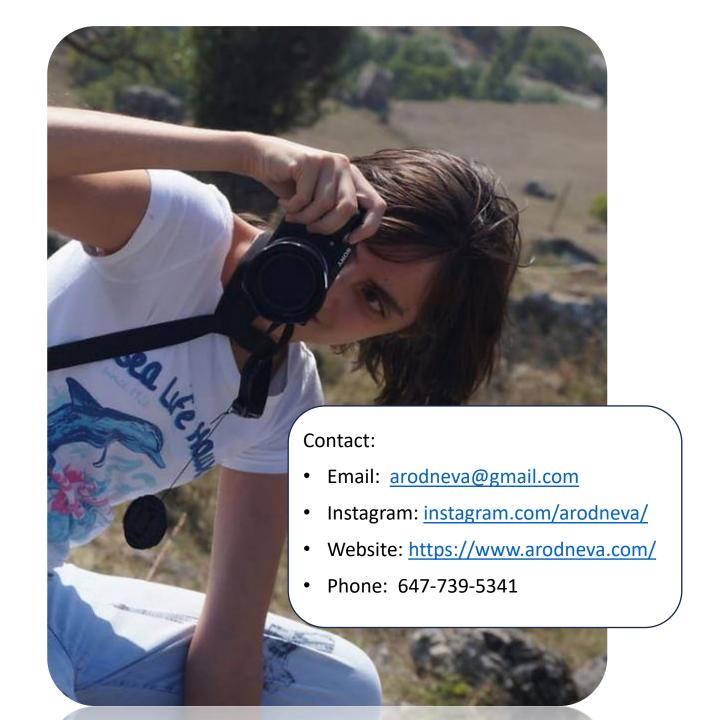
Character Design Portfolio 2024

Aleksandra Rodneva

About

A multidisciplinary artist with a passion for creating visual artwork. Traditional, mixed media and digital drawing and painting are her primary practises, with an extra interest in 2D animation, storyboarding, comic and illustration.



Education

- 2021-2024 BFA in Fine Arts, Major in Drawing & Painting Specializations: Expanded Animation
 Department of Faculty of Art
 OCAD University, Toronto, ON
- 2019- 2021 Ontario College Diploma in Fine Arts Studio Department of Fine Arts
 Centennial College, Toronto, ON
- 2018-2019 Ontario College Certificate in Art and Design Fundamentals
 Department of Fine Art
 Centennial College, Toronto, ON

Technical Skills

- Painting (gouache, acrylic, oil)
- Drawing (graphite, charcoal, chalk, sepia, sanguine, color pencils, watercolor, ink)
- Digital media (Adobe Photoshop, Adobe Illustrator, After Effects, Corel Painter)
- Sculpting (clay, wire, polymer clay, paper mache, gypsum, wax

Exhibitions

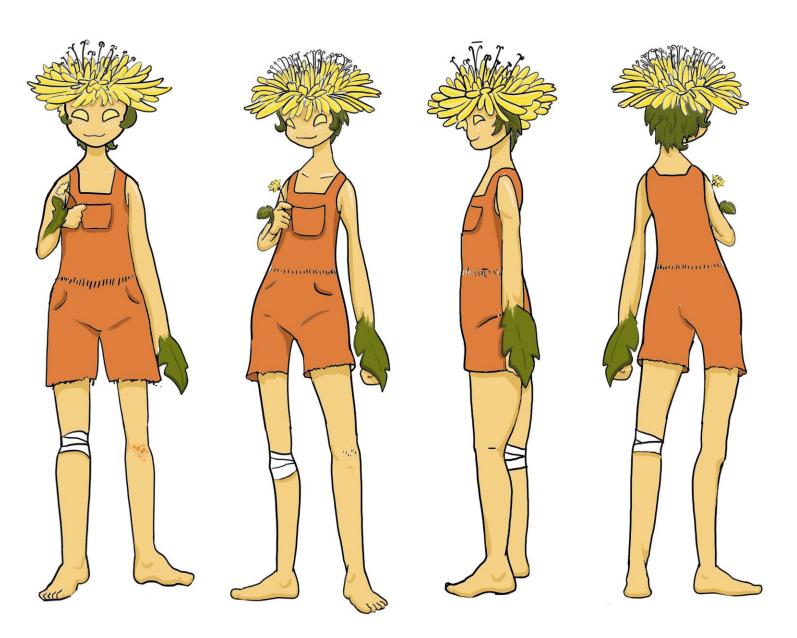
- 2022 16th Annual TAIS Animation Showcase, ANYJAM, The Royal Theatre, Toronto, ON
- 2021 Group Exibition, The Show About Stories, Gerrard Art Space Gallery, Toronto, ON
- 2021 Community Art Installation, Neighbourhood Garden, Scarborough Anchor Institutions, Scarborough and Toronto, ON
- 2021 Online Digital Book Group Exhibition See Saw, Flipsnack.com,
- 2021 Group Exibition See Saw (Online Group Exhibition), Leslie Grove Gallery, Toronto, ON
- 2020 Group Exhibition, Metamorphosis, Urban Gallery, Toronto, ON
- 2020 Group Exhibition, FASSIE EXPRESS, Centennial College, Toronto, ON

