



NATALIE KORTH  
3D ANIMATOR

# ADAPTATION

## ◆ CONCEPT DEVELOPMENT AND 3D ANIMATION

Story about a chameleon with a defect tongue. One day he sees a bowhunter and using the tools of the forest adapts a new way to catch bugs.

### ◆ Style Frames



### ◆ References / Inspirations



### ◆ Color Palette

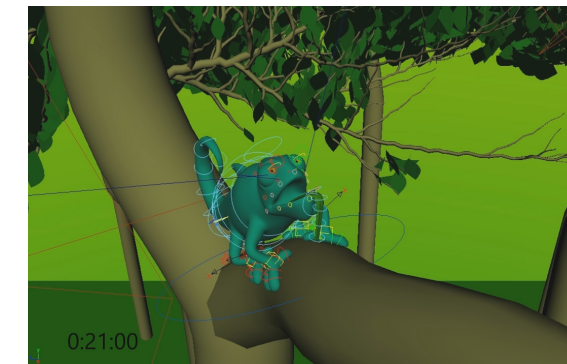


### ◆ Progress

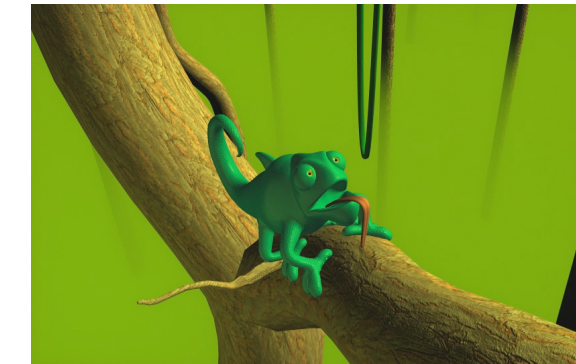
Boards



Playblast



Final

