



Game Art Portfolio 2020

Christina Lassheikki

3D Character art & Animation - Sails of Change (2019)



Christina Lassheikki 2020. Logo by Nadiia Honcharuk.

Character Art Process - Gertha the Weaver



Refined concept & Color exploration



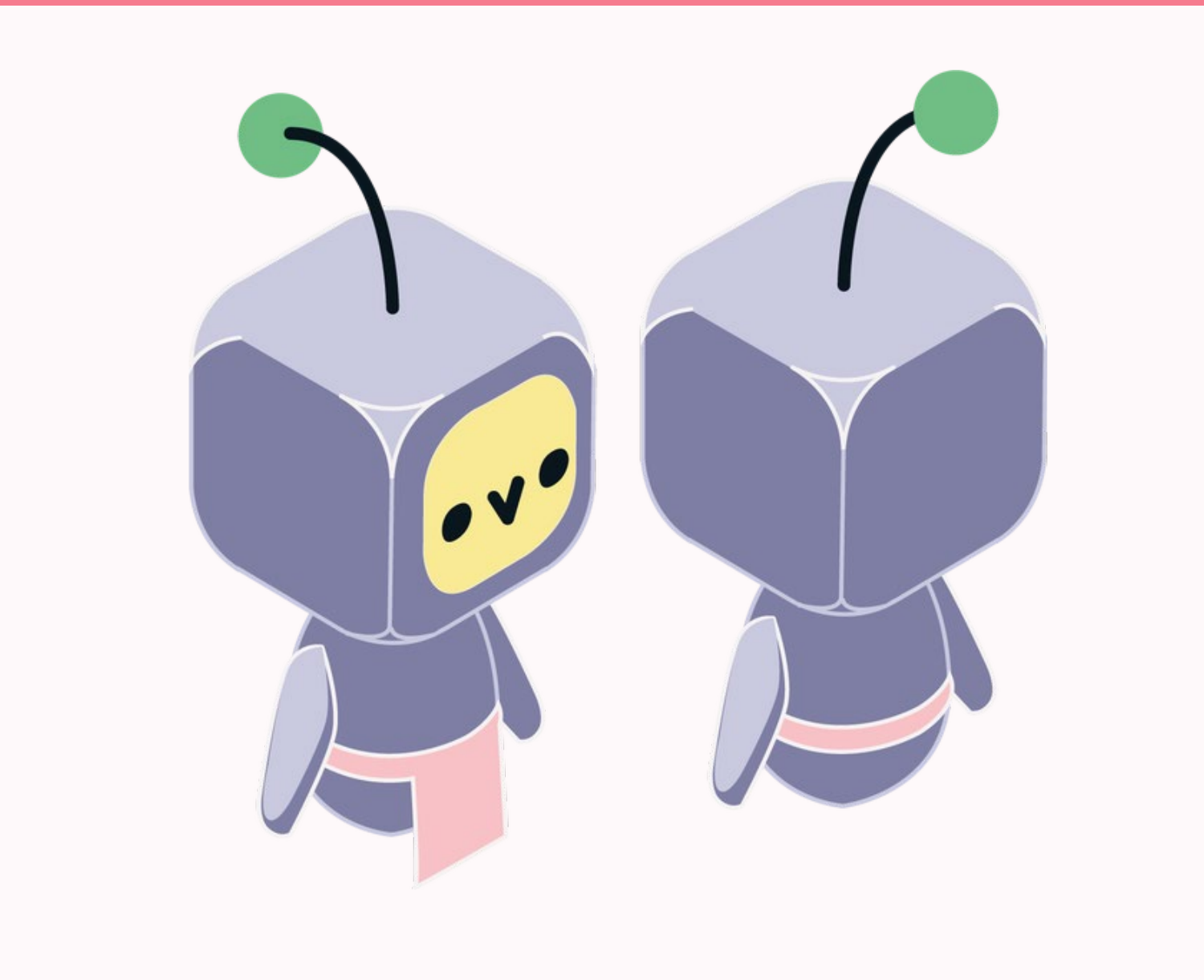
Initial "napkin sketch"

In-game screenshot, Unity

Environment and boat by Nadiia Honcharuk.
UI design by Kevan Murtagh & Izzan Bacharrudin.