Commissions

- 2021 photography and drawings for group art installation for the Scarborough Hero Awards
- 2021 Illustration commission for Global Citizenship: From Social Analysis to Social Action (GNED 500)
- 2020 Illustration commission Academic Plan 2021-2025 Building Leaders
- and Changemakers

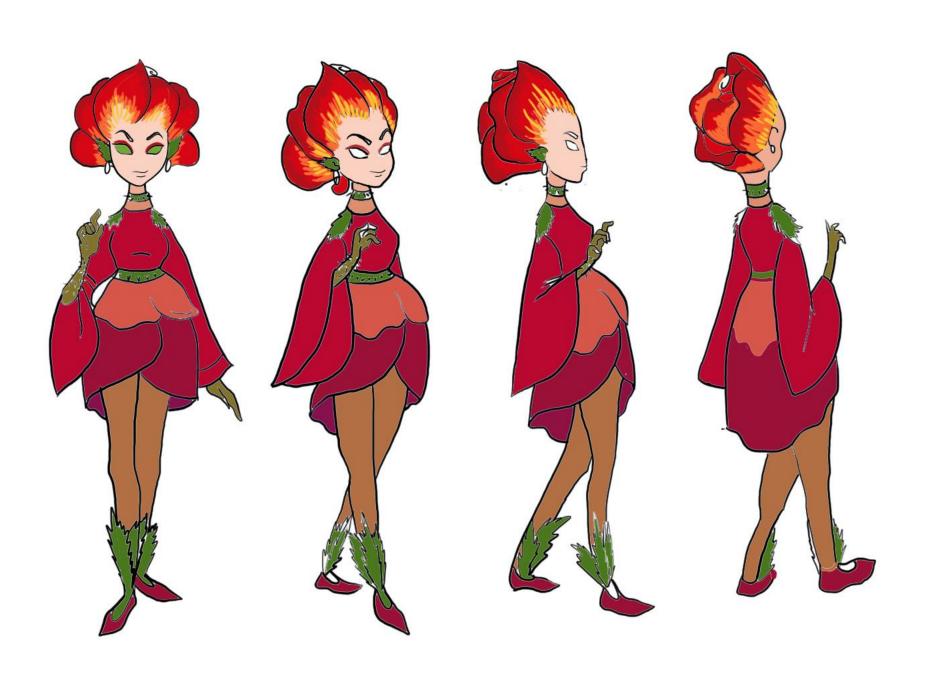
"I'll be there"

• Character design for a short animation. The story of a little girl who wandered into an abandoned garden, filled with half-human, half-plant creatures.