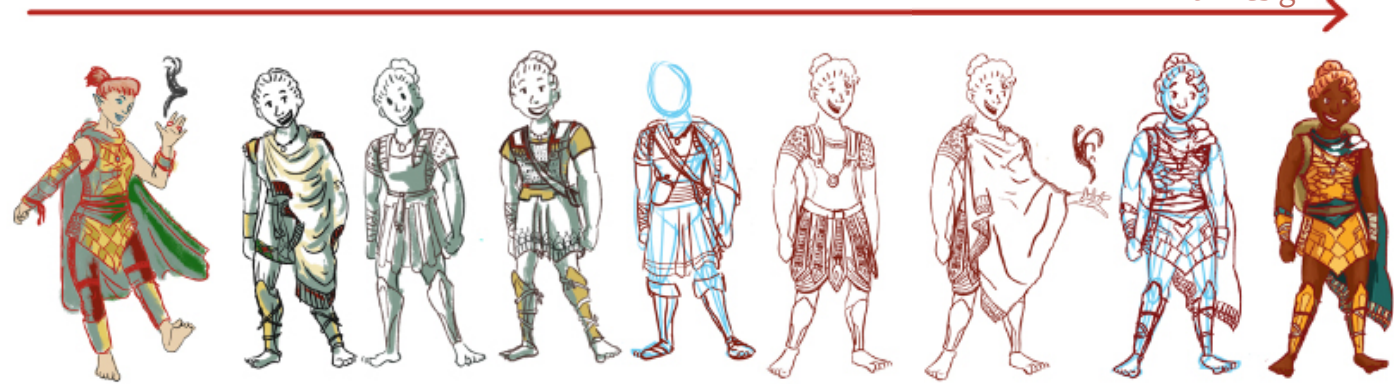


# PINT-SIZED

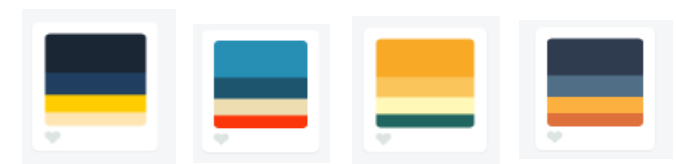
## RESEARCH/ CHARACTER DEVELOPMENT: MAYA HONEYHART GNOME WARLOCK

Initial sketch

Final Design



### Color test



### Character in test environment

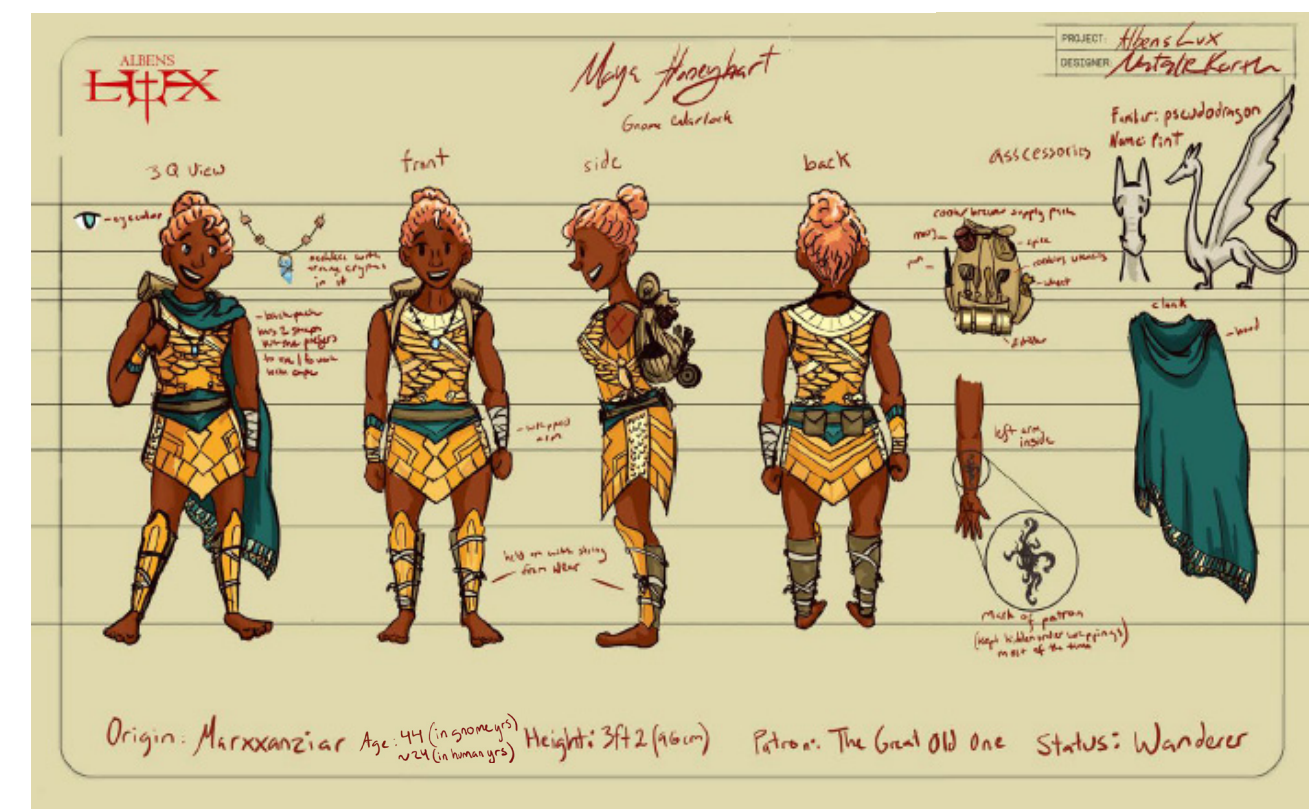


### References



Hellenistic Egypt/ Ancient Greece

### Final Character sheet

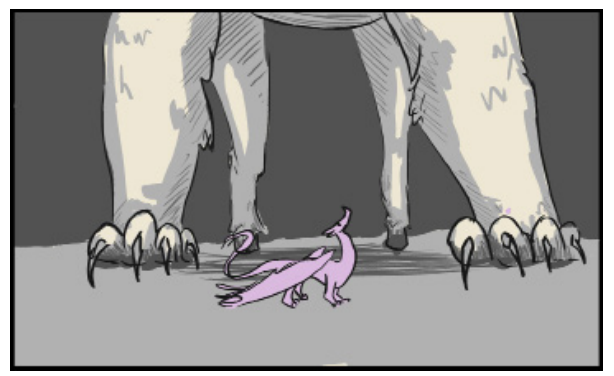
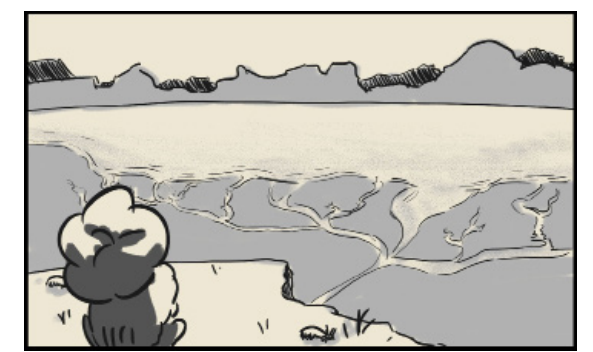




