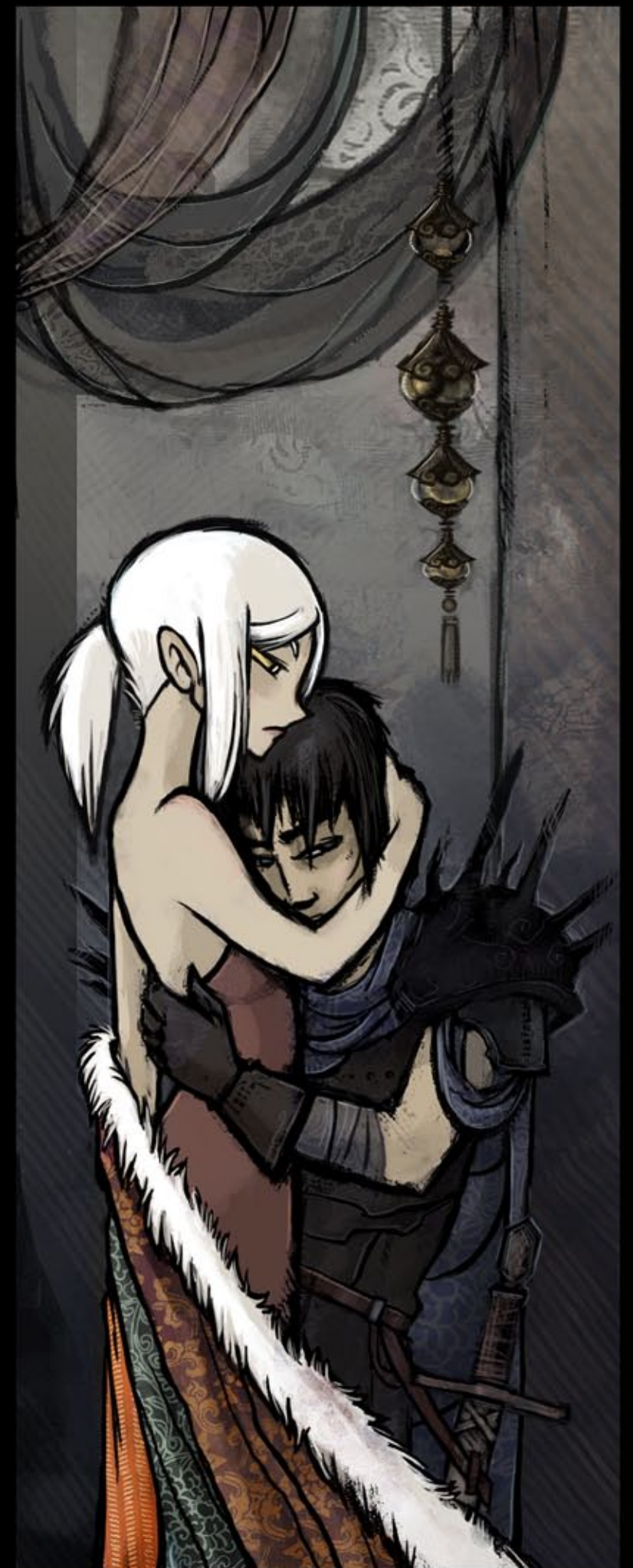




# KRISTIN RAKOCHY

Portfolio for Games and Animation

[kris@spiffy-keen.com](mailto:kris@spiffy-keen.com) [www.spiffy-keen.com](http://www.spiffy-keen.com)



# TRICK PONY

The Kelpie is a water spirit that appears in the guise of a majestic horse or pony, and can only be identified by its constantly dripping mane and tail. Travellers who attempt to tame it will find themselves trapped by its sticky, adhesive skin, and on a one-way ride to the bottom of the nearest lake or river.

MEDIUM:

Graphite, Adobe Photoshop



# THOR

Mightiest of all the Norse gods, Thor enjoys crushing giants, eating meat, and quaffing mead. Not necessarily in that order.

MEDIUM:  
Adobe Photoshop



# LOKI & ODIN

Loki is a trickster, unpredictable and mischievous. The strangest of stories will see this god at the heart of them.