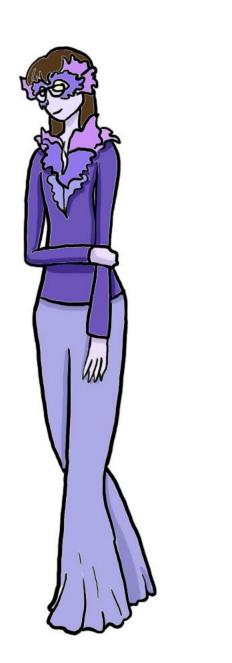


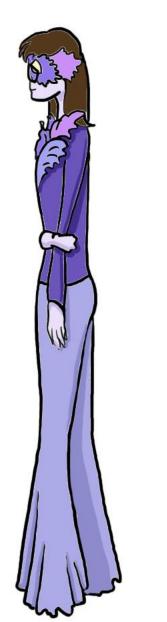








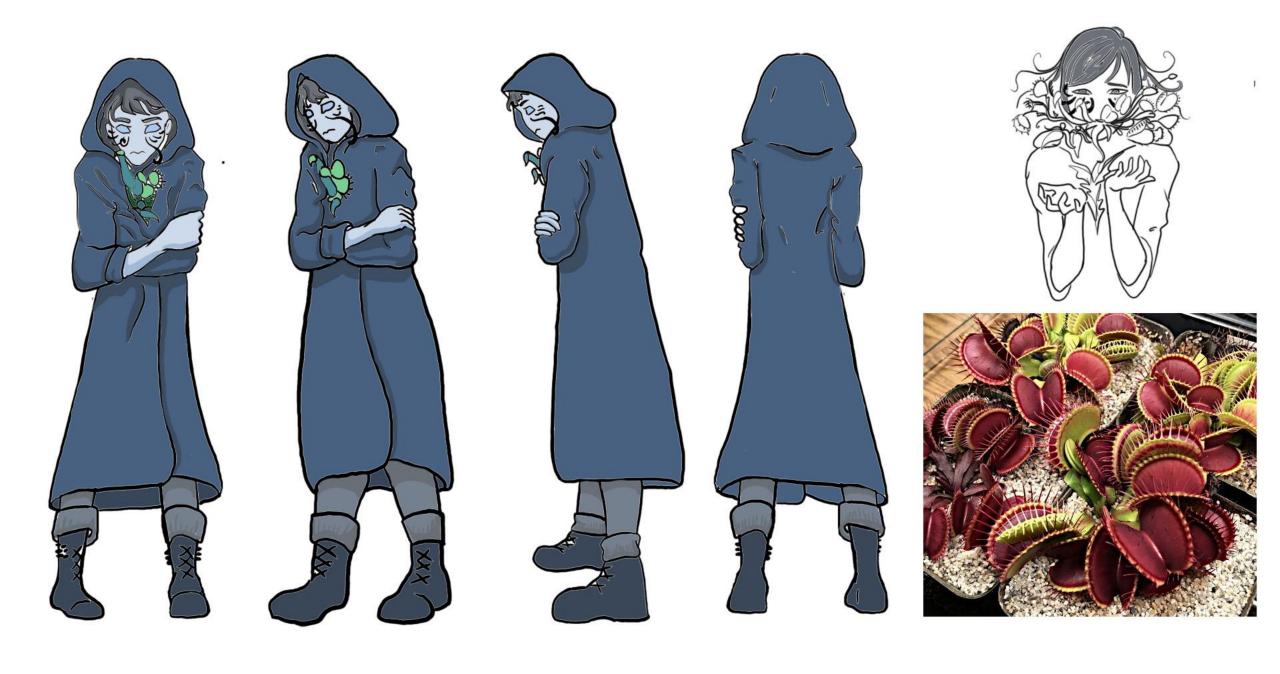












Nebula

• Characters for a graphic novel. The action takes place in the future, the girl is trying to escape the slums by being a VR gladiator. Work, of course, is unstable, and therefore she decides on an even more dangerous game ...