# PINT-SIZED ANIMATIC BOARDS

Three shorts showing the different sides of the relationship between Maya and her dragon Pint.

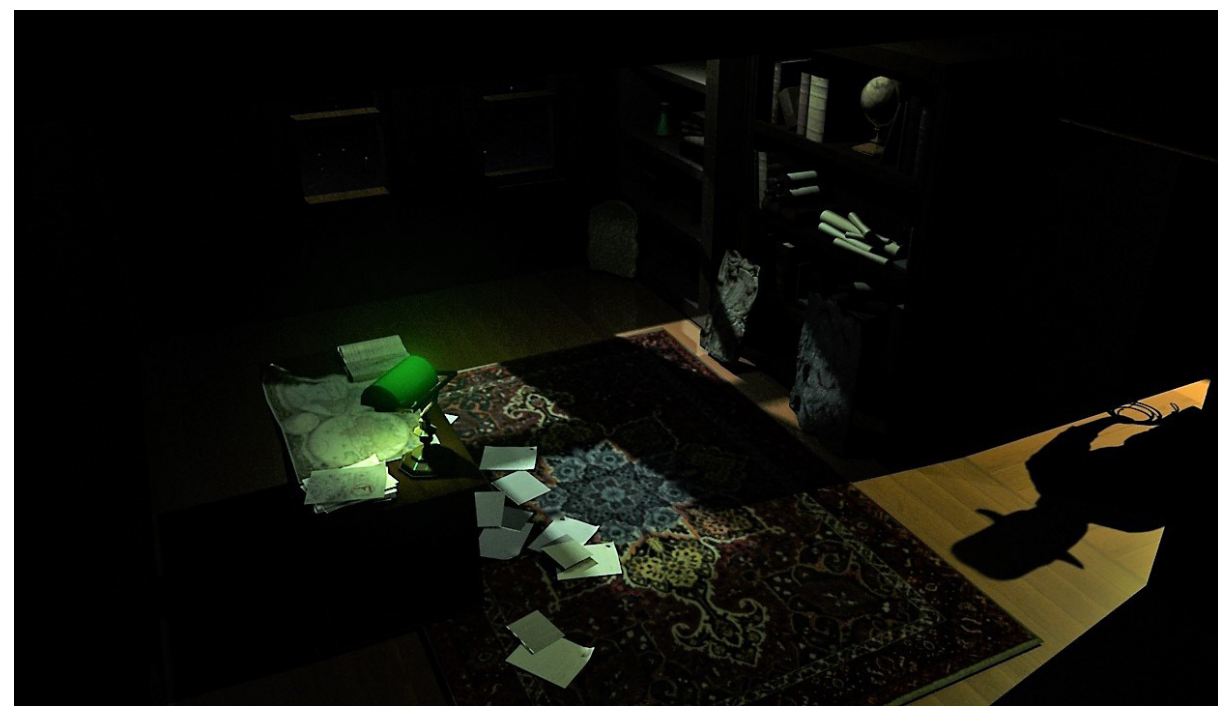
## Character sketches / relationship reference