MochaBot Organic - Pocket Game Jam 2019 winner



MochaBot Organic - Character art & Environment art

Responsibilities: game design, concept, environment & character art (isometric vector art), writing, animation

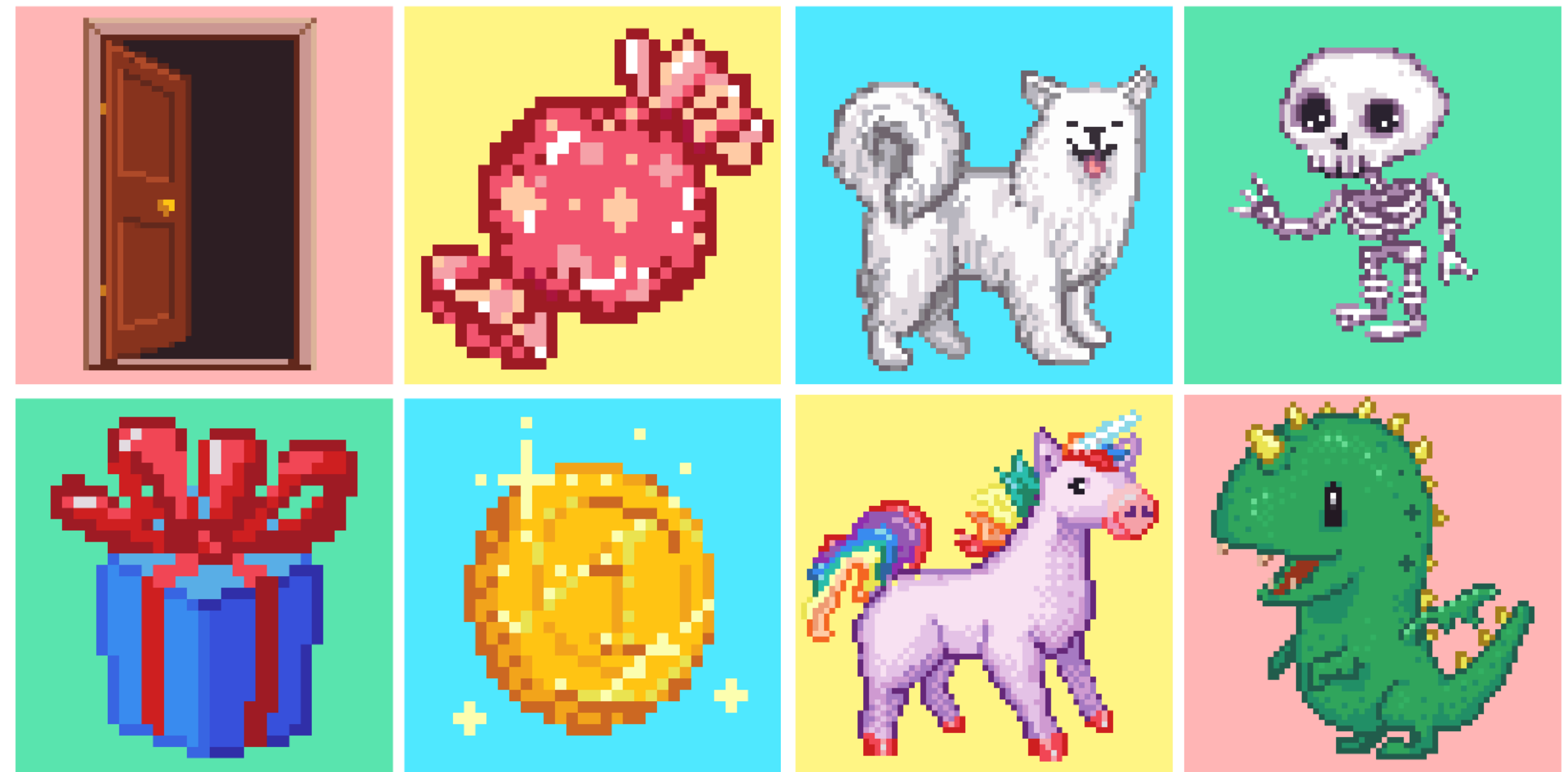
Team: Henri Sarasvirta (code), Leo Krechmer (sound & music), Tuma Heinonen (game design and visuals, additional character art, mini game visuals) Virpi Väinölä (game design, UI & graphic design, additional character & prop art, animation)



