



DAHNNNA

PORTFOLIO

Dánae Alba González
Game Artist / Animator / Graphic Designer
dahnnna.graphic@gmail.com

What you'll find

Video Games
Graphic Design
Illustration
Contact

VIDEO GAMES

Projects I've had the pleasure to participate, either for freelance or working with a studio.

Some projects might be missing due to confidentiality contracts





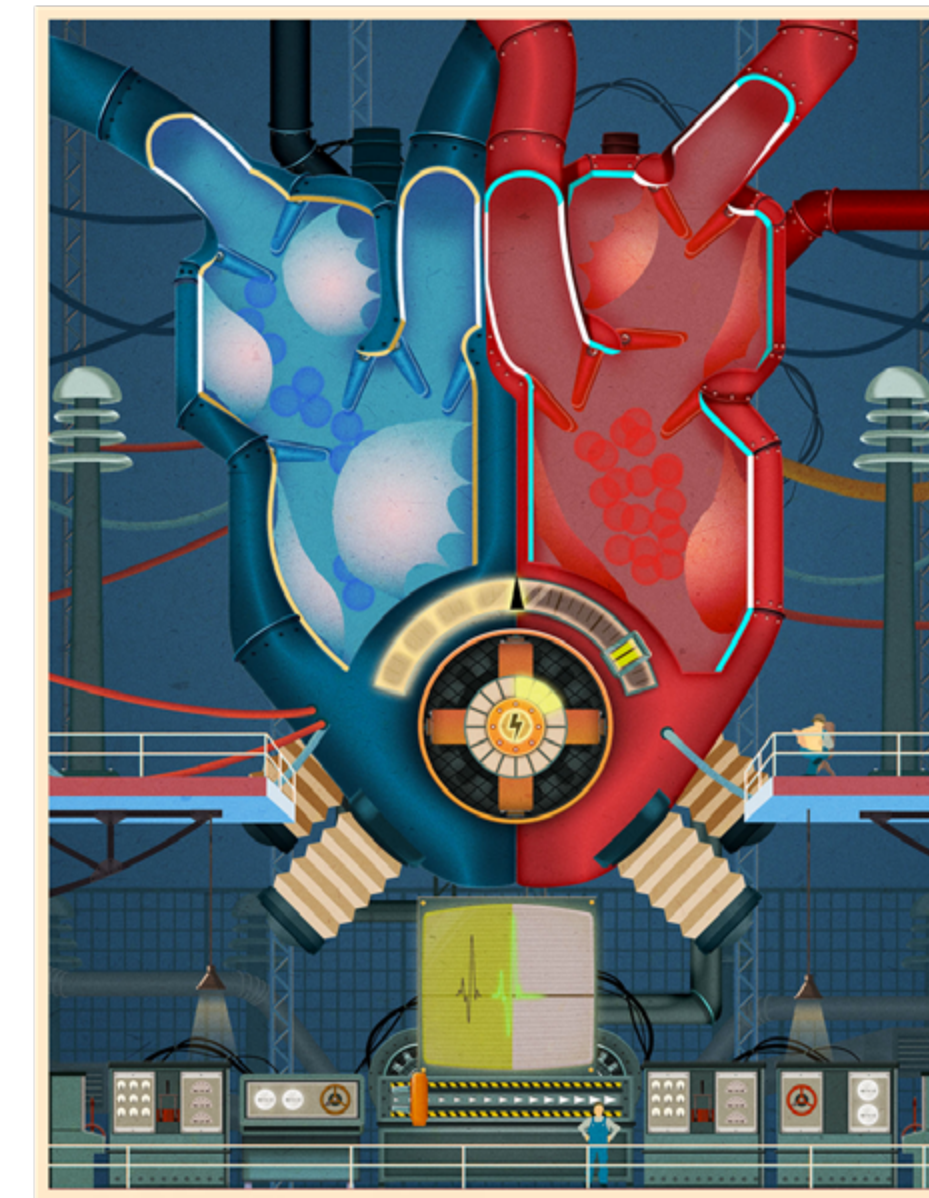
Homo Machina is a puzzle game inspired by the work of avant-garde scientist Fritz Kahn. Set off on a crazy journey to solve the surreal puzzles of Homo Machina and learn about the internal working of the human body, represented as a gigantic 1920s factory.

In this narrative puzzle, players are plunged into an ingenious system of nerves, vessels and valves. The aim is to help the body function correctly in about thirty steps or so throughout the entire day.

Each scene breaks down daily acts, such as opening your eyes, chewing a toast or listening to music, through seamless navigation and intuitive gameplay.

My contribution to this project : 2D animation

Used softwares :