# TRADITIONAL ART

## ◆ 3D MODELING

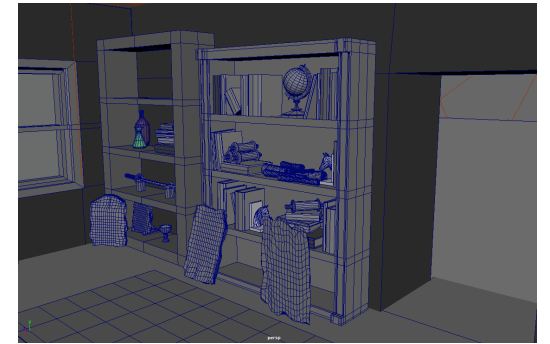
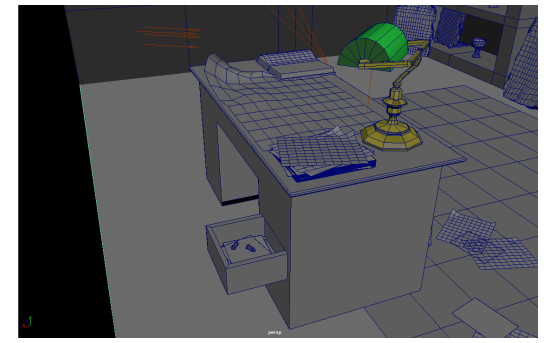
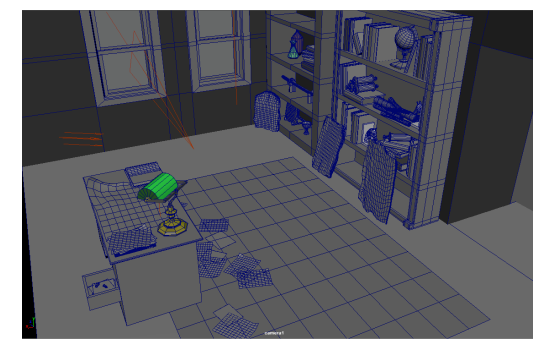
Indiana Jones Marshall College Office at Night



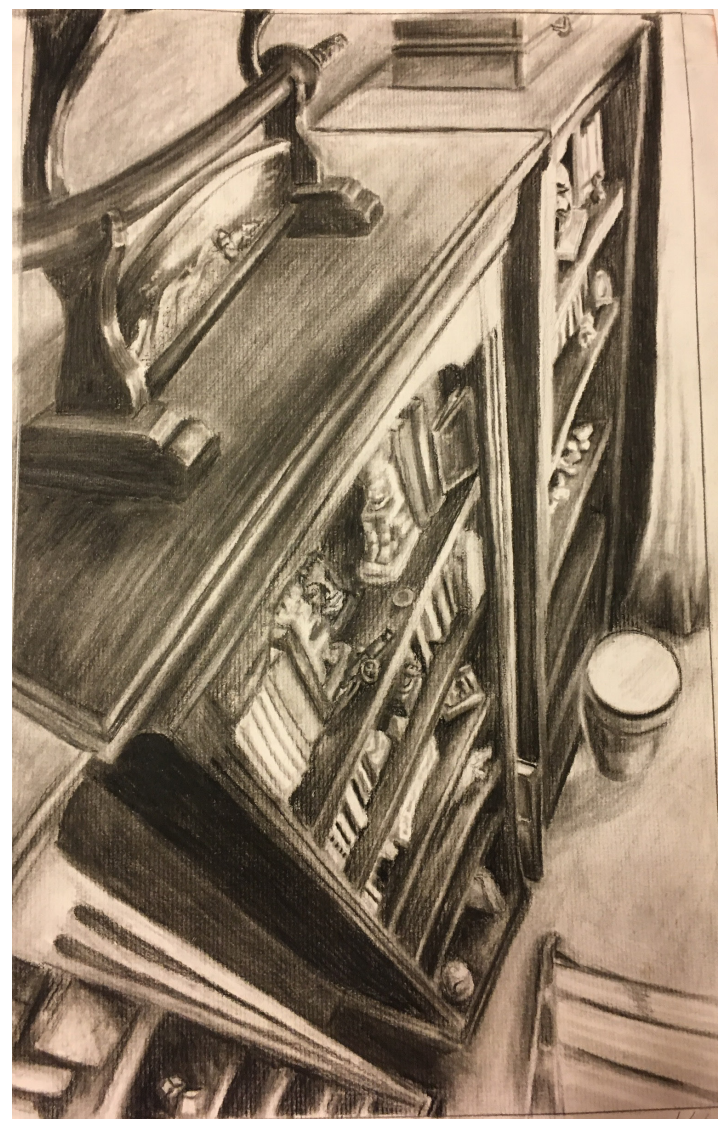
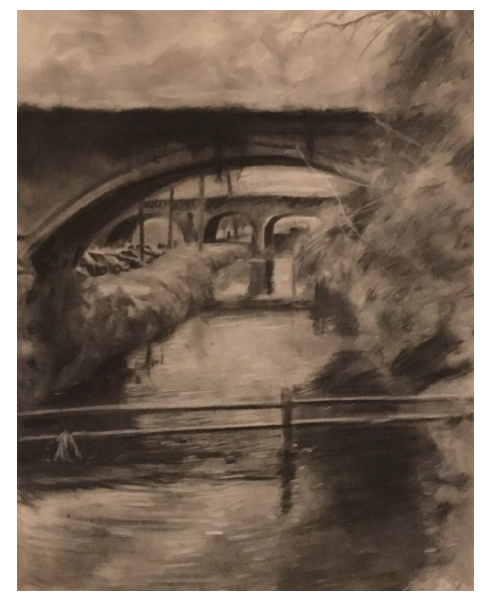
### ◆ References