Resistance is Fertile (2020 /T.B.A.) - 2D art and animation



Pixel Art - Playable Concepts project (2020)

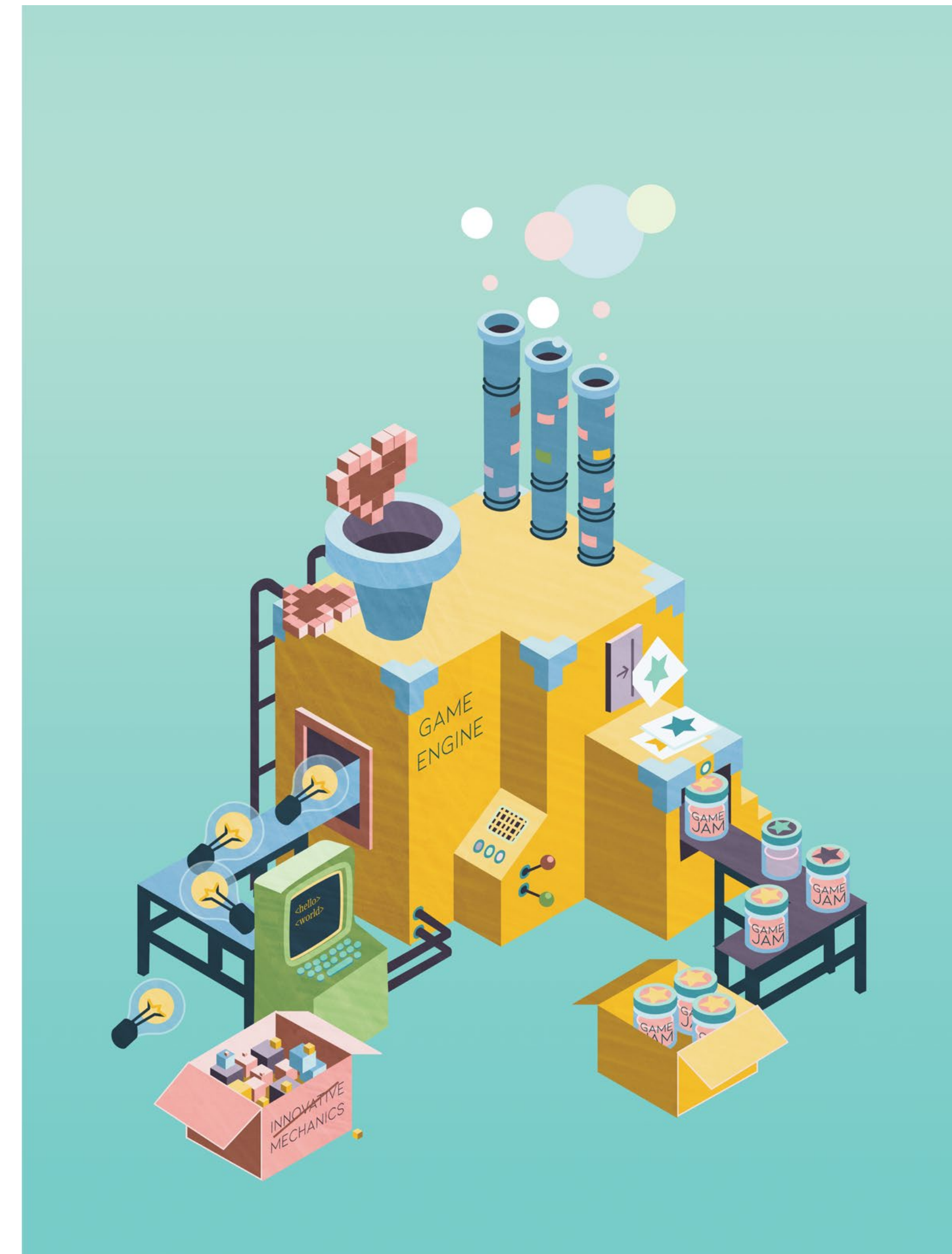


Pixel Art: Playable Concepts project

As part of the Aalto University Online Learning pilot project *Playable Concepts*, I created a small library of CC-BY-3.0 pixel art assets for games to use by workshop participants and users of the playableconcepts.aalto.fi-tutorials which I helped create.