Ingame scenes and some props



EGX 2018
LONDON

GAME CONNECTION 2018
SAN FRANCISCO
WINNER
BEST MOBILE/TABLETS

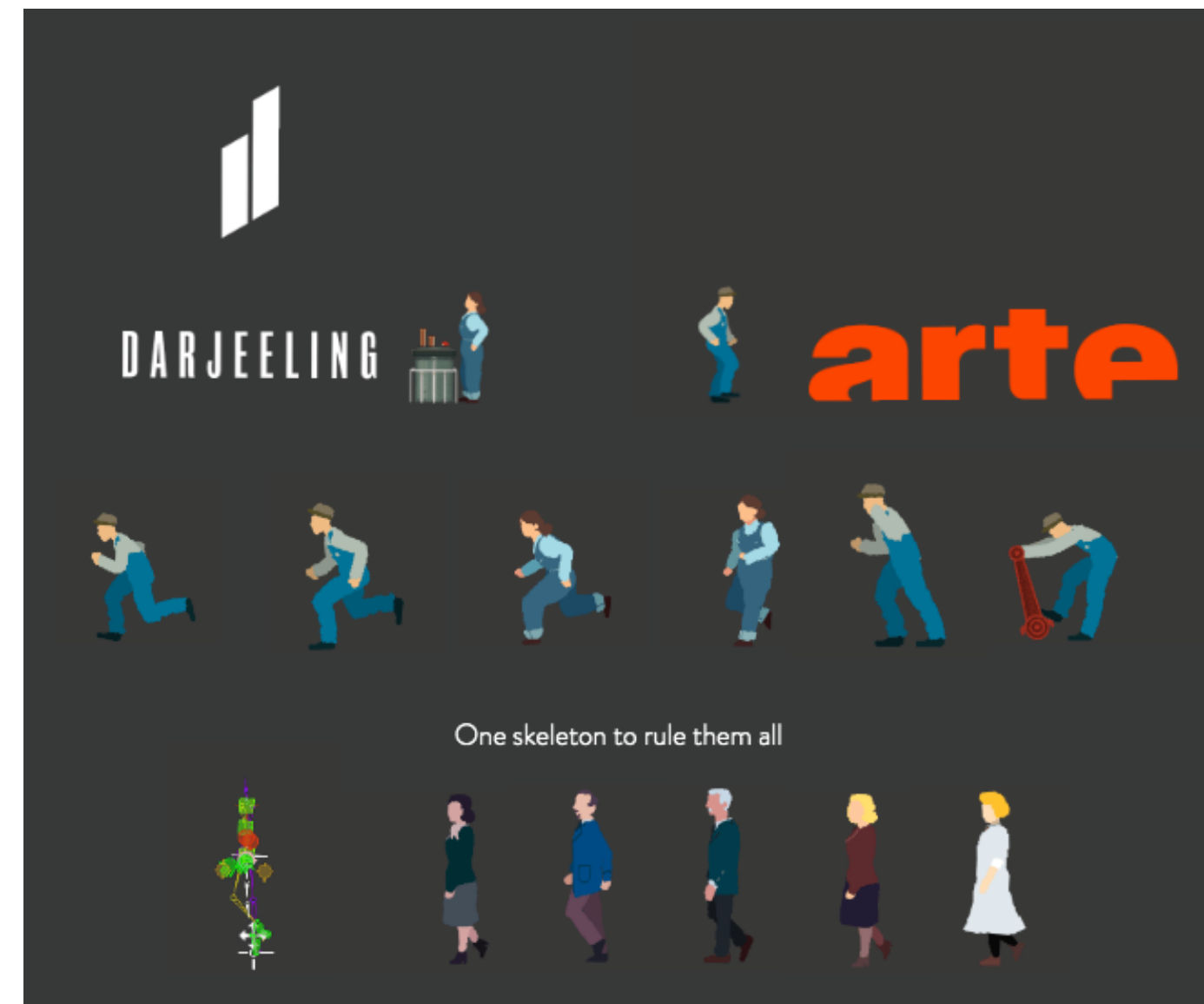
A-MAZE 2018
BERLIN
OFFICIAL NOMINEE

SHEFFIELD DOC FEST 2018
SHEFFIELD
ALTERNATE REALITIES NOMINEE

SXSW 2018
AUSTIN
OFFICIAL NOMINEE GAMER'S
VOICE AWARD

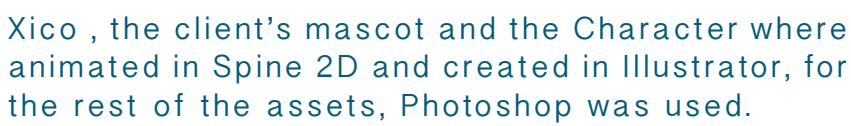
NEW IMAGES 2018
PARIS

Turn around and examples of poses with Spine



One skeleton to rule them all

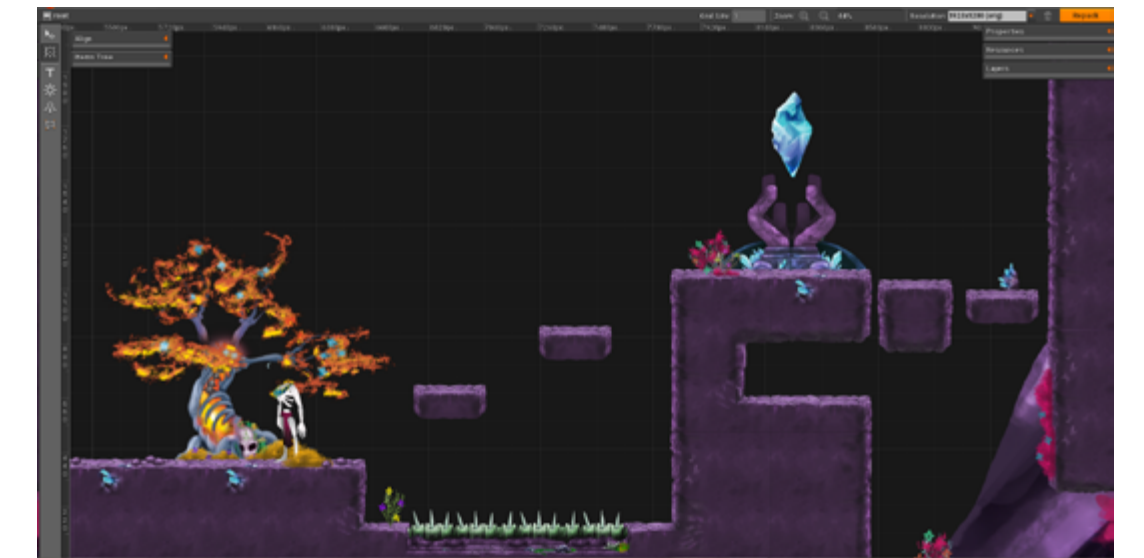




This project was a commission from the famous mexican designer Cristina Pineda for her mascot "Xico".

