

# Elisa Moriconi | Concept Artist and Illustrator

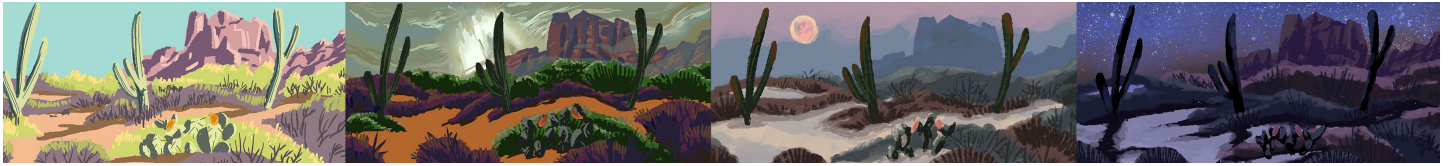
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Portfolio: <http://elisamoriconi.com/>

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A decade of experience in **illustration** and **concept art**, focused on **painting in colours and light**;

I have a **goal** for the future: within the next 5-10 years to work as **art director** on a project I really care about.

➤ **DIGITAL 2D**

➤ **Photoshop**

➤ **DIGITAL 3D**

➤ **SketchUp**

➤ **Blender**

➤ **TRADITIONAL**

➤ **Gouache**

➤ **Watercolor**

➤ **Acrylic**

➤ **Ink**

➤ **LANGUAGES**

➤ **Italian (native)**

➤ **English (fluent)**

➤ **French (written)**

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November 2019 – December 2019

ARQUI9, Reigate, England

Concept Artist, Illustrator

- Conceptual sketching and colour keys;
- Traditional art painting inspired by main company projects;
- Architectural illustrations for plants, sections and elevations;
- Storyboarding;
- Matte painting.

July 2018 – June 2019

JAM Media, Dublin, Ireland

Visual Developer and Lead Production Artist

Visual developer for the Amazon pre-school tv series "[Jessy and Nessy](#)".

Production art team leader, Art Director assistant.

- Background and props design; Key backgrounds; Turnarounds
- Colour keys; Overpainting;
- Props measurements and mockups;

Mar 2018 – Apr 2018

Studio Croma, Bologna, Italy

Freelance Concept Artist

Developing **concept artworks** for a company project.

Jan 2017 – Feb 2017

Gruppo Moccia Spa, Rome, Italy

Freelance color artist

**Color artist** for the **shootingboard** "ANAS – Autostrade del Mediterraneo"

Jan 2016 – Mar 2016

SE MA FOR, Lodz, Poland

Freelance Character Designer

Developing **concept artworks** for a company project.

Mar 2007 – PRESENT

**FREELANCE ILLUSTRATOR**

**MEDIA:** *Book Cover, Activity books, Card and Board games, Picture Books, Magazines, Comics, Web Applications, Corporate identity artworks, Portraits, Trompe l'oeil*

**CLIENTS:**



## Projects

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Jan 2020 ["SWACK", Global Game Jam, Guildford, UK](#) – Puzzle Game

**2D Artist**

Nov 2019 ["Space Runner"](#), Shooting runner game animated with Pixie

**2D Artist**

Jan 2018 ["Vibes", Global Game Jam, London, UK](#) – Platform game

**Concept and UI artist**

Sep 2017 - Jan 2018 ["Project Eventide"](#), Arttake Games

**Lead Concept Artist**

Jan 2017 ["Bouncing Mushroom"](#), Platform game animated with Pixie

**Mockup and Sprites Artist**

Apr 2016 - Nov 2016 ["Humming"](#), Short animation movie project, IDEA Academy, Italy

**Lead Background Artist**

2011 - 2015 ["Comic Who"](#), Webcomic inspired from ["Doctor Who"](#)

**Comic Artist**

## Education and qualifications

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- Idea Academy, Rome, Italy (2015 – 2016) – Master in **Visual Development** - <https://www.idea-academy.eu/>
- Accademia dell'**Illustrazione e della Comunicazione Visiva**, Rome, Italy (2000-2003)
- Liceo Classico G.Mameli, Rome, Italy (1996 – 2000)

**WORKSHOPS AND MASTERCLASSES**

SUBJECT	TEACHER	DESCRIPTION	WHERE	WHEN
<b>Concept Art for movies</b>	Jama Jurabaev	Tools for concept artists: <b>2D, 3D and VR</b> / Teamwork and idea generation / Creation of a 3D environment / Overpainting.	Roma, Italy	2019
<b>Environment design with SketchUp</b>	Jort Van Welbergen	Complete pipeline to complete a believable interior design using 3D modelling software such as <b>SketchUp</b> and <b>Keyshot</b> .	Roma, Italy	2017
<b>Graytones</b>	Isabella Mazzanti	<b>Chiaroscuro</b> : history and techniques	Roma, Italy	2015
<b>How to create worlds</b>	Nathan Fowkes	Creating compelling <b>concept art through the design of color and light</b> / Environment design: the creation of extraordinary places / Pictorial composition for dynamic concept art	Roma, Italy	2015
<b>Create the perfect art portfolio</b>	Jim Moore	Process work / <b>Visual storytelling</b> / <b>Photo manipulation</b> / Composition and colour / Using reference material	Roma, Italy	2014
<b>How to create a wonderful book</b>	Julia Sarda`	<b>Character design</b> / Composition, color palettes and aesthetic resources / Individual assignment	Roma, Italy	2014
<b>Mastering Concept Design</b>	Anthony Cristov	Working at PIXAR / Professional path, Portfolio review and individual assignment	Roma, Italy	2014
<b>Watercolors</b>	Gianluca Garofalo	Tools, basics, prep and masking techniques, <b>illustrating</b> for publishing.	Roma, Italy	2015
<b>Characters in color</b>	Barbara Canepa	<b>Character design</b> and digital coloring	Roma, Italy	2014
<b>Digital Illustration</b>	Paolo Domeniconi	Photoshop: <b>brushes and texture</b> creations, printing profiles, digital painting techniques.	Follonica, Italy	2013
<b>Animation &amp; Characters</b>	Andrew Gordon and Ricky Nierva	Fundamentals of design, Character design and <b>animation principles</b> .	Roma, Italy	2013

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## Interests and Hobbies

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I like superheroes stuff, time travel, sci-fi and magic and romantic comedies (k-drama are my new guilty pleasure).

I love to walk into nature with my dog – a mixed breed who resemble a little tan german shepherd -, relaxing and being immersed in peaceful landscapes; whenever I can, I like to paint in plein air (with an obsession for trees)

I like to write stories, which is why I have a vast collection of projects (finished, ongoing or shelved for the future!).

I can't resist an invite for a tea, and when it is a cream tea, well... even better. At night is all about drinks (from beer to cocktails): I adore white wine but I can't stand the red one (and I am italian... I know). Favourite cocktails: Key Lime Pie, Strawberry Caipirinha, B52 and a very classic Mojito.

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