

Kirilenko Alina

Ynlaid

2D Artist

Portfolio:

www.artstation.com/ynlaid

[Google.Drive](#)

Contact:

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Discord: ynlaid



Skills

Academic drawing and painting, visual composition, color and light theory, matte painting, photobash, human and animal anatomy, concept art, 3D for 2D

Software

Adobe Photoshop, Blender

Style

Realism, Semi-realism, Stylisation, Grounded realism, Hyperrealism

Key Experience

- Location development from scratch: key features of the environment, atmosphere, unique flora, and culture;
- Concepts of characters, weapons, props, creatures, environments and buildings for further 3D work;
- Drawing modular elements and schematics;
- Creating responsive art for the website and social media;
- Promo art;
- Painting 2D renders of locations for visual novels;
- Integrating characters into existing environments;
- Visual overhaul for an existing game;
- Mattepainting, photobash, line art, sketching.

Education

Shape And Line / Creature Design

Shape And Line / Dynamic portrait

Shape And Line / Sketching and stylisation of human portrait

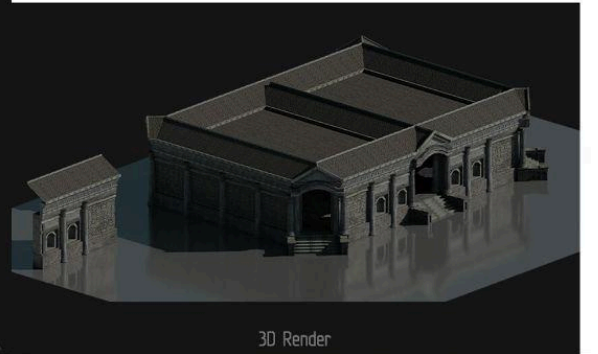
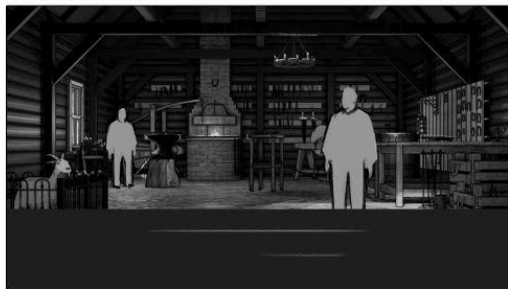
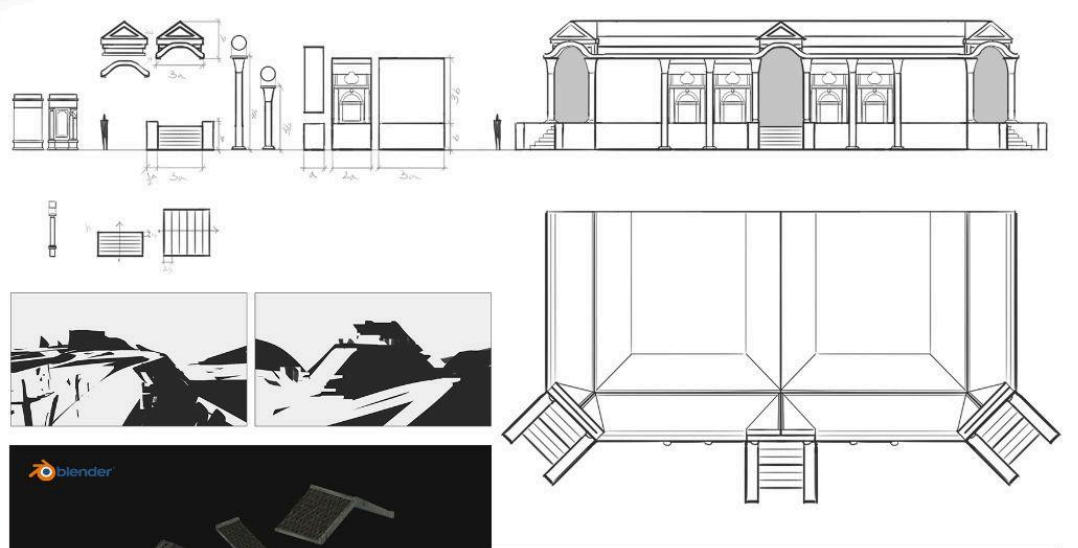
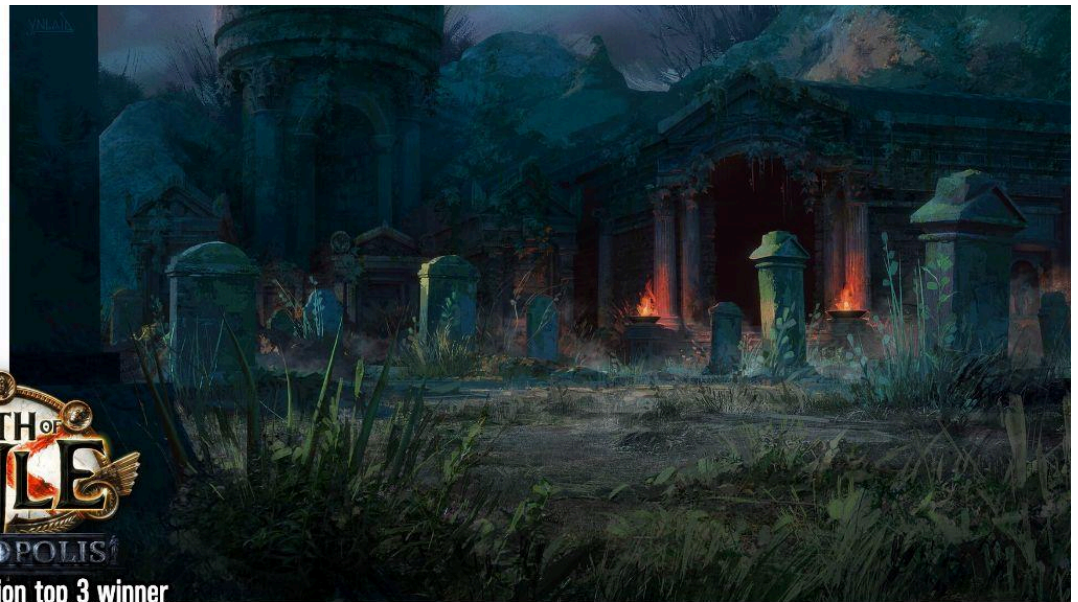
Smirnov School / Anatomy for Concept Artists

NSUADA / Architectural composition

NSUADA / Academic drawing

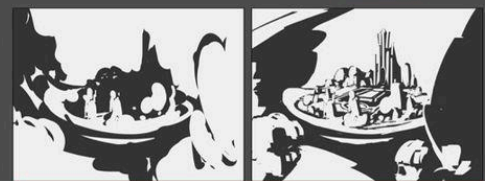
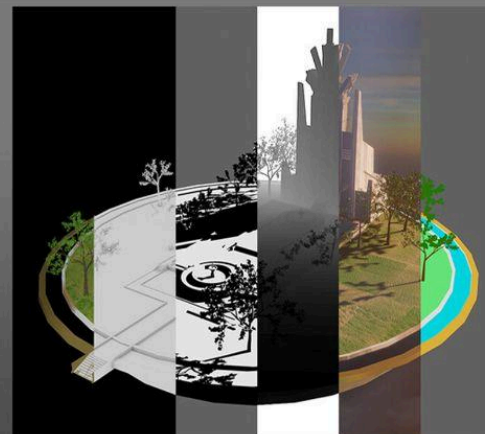


Talent Competition top 3 winner





The floating Citadel



inspirations :



Cities and towns of Andalucia



Sanctuary of Our Lady of Good Remedy



Alcazar of the Christian Monarchs