My contribution to this project :
Character design, UI , environment design, VFX , animation, financial and legal management between the team and the client.

Ai Ps spine 





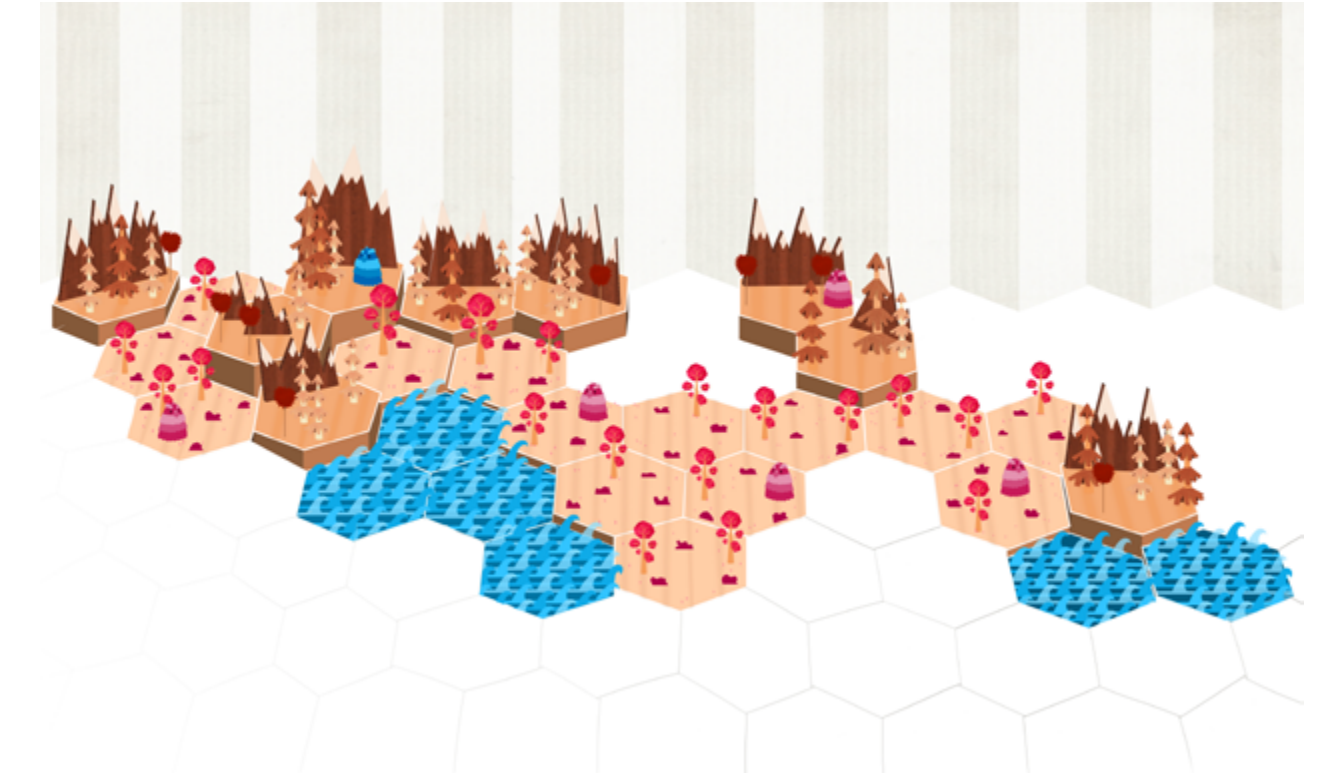
An asymmetric god like game where one faction plays the Nature, which handles the resources and shielding and the other one plays the Civils, which manage the construction of an Ark with the resources. This project was the final exam of my Master's Degree at the ENJMIN in France

My contribution to this project :
Character design, UI, environment design, 2D and 3D animation.

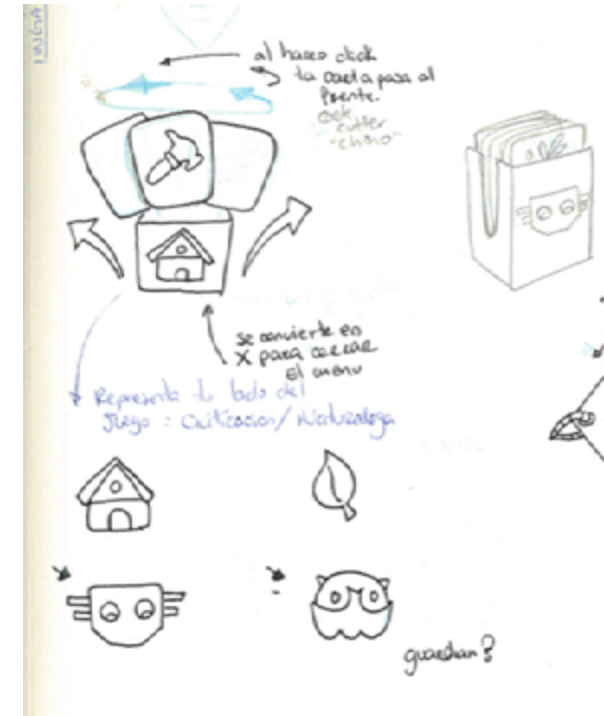
Used softwares :     



Mockup, Ingame and 3D models of Nature, Civils and buildings.