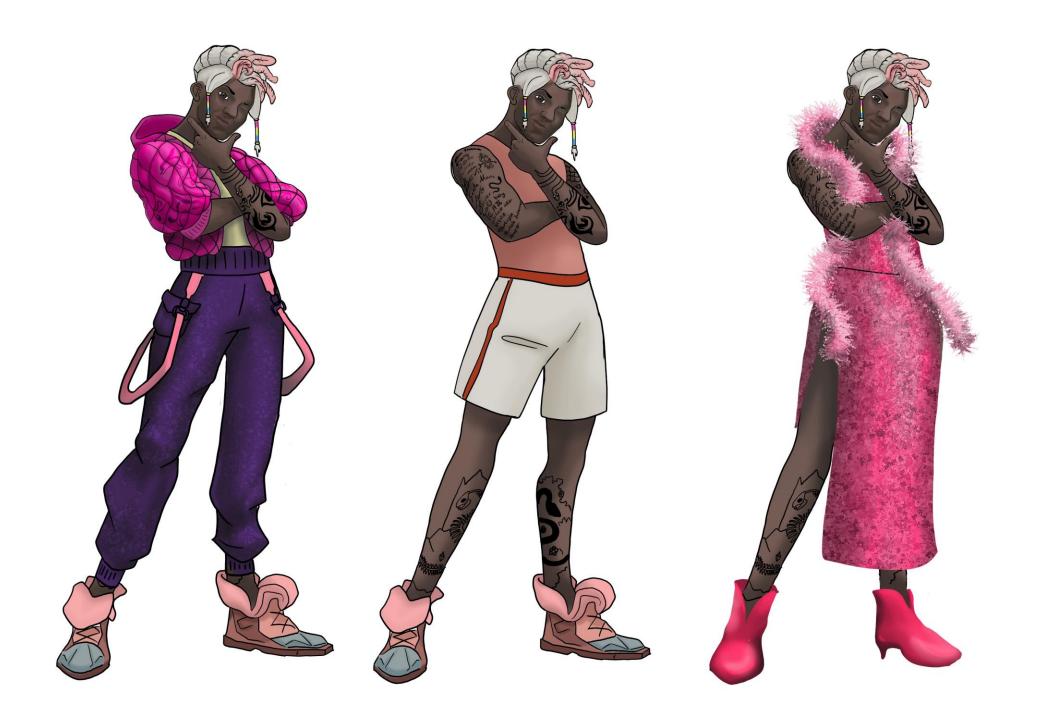










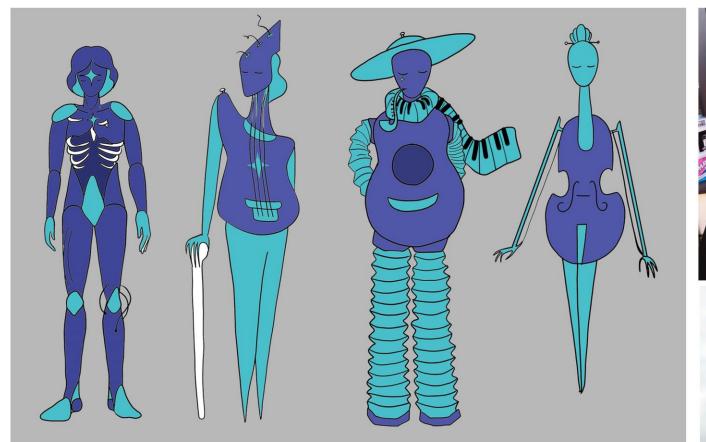






Keepers of the Flame

• Character exploration for stop-motion animation.







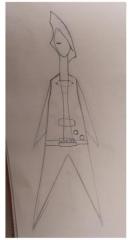












Night Color: blue, turquose Material: WAX, wire











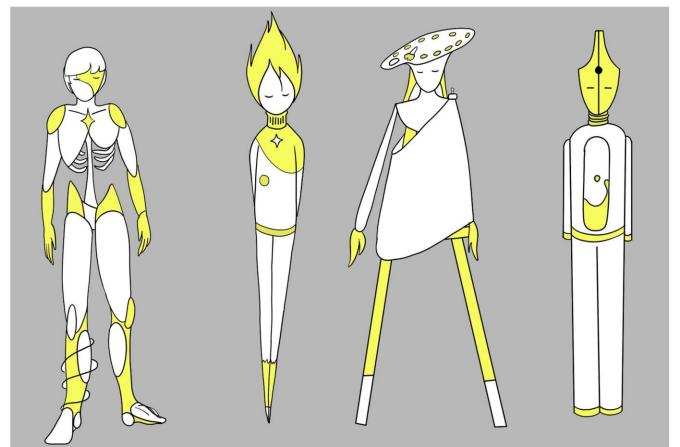






Dawn

Color: red, orange Monterial: wax, wire





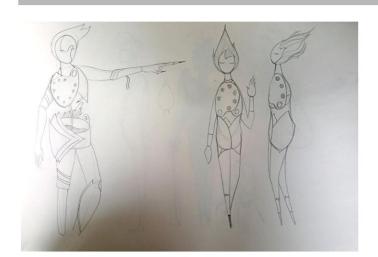












Day Color: white/yellow (sun, clouds) Material: wax, wire