The asset library consists of 3 tileable backgrounds, 10+ characters (animated and static) as well as props and objects typically found in games.

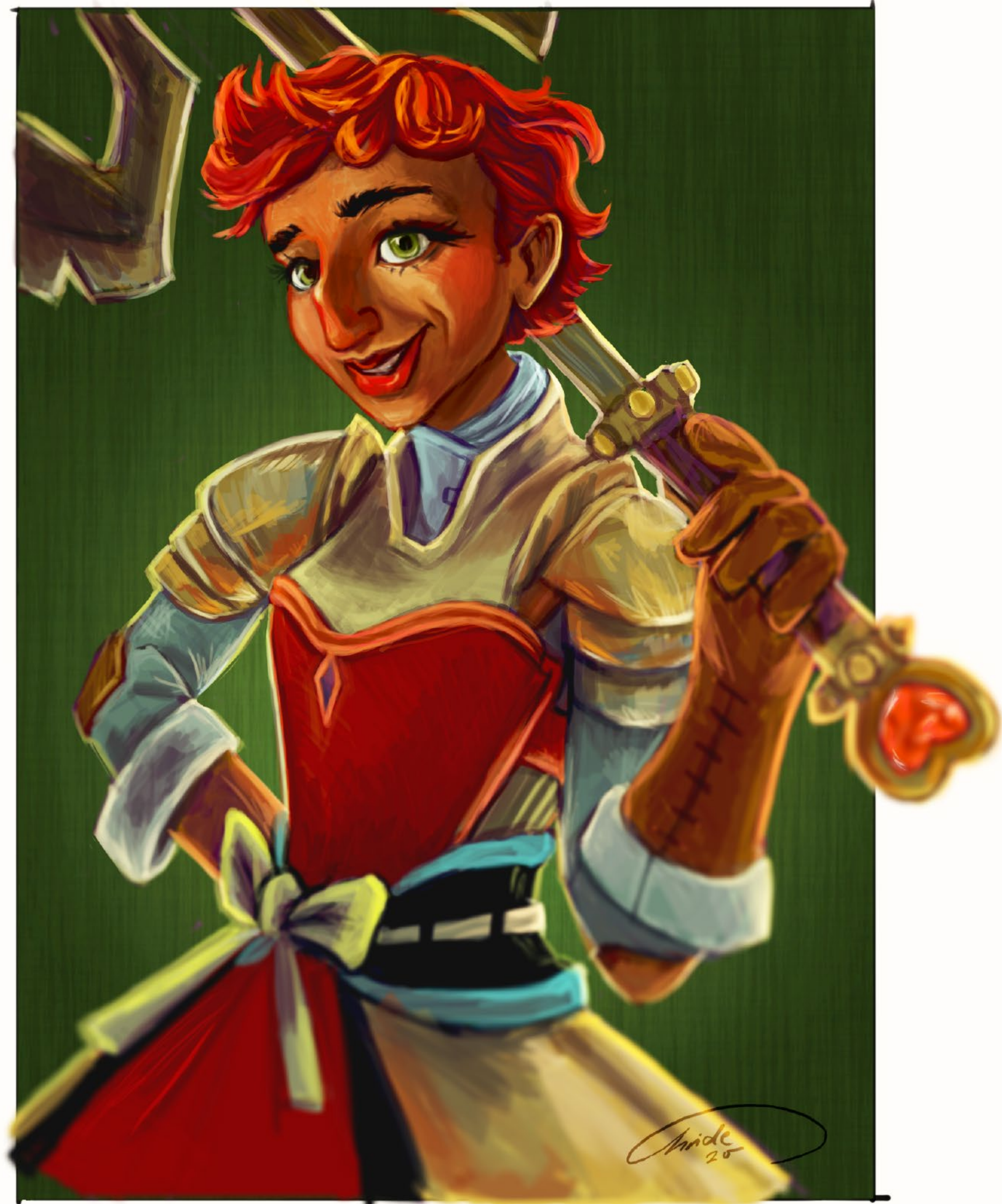
Vector Graphics - Illustrations (2018-2019)