Odin, the All-Father, gave one of his eyes for the Wisdom of the Ages. His two ravens, Hunin and Munin (Thought and Memory), sweep the world with their gaze, and bring knowledge of all goings-on back to Odin.

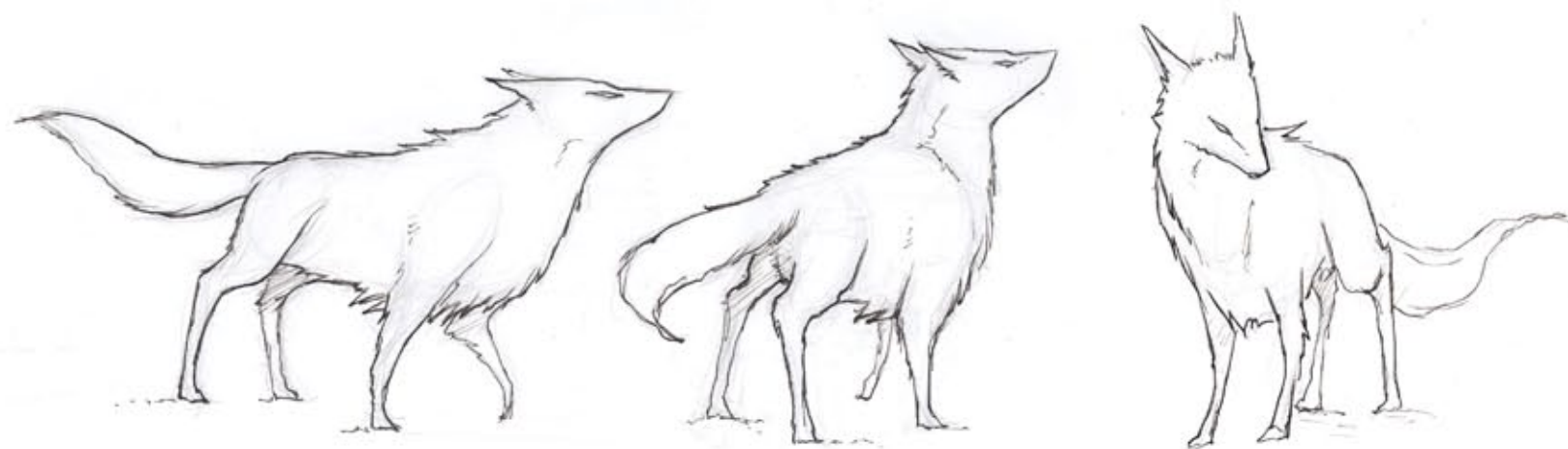
MEDIUM:  
Adobe Photoshop





# LUNALA

The wolf who is a lady.  
Character design for "The Bear King."



Background painting and stills from  
“The Bear King” student film.

MEDIUM:  
Crowquill, Adobe Photoshop, Toon-  
boom Harmony



# BUSINESS AS USUAL

I worked as a color artist on the short film "Business as Usual" for Fifteen Pound Pink Productions. I was given linework and then painted these puppets to match those done by the lead color artist.

MEDIUM:  
Corel Painter 10





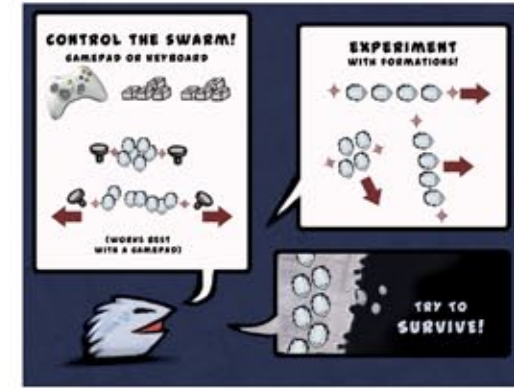
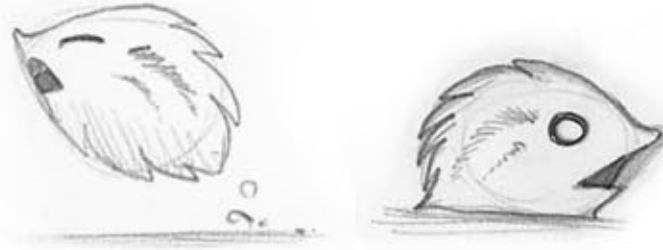
# CRITTER SWARM

Global Game Jam 2011. Make a videogame in 48 hours.  
The player must guide the critters as a group to the end of the maze, losing as few critters as possible.

