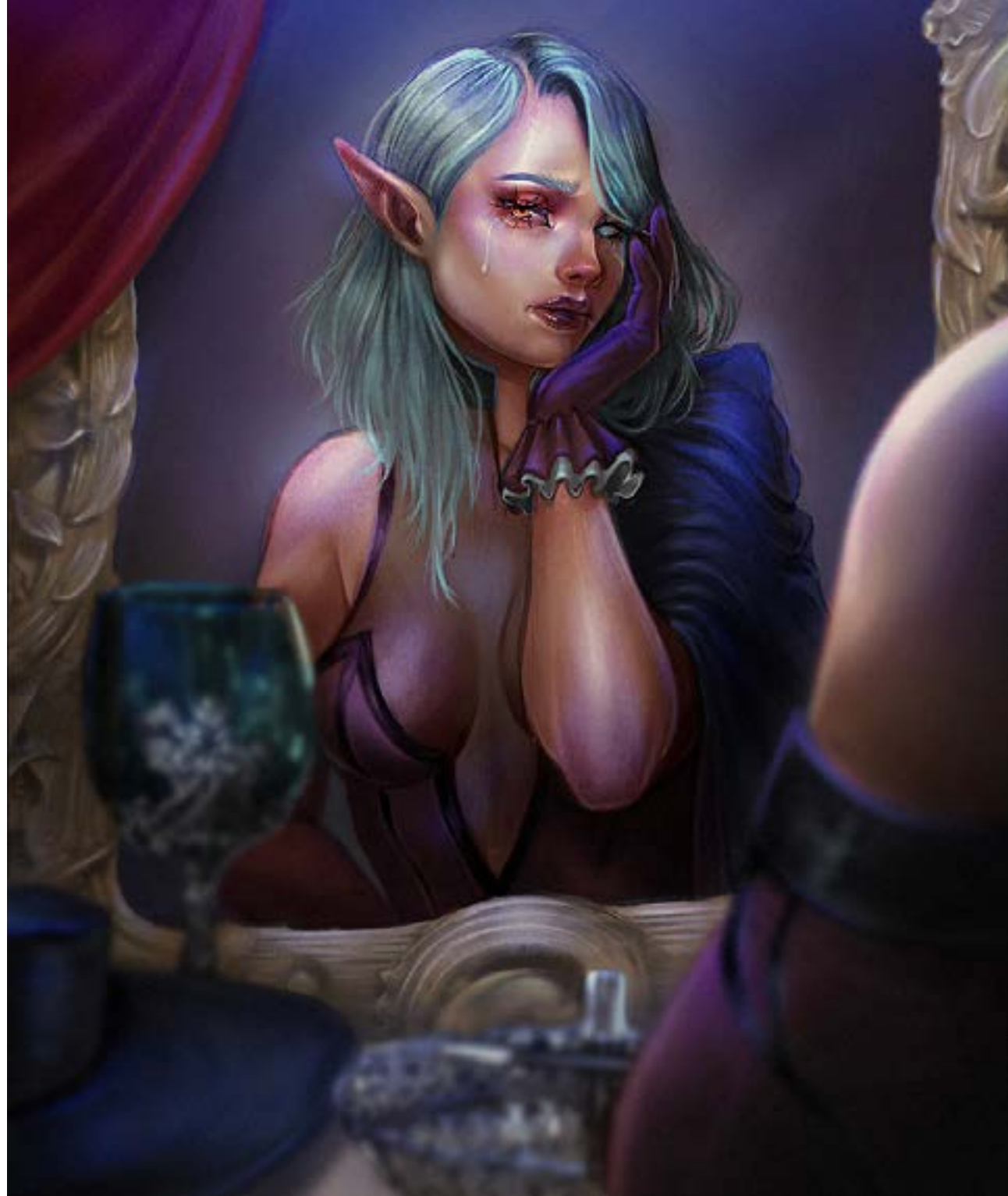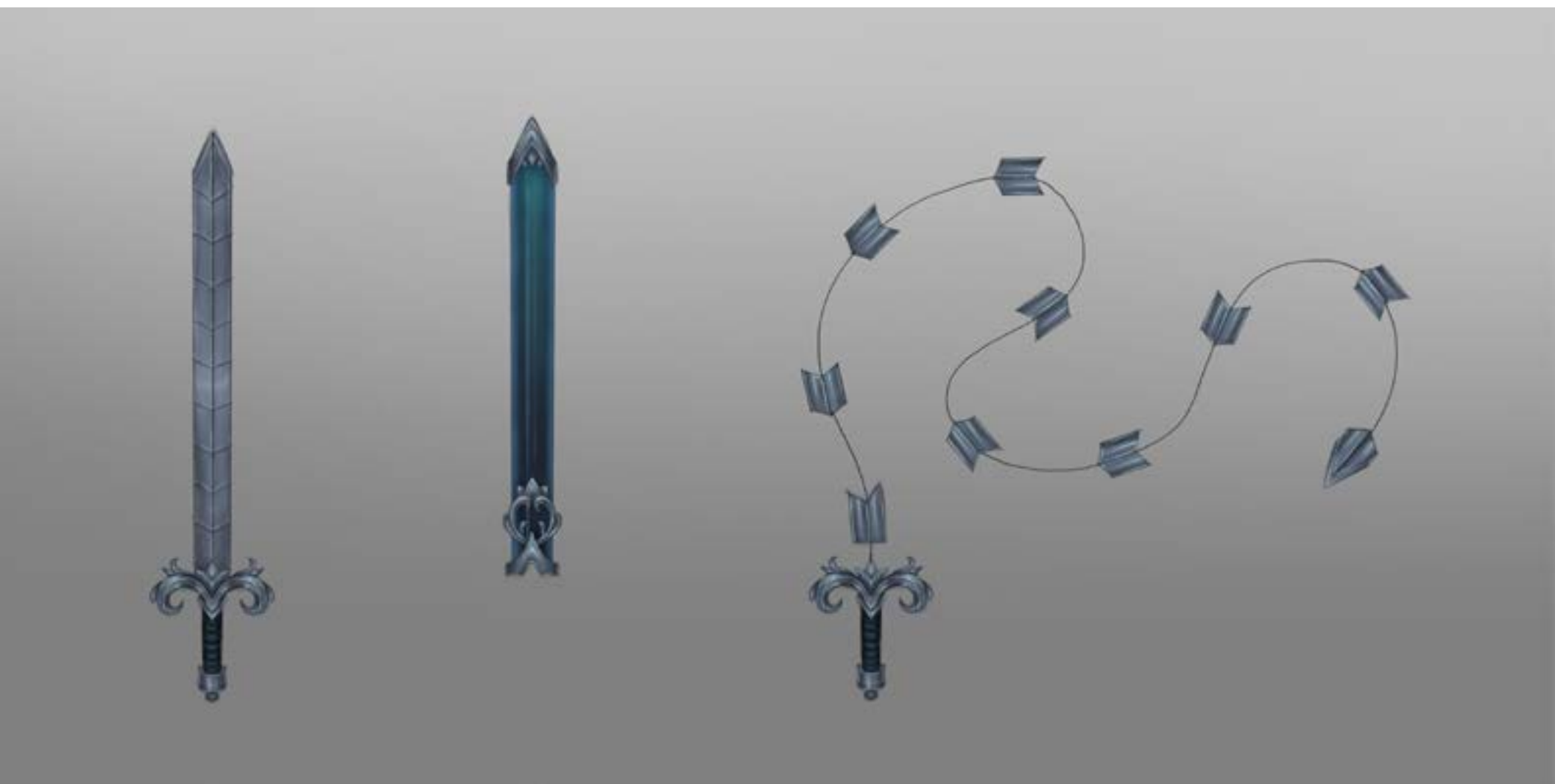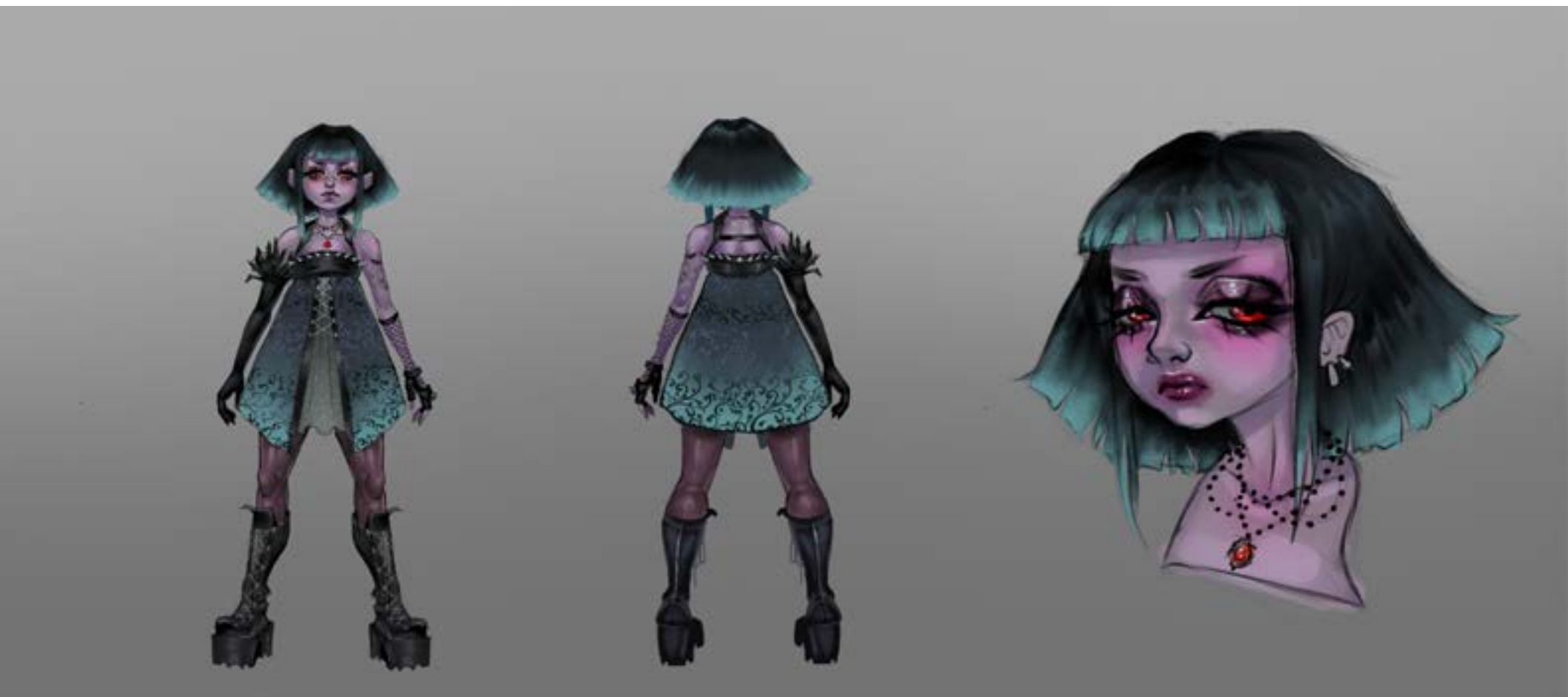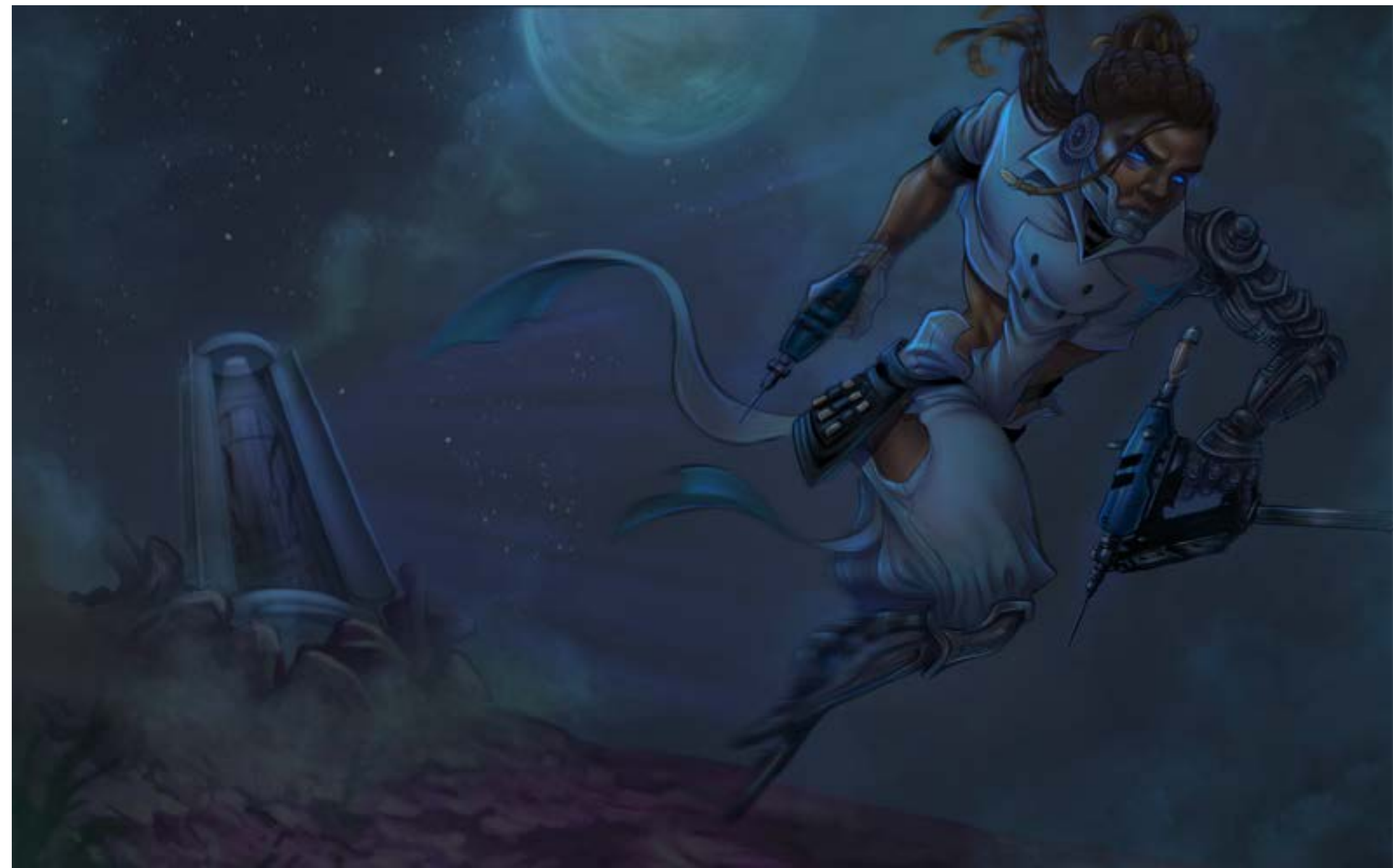
Final Project

Post Production

My advice to my former self I would give is to use my time more efficiently overall. My biggest struggle was time management and the overall burnout of school getting to me. I would also tell myself to create more personal work that is small and doesn't stress the brain to much, instead of solely doing school assignments.

I am extremely proud of myself for creating three original character and being able to put them in my portfolio. I truly enjoy character design and illustrating characters in general and it was nice to actually be able to do exactly that. I think I improved a lot with my art and style. I created illustrations that are filled with emotion and story. I am most proud of the splash art I made for Anastasia because i think it is one of the most visually stunning paintings I have ever made.

I learned a lot and accomplished some goals and things I set out for myself, such as adding my own character designs to my portfolio, creating dynamic compositions and lighting, as well making a set a character that are very different in terms of themes, bodies, ages, and sexes. I truly believe my art and style after this project has improved drastically.

My post thesis professional goals are to go on a more freelance route for awhile and sell prints of my illustrations, do personal commissions and character designs, etc. I would like to build a following with my art online and eventually be able to financially support myself with my art.