Commissioned Work (2020)



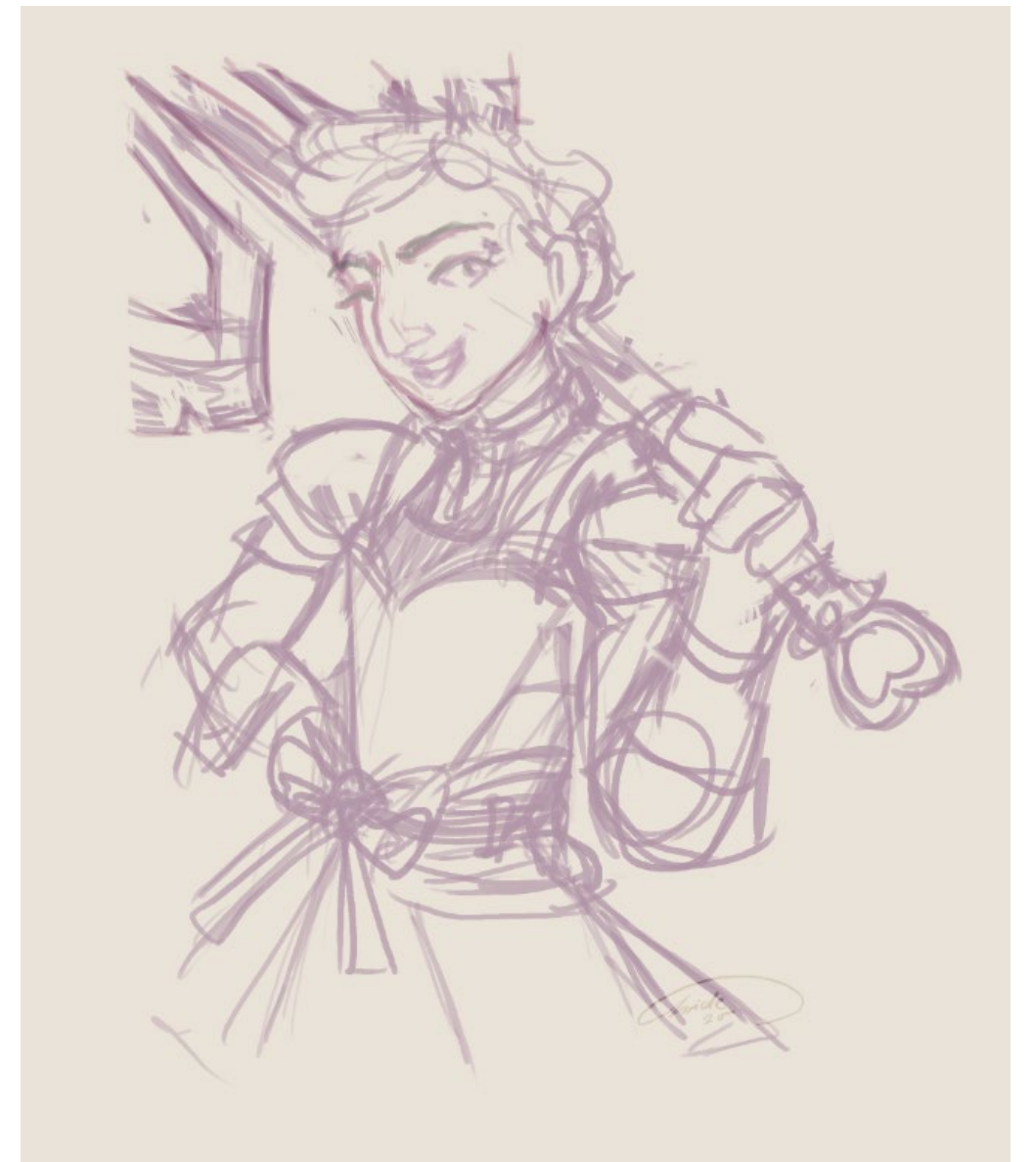
Commissioned Work - Process



Finished commissioned illustration