I was responsible for creating all art assets for the game.  
These included animated characters, tile sets for the background, plant overlays, and various still screens.

## MEDIUM:

Adobe Photoshop, Adobe Flash





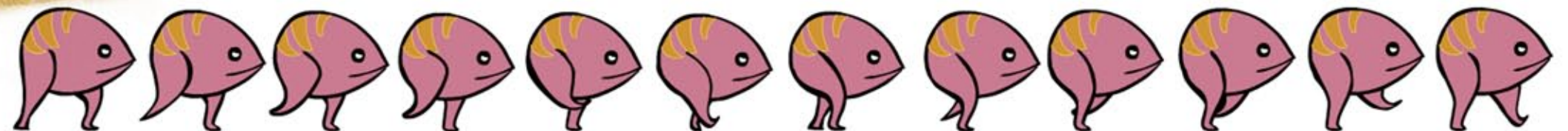
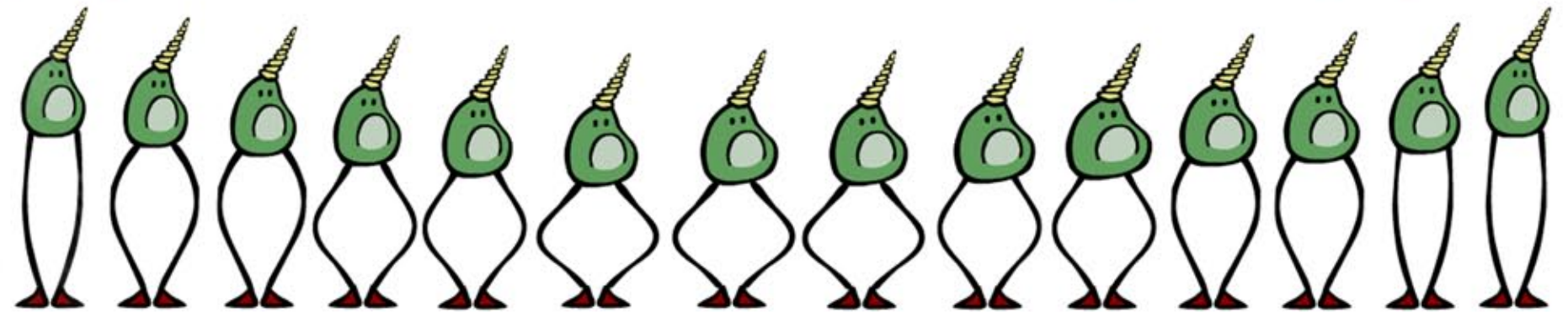
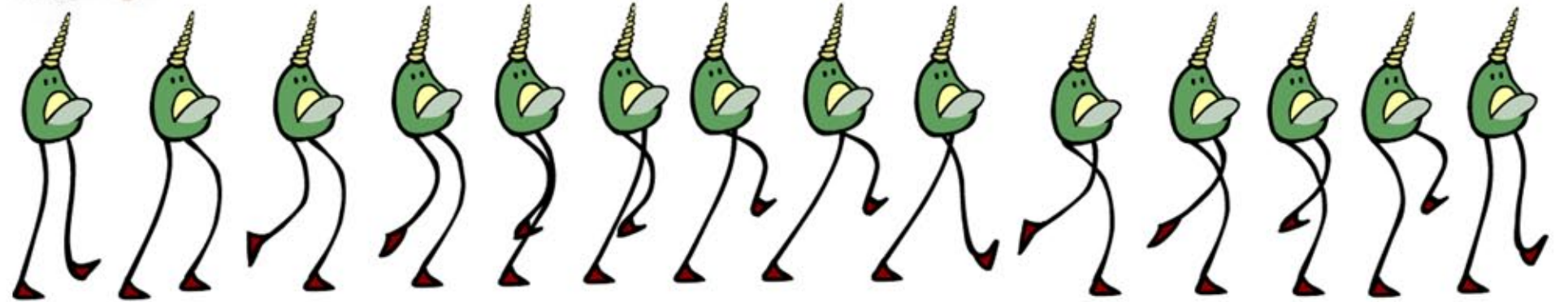
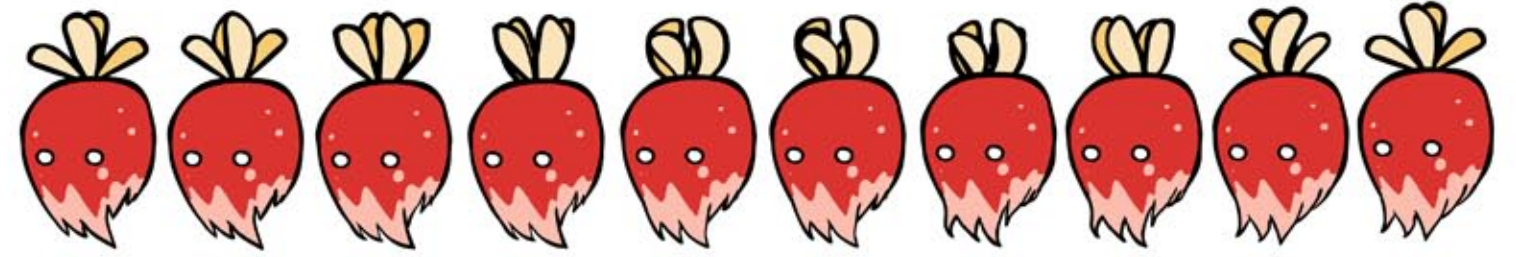
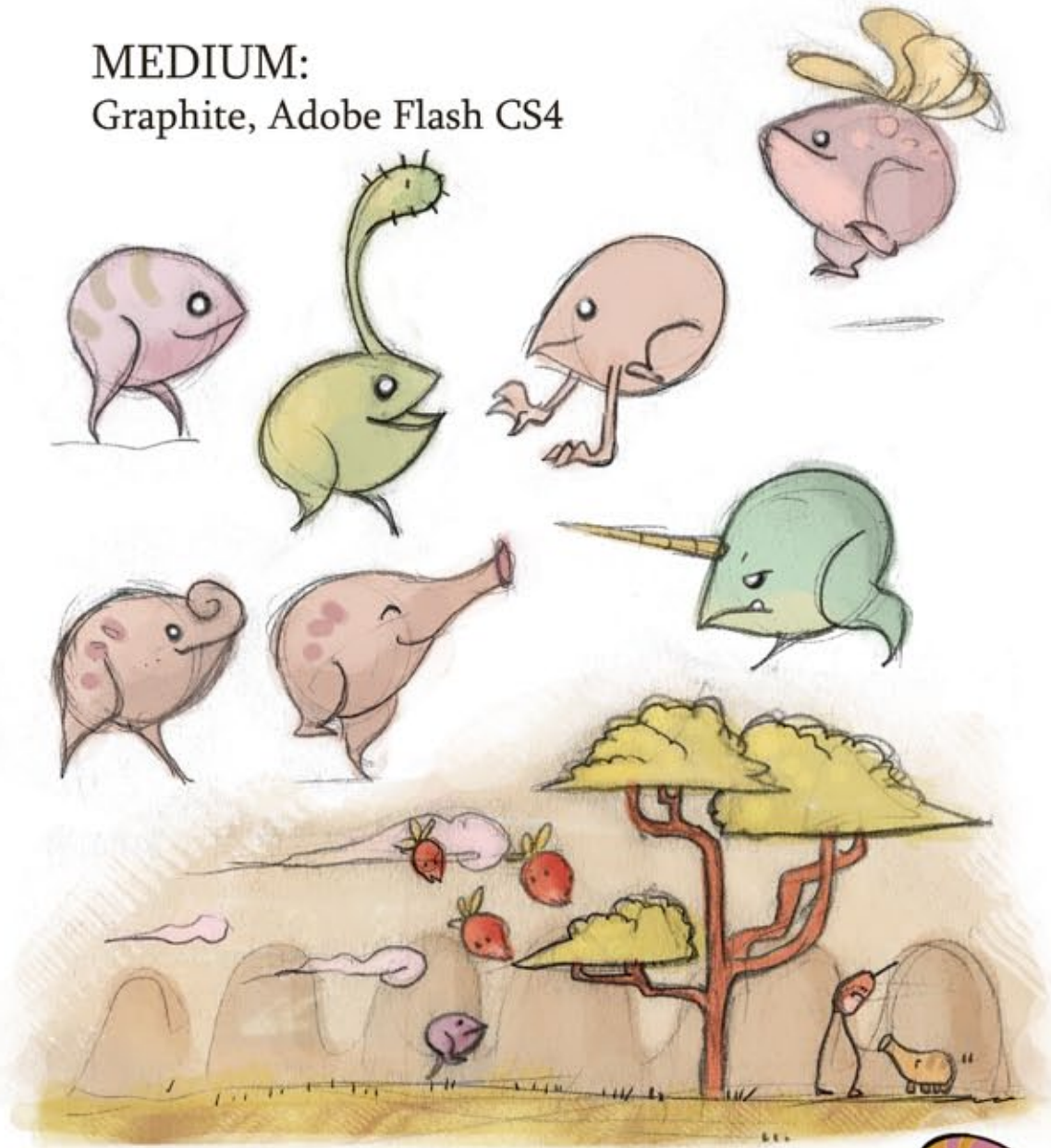


# LEGEND OF MORPH

Characters designed, built, and animated during Global Game Jam 2010, an event where participants have 48 hours to create a game from scratch. I created cycle and transitional animations for various creatures and objects.

MEDIUM:

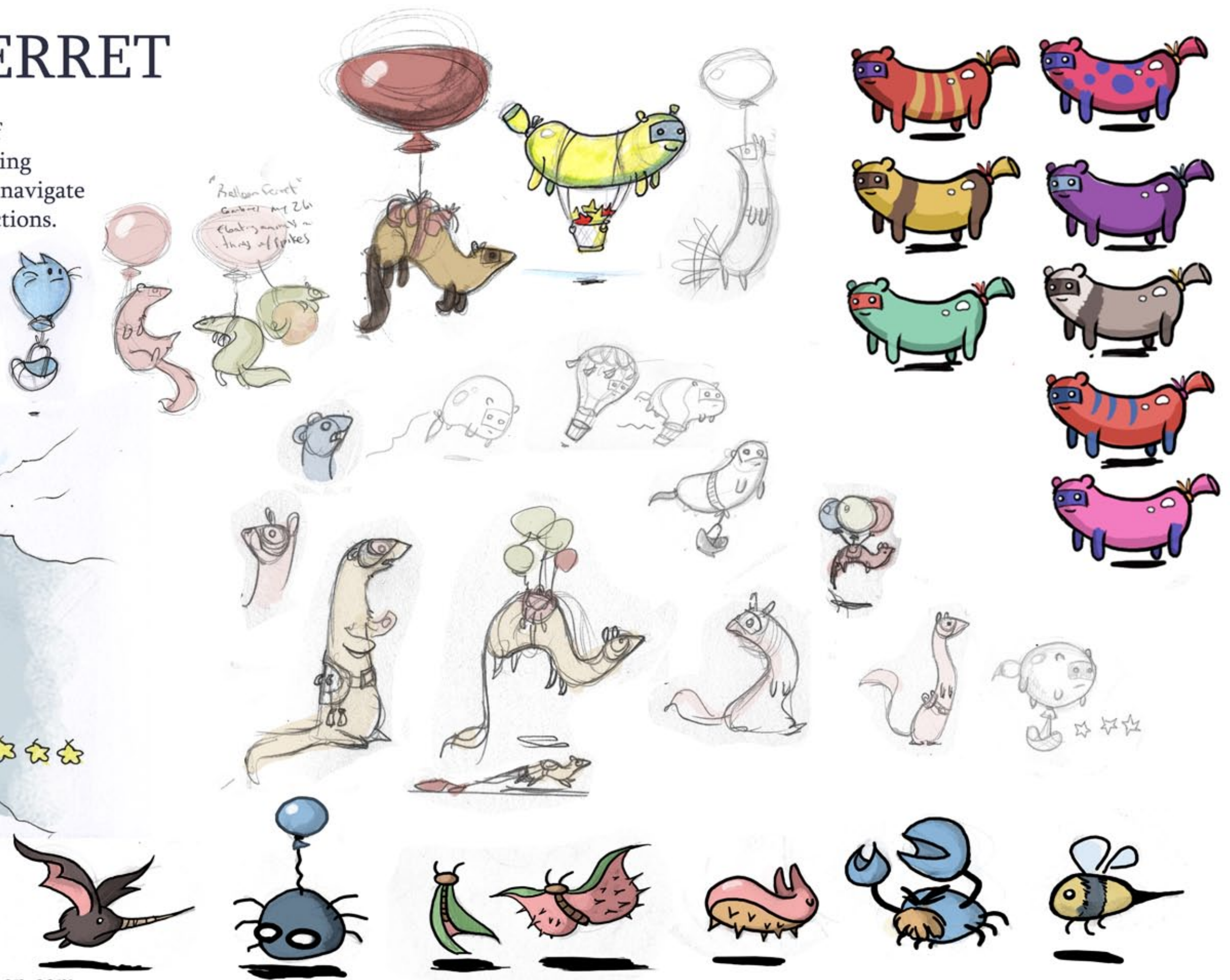
Graphite, Adobe Flash CS4

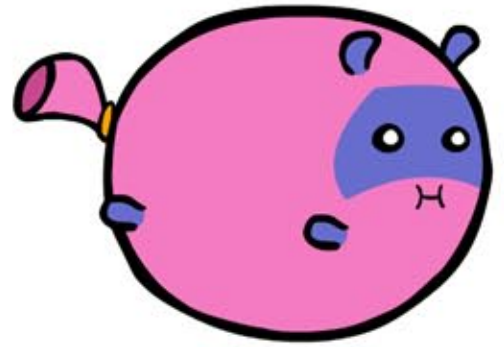
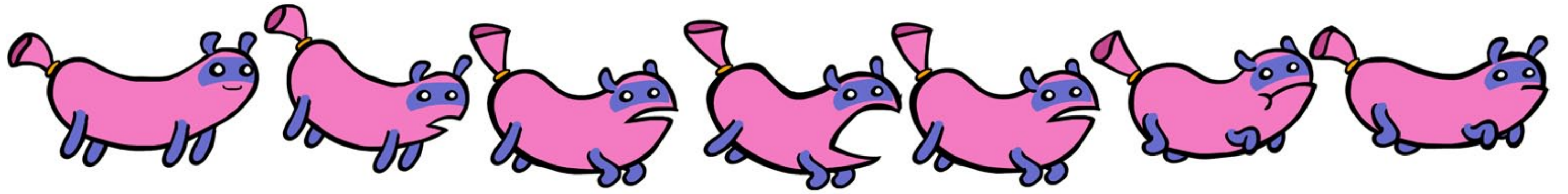


# BALLOON FERRET

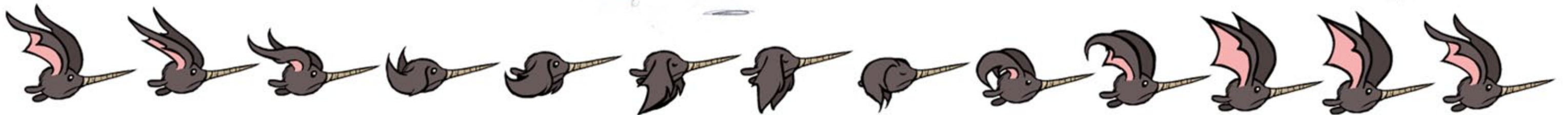
Our intrepid hero is on a journey of discovery, deep underground. Seeking treasure and shiny objects, he must navigate past spiked fiends and sharp obstructions. Concept sketches.

MEDIUM:  
Graphite, Adobe Photoshop





Selected frames of animation and concept sketches  
MEDIUM:  
Graphite, Adobe Photoshop, Adobe Flash



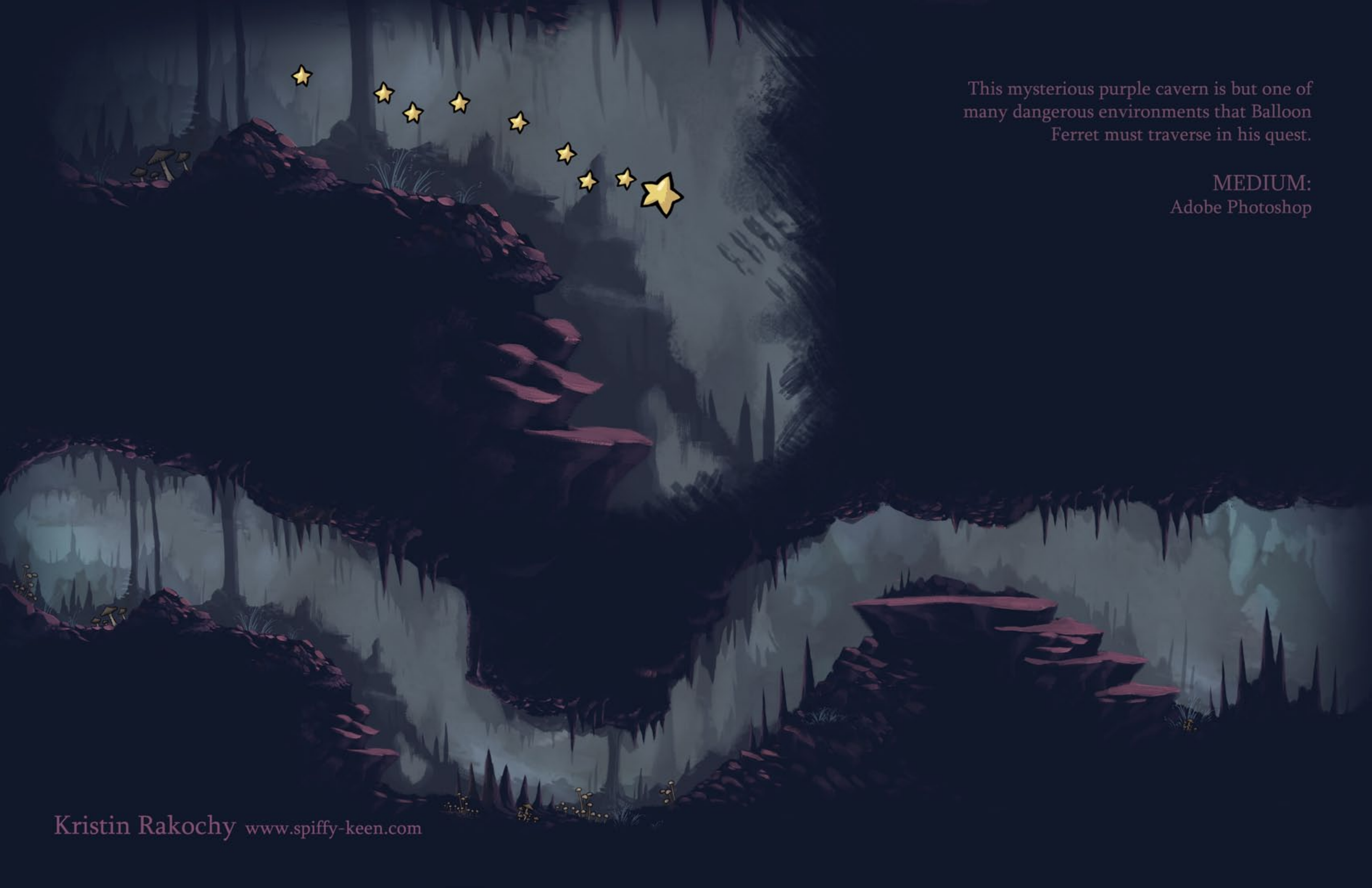
# ENVIRONMENT TEMPLATES

Various level palettes for Balloon Ferret.

MEDIUM:

Graphite, Adobe Photoshop





This mysterious purple cavern is but one of many dangerous environments that Balloon Ferret must traverse in his quest.

MEDIUM:  
Adobe Photoshop

# ANCIENT SEASIDE TEMPLE

Environment design.

MEDIUM:

Graphite, Adobe Photoshop





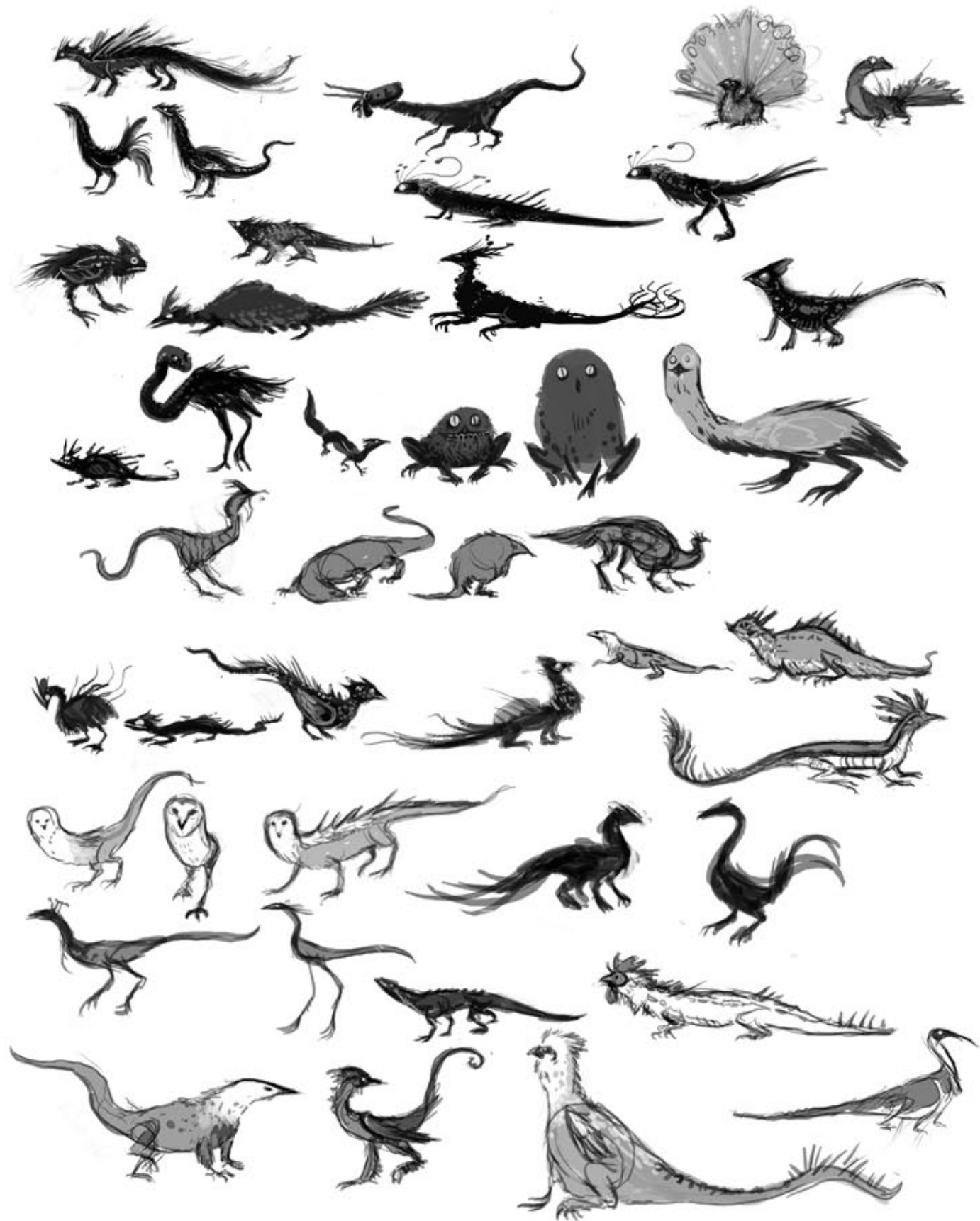
# LORDS OF DESTINY

Weapon designs, character sketches for a D&D campaign.

MEDIUM:

Adobe Photoshop, Graphite





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# COCKATRICE

Monster concept sketches.

MEDIUM:

Adobe Photoshop



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# EMPEROR COCKATRICE

Final monster design & turn around.

MEDIUM:

Adobe Photoshop







# SKETCHBOOK



There's only one thing capable of faster than light travel..... a unicorn.





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