UI elements



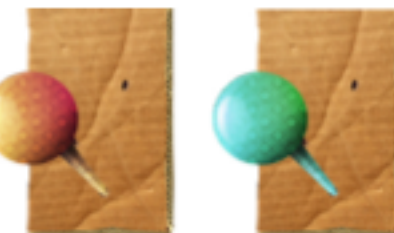
Radial menu for Civilization



Skill Tree for Civilization



Tiles H.U.D. for Civilization



Beacons for both factions

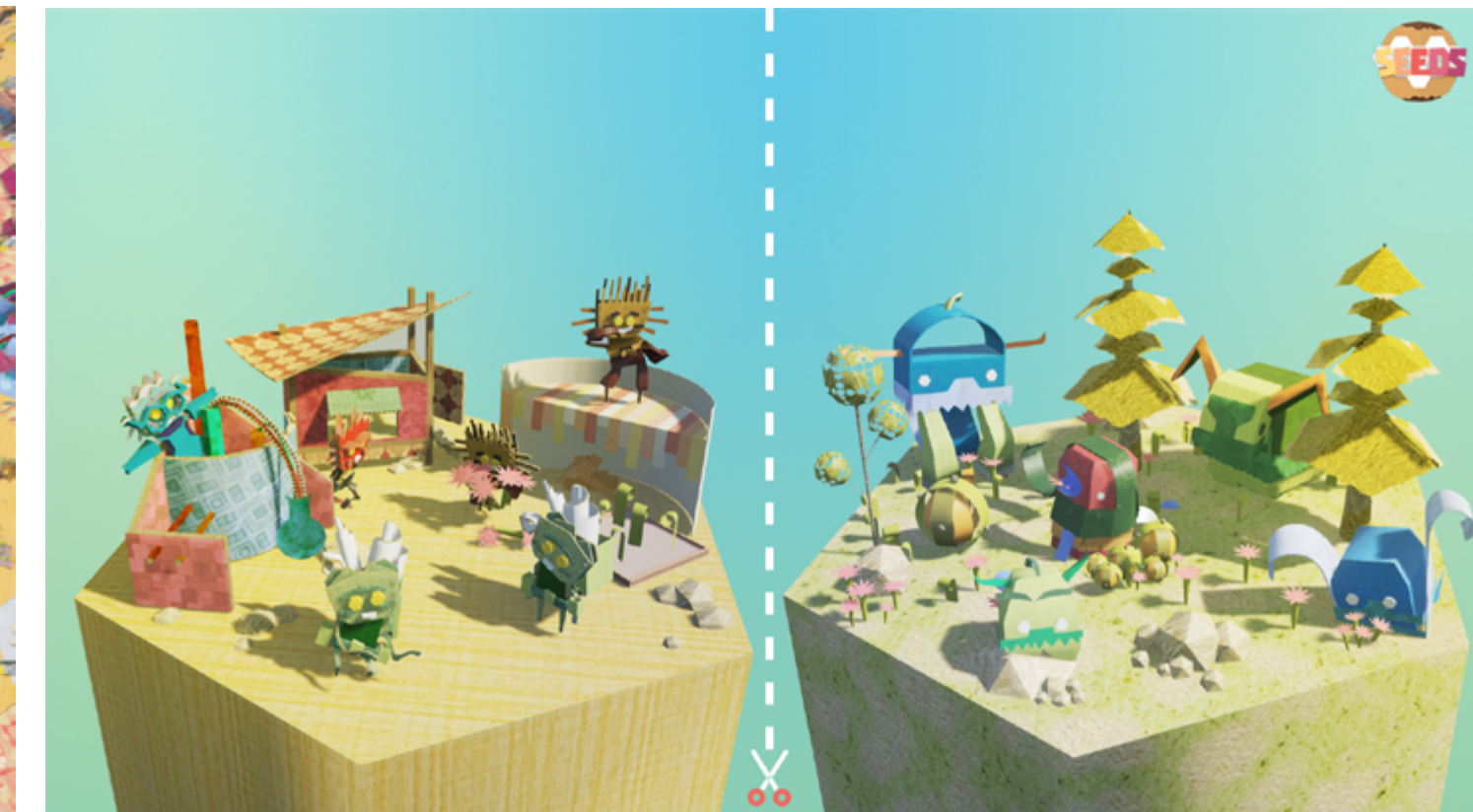
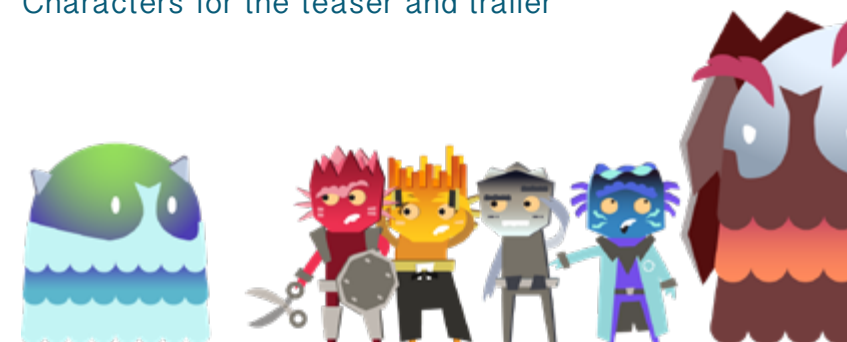