Initial Character Design Exploration



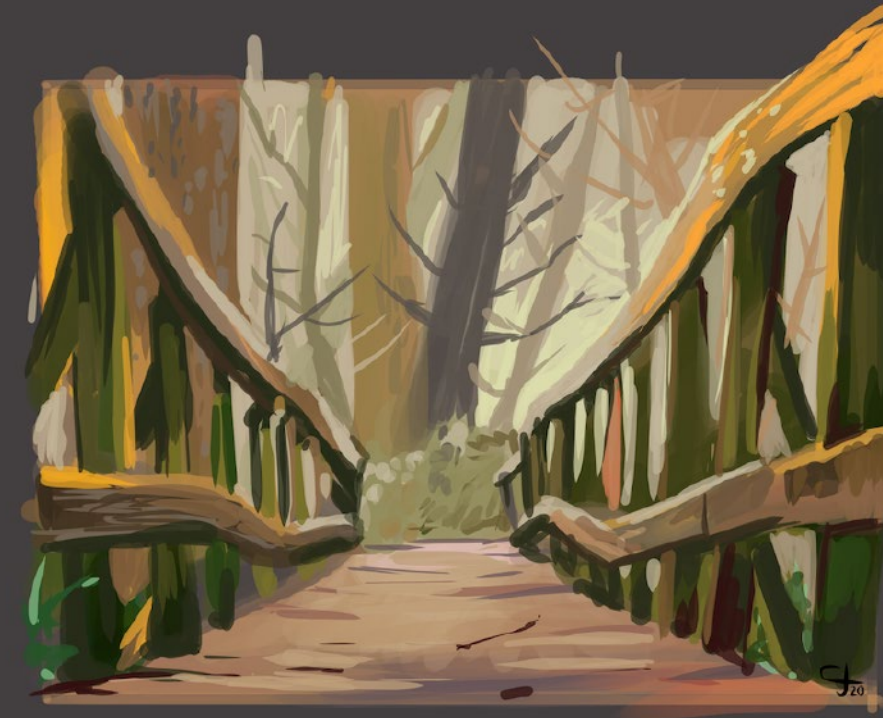
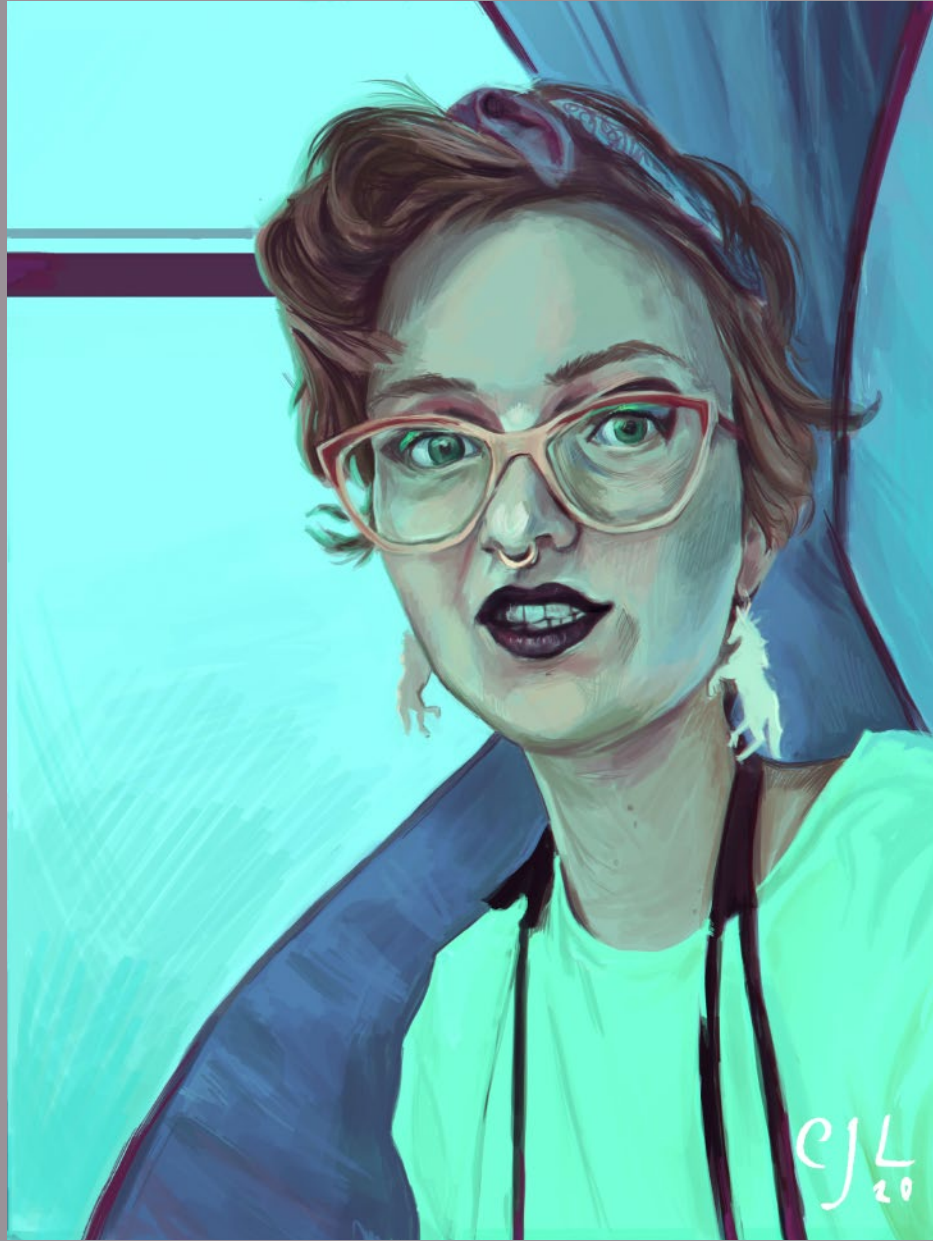
Sketch for approval

Commission: DnD Character "Celeste"

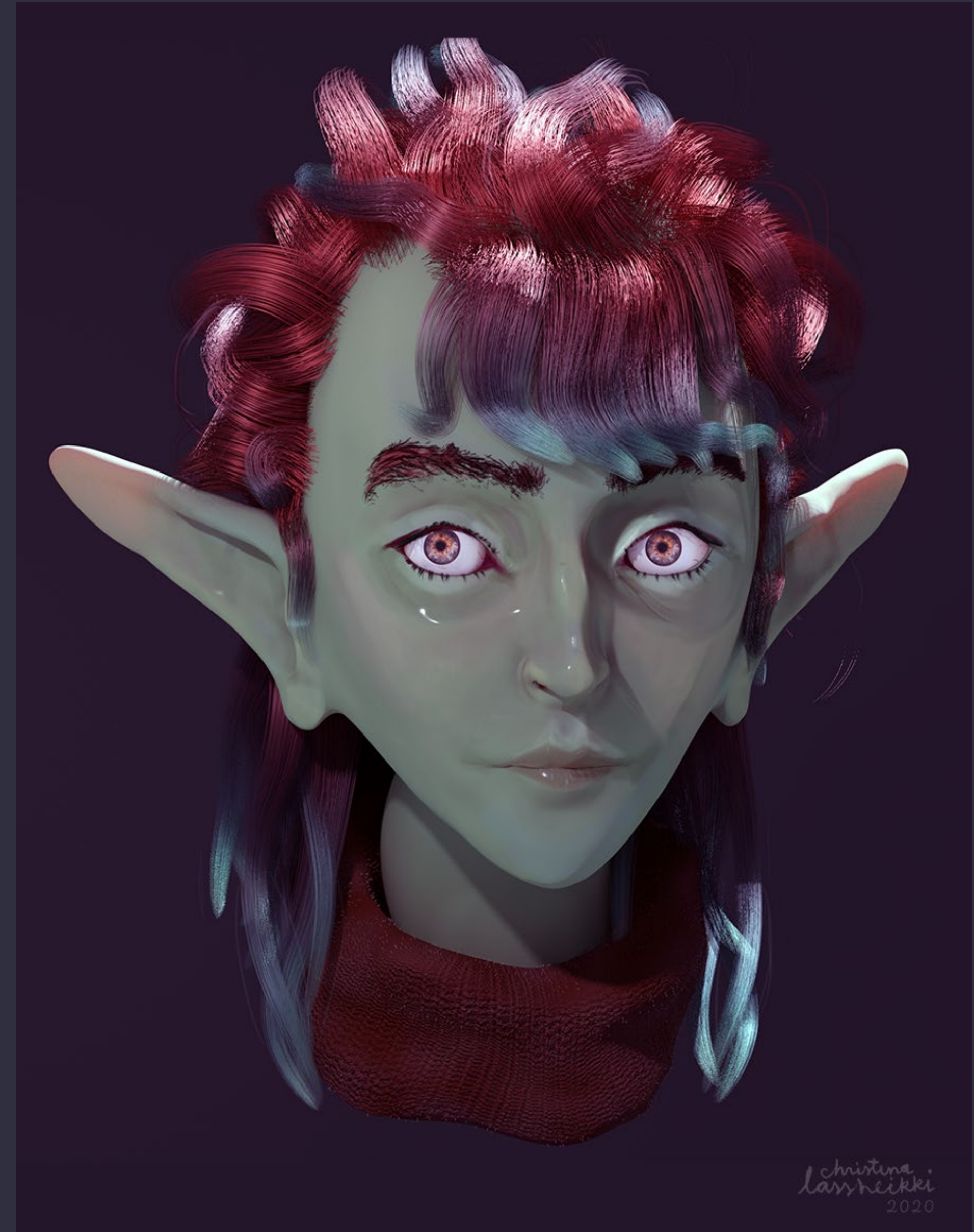
In order to get a better understanding of the character's personality, role and look, I ask the commissioner for background information. I work with references for style, anatomy, lighting and materials, in order to deliver a believable finished image grounded in reality. Based on feedback on the initial sketch, the character's hairstyle and color scheme was changed.