### ◆ Wire Frames

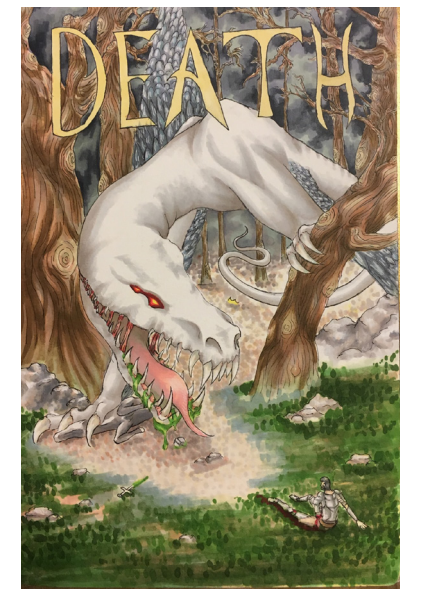
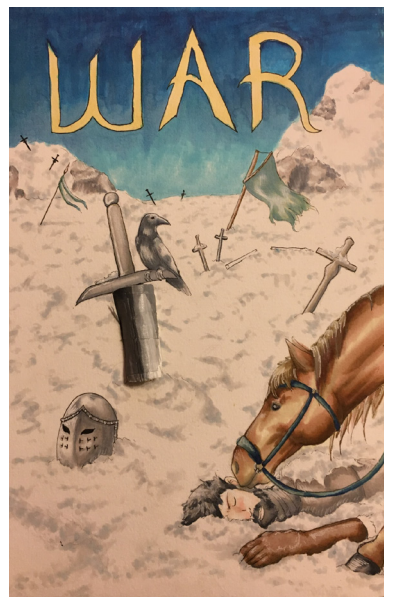
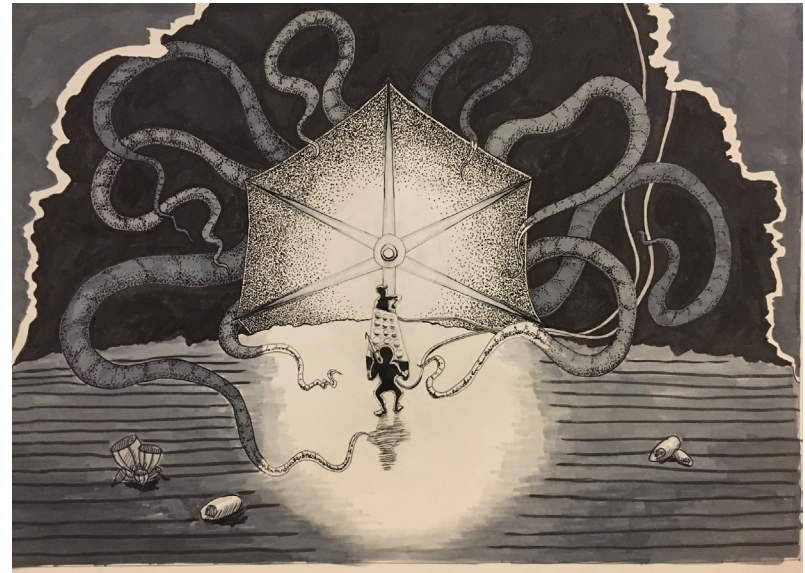
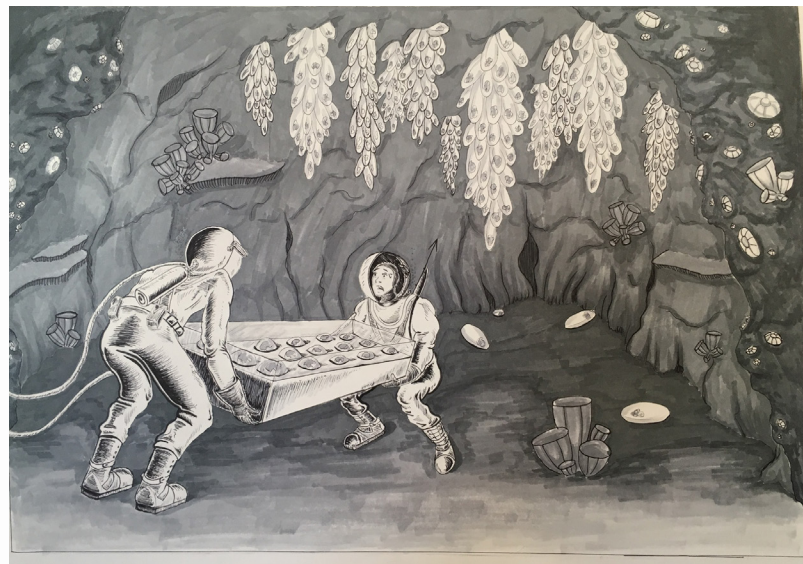


FINE ART  
◆ CHARCOAL / CONTE



MASTER STUDIES ◆

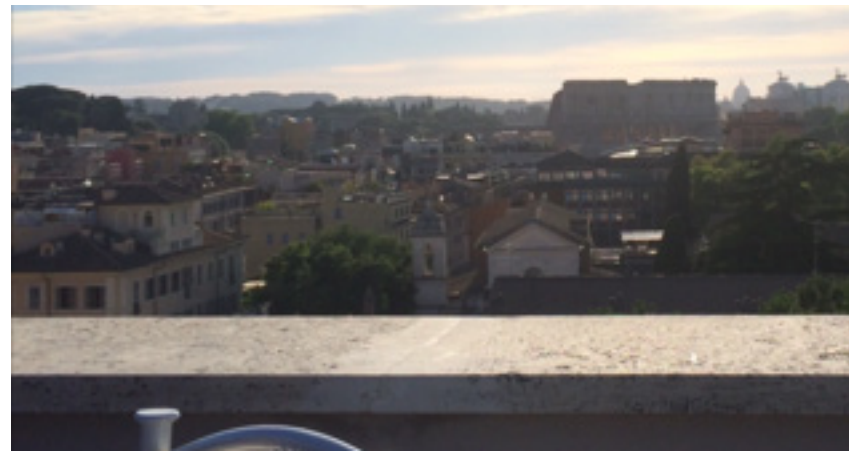
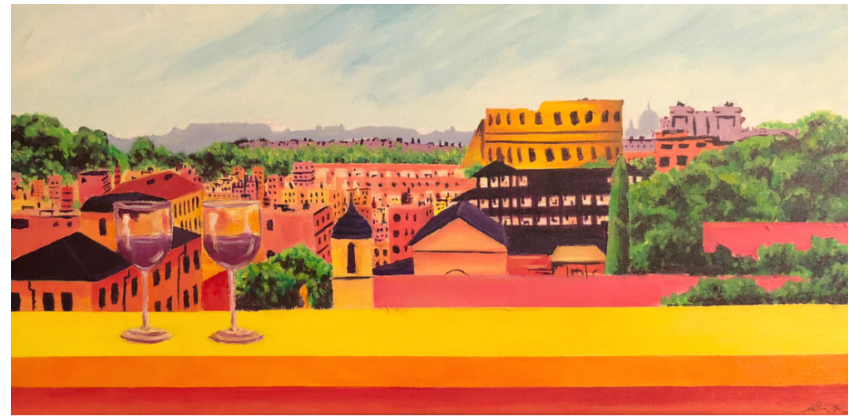
FINE ART  
◆ INK / MARKER




THE FOUR HORSEMAN 3D ILLUSION SPREAD

# FINE ART

◆ PAINTINGS / MOSAICS







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