Terraforming mode



Resources menu for Nature

Characters for the teaser and trailer






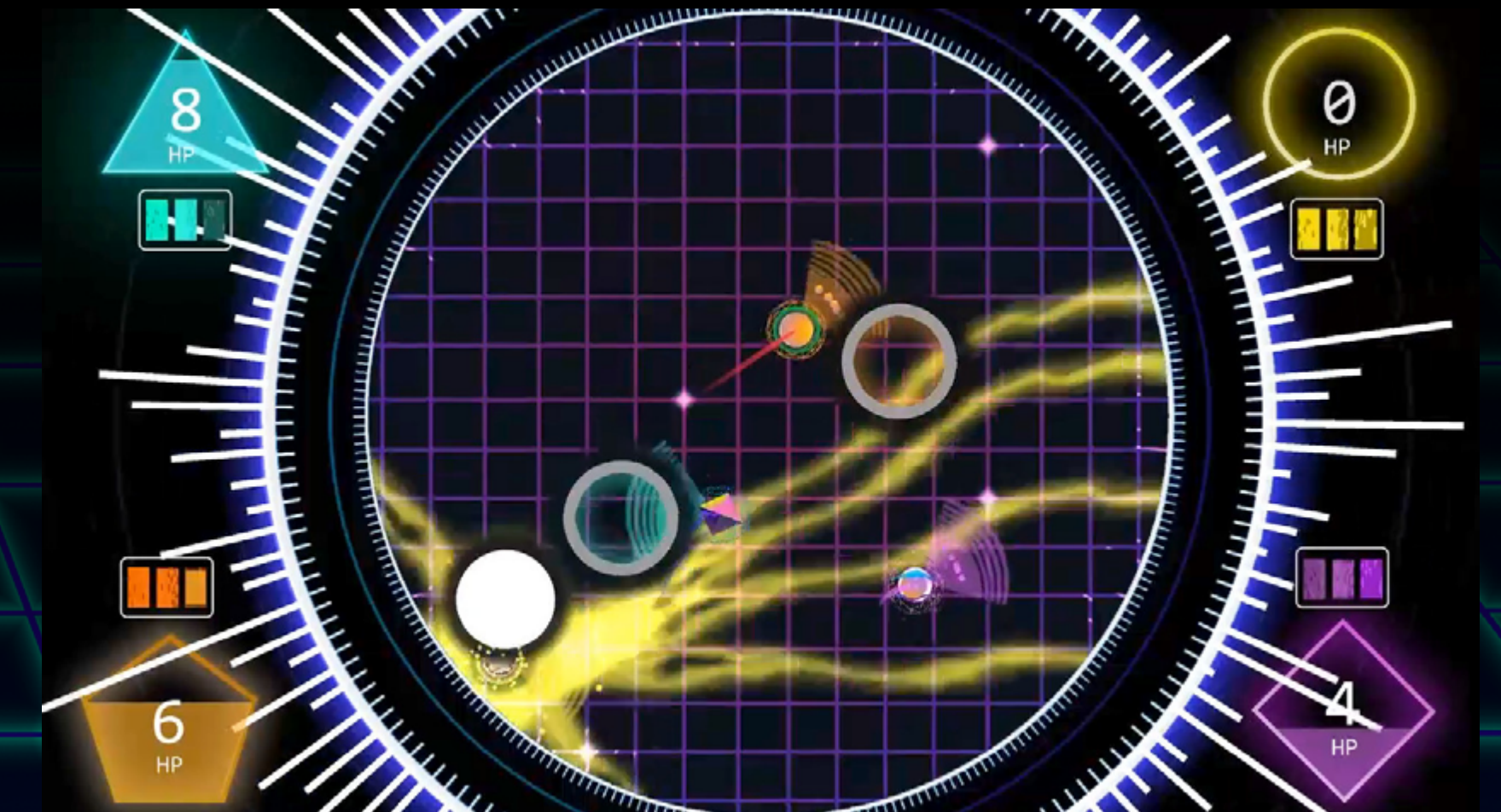
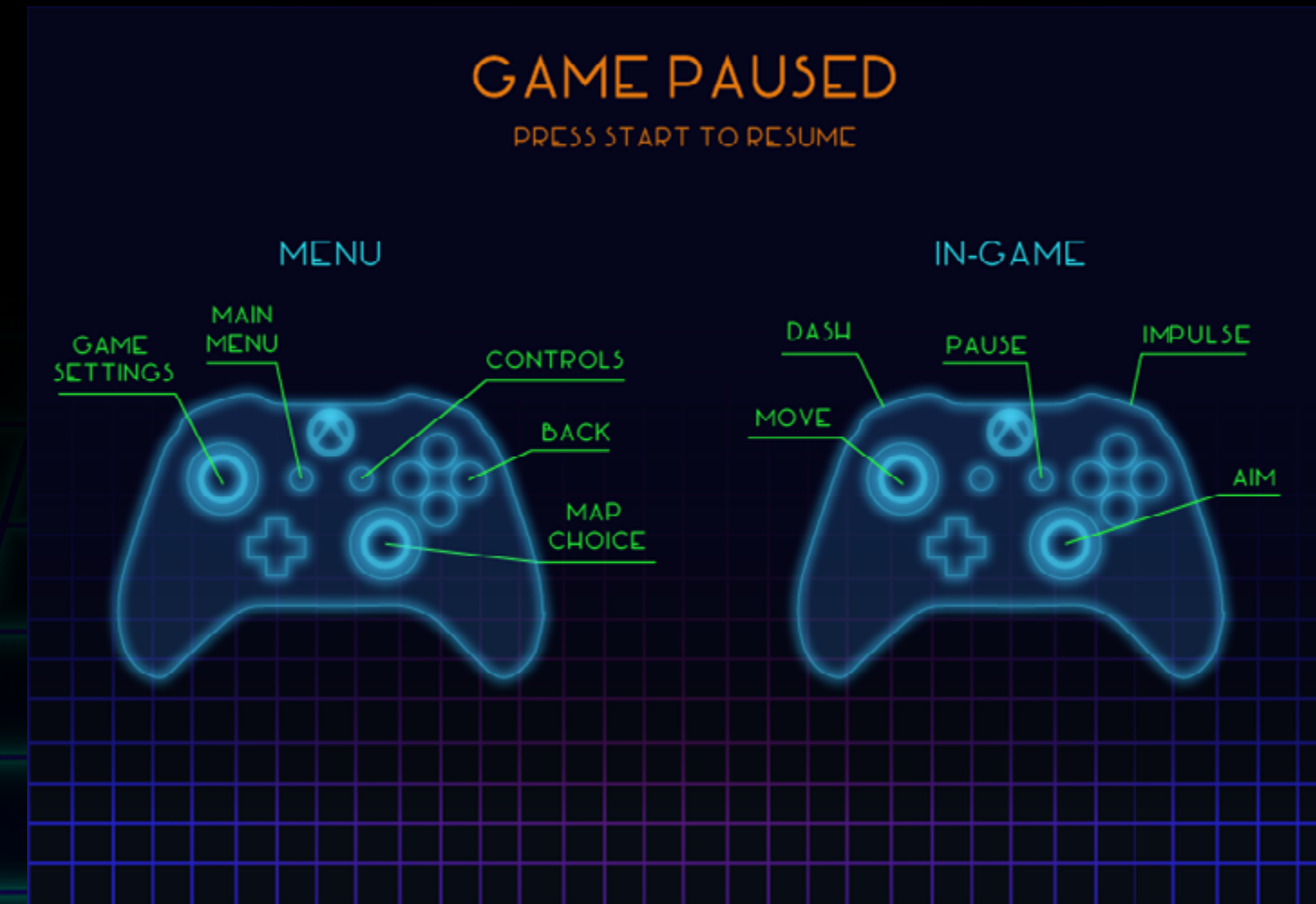
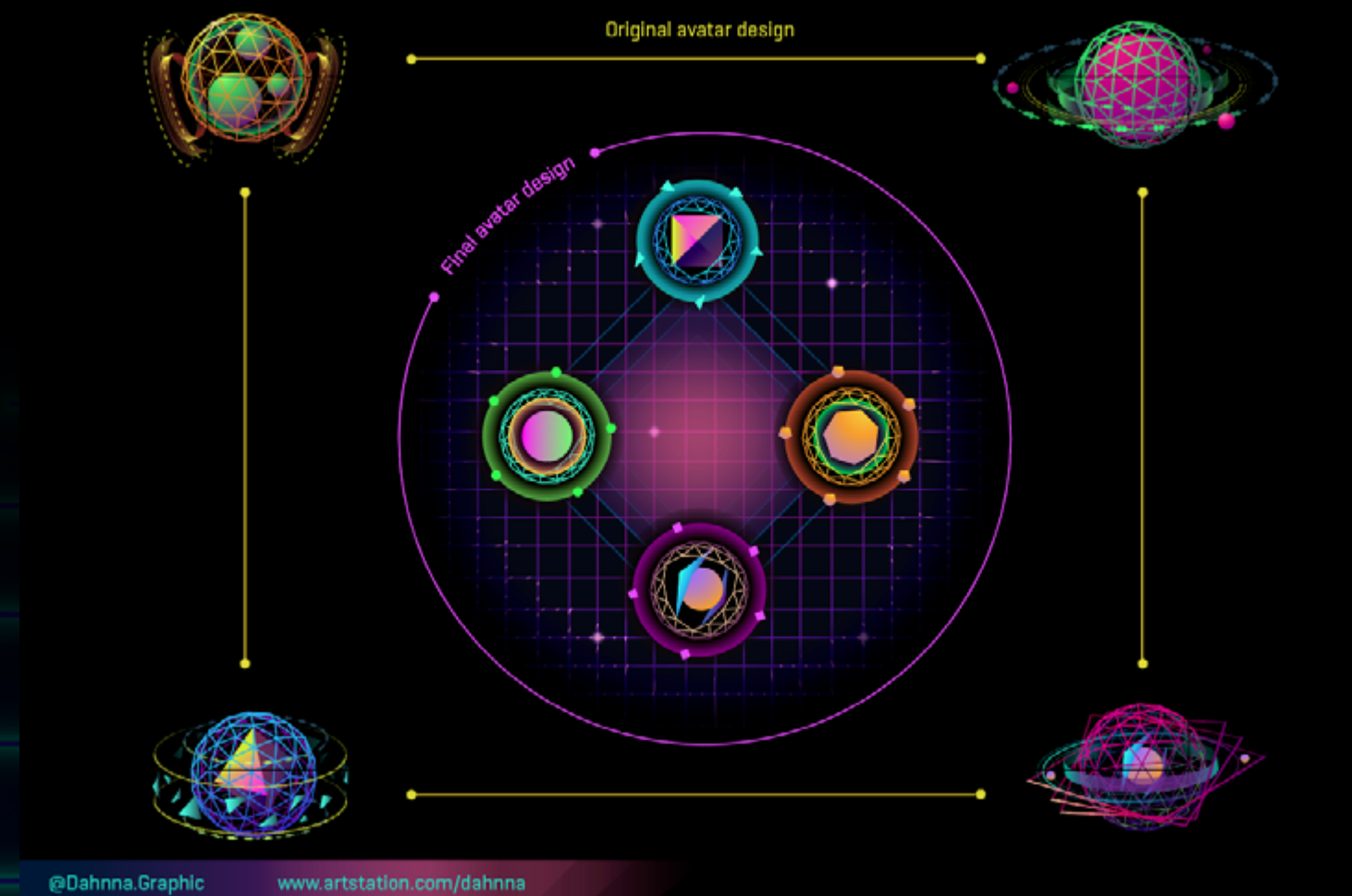
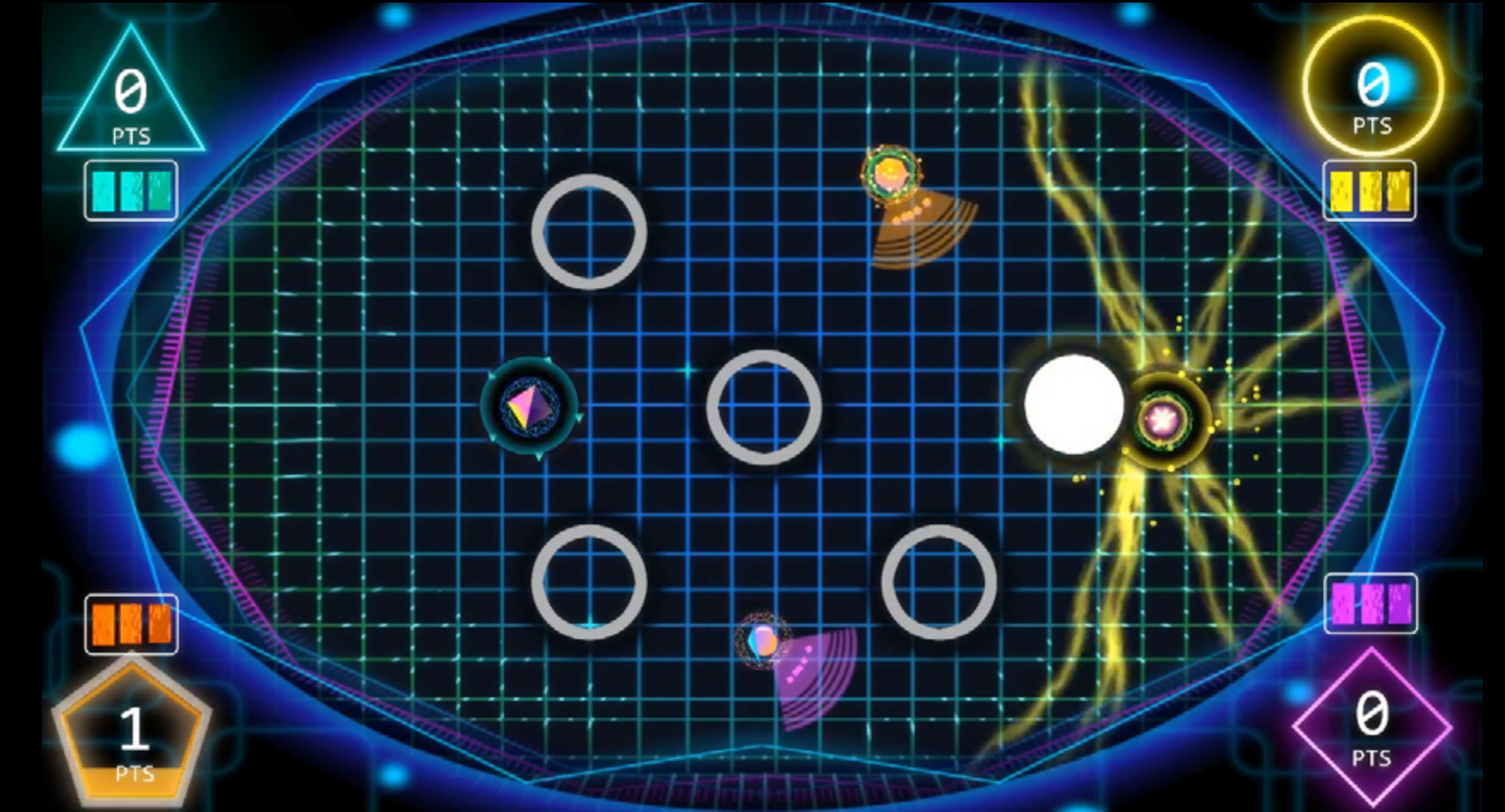