For this particular piece, I took pose reference photos of myself, and looked to Monsterhunter: World for reference on the character's special weapon: a "super sparkly" switchaxe.

Digital Painting Studies (2020)



Personal 3D Work - Blender (2019 & 2020)



Personal 2D Work - Fierce Rodent Mercenary Corp (2020)



The Fierce Rodent Mercenary Corp - Squirrel Squire and Possum Bard

During summer 2020, the IGDA Game Art SIG has organized sketch nights every second Thursday. During one of them, the theme of the evening was animals, and I started working on a warrior squirrel's squire inspired by Brian Jacques' Redwall series and David Petersen's Mouse Guard comics.

To continue the series, I designed the opossum bard, a roguish character. One of the sketch night organizers insisted on his instrument being a banjo. My plan is to continue on the series.

Christina Lassheikki - Game Artist (Generalist) & Narrative Designer

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Intro

I'm Christina "Chride" Lassheikki, b. 1992, a Helsinki-based game developer, illustrator and narrative designer with a background in games research and art education. I'm currently finishing my MA in New Media – Game Design and Production at the Media Lab of Aalto University, and I hope to one day work with narrative design, illustration or game graphics.

Education

Aalto University, School of Art, Design and Architecture, Finland
MA Studies in New Media – Game Design and Production, 2018 – 2021
MA in Art Education 2019, minor animation
BA in Art Education 2015 , minor history

Core Work Experience

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|--------------|---|
| 2019 - 2020 | Project worker - 'Playable Concepts' game education pilot, Aalto University |
| 2019, summer | Game Designer Summer Trainee - Storytelling in Augmented Reality project |
| 2017 - 2018 | Research Assistant, "Aalto Drawing"-project, Aalto University |
| 2017 - 2020 | Art teacher, part time (2017-2018) & substitute, Helsinki City |

Software

Adobe PhotoShop, Illustrator, InDesign, After Effects
Construct 3, Twine, Ren'Py (asset management, basic scripting)
Unity 3D (asset management, basic editing and animation pipelines)
Blender, Maya (low-poly modelling and animation)

Languages

Swedish (mothertongue)
Finnish (native level)
English (excellent)
French (basics)

Interests and misc.

Vegetarian cooking
Writing
Game Jams (jamming & organizing)
Drawing comics (under Fairy Trade Coffee since 2018)
Boardgames and TTRPGs
Making cinnamon buns (and terrible puns)