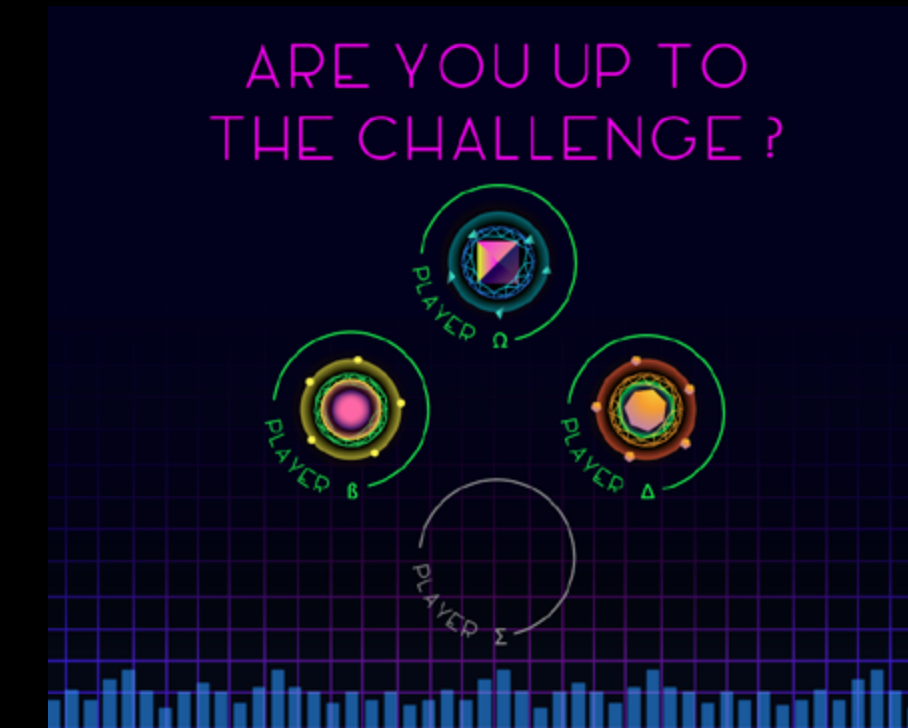
::Callback is inspired on the tables of Air-Hockey (a classic game in the arcade rooms where you need to send disks to the opponent goal), where the objective is to crush your opponents' avatar! You move around and use your boosts to reach or avoid the projectiles, mastering the art of rebounds and trajectory for reaching your target, so basically the more you hit the others, the more chances you have to win ;)

Created by Water Temple Studio, this game has been an entire journey, it took a special place in my heart and I'm happy I was able to build an artistic direction that was appealing for the team plus lots of colorful assets. Sweat, tears and smiles were invested here but especially our heart.

My contribution to this project :
Character design, UI, environment design.

Used softwares : 

Screens : Select your character, map selection and
ingame screenshots



Screens : pause and characters evolution



Dánae Alba González
Game Artist / Animator / Graphic Designer
dahnna.graphic@gmail.com



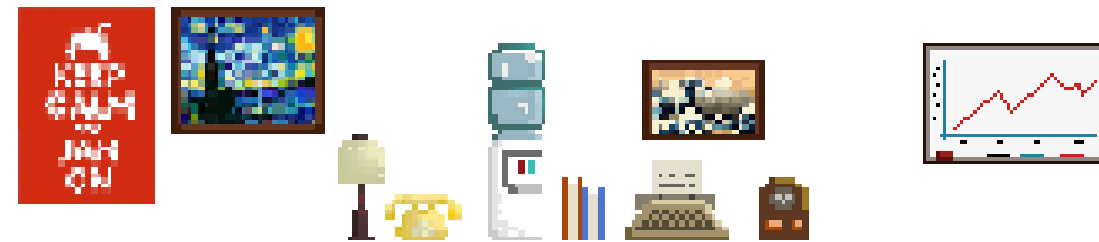
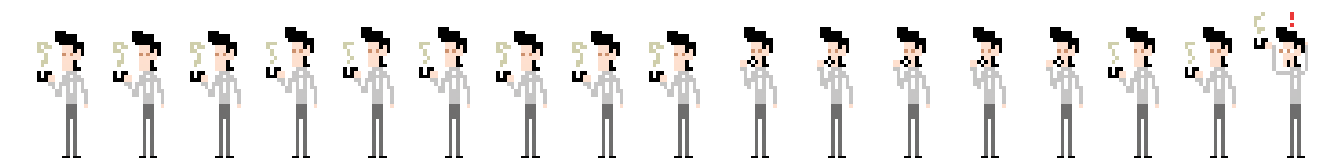
Dánae Alba González
Game Artist / Animator / Graphic Designer
dahnna.graphic@gmail.com



PC game with 2-player Asymetric Gameplay Corpse Exfiltration Simulator! Where you need to drag your boss's body out of the building, hide the evidence, use your environment and get out of there, fast. This was made during the GGJ of 2015

My contribution to this project :
Character design, UI, environment design, 2D animation.

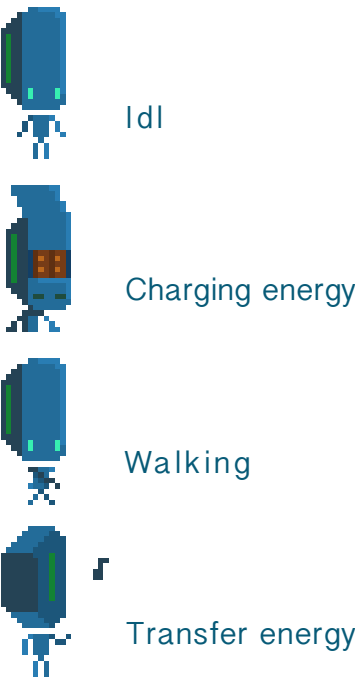
Used softwares :  



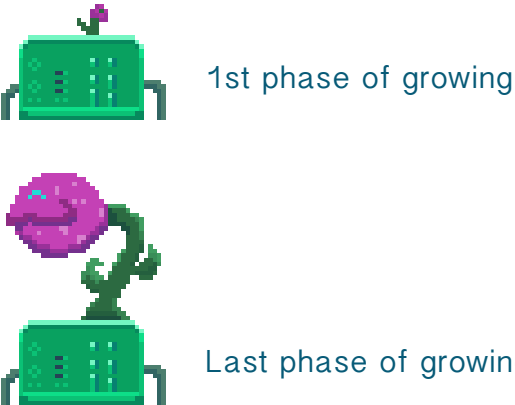
Wonderful Game Jam, the Ludum Dare 44 theme was “Your life is currency” and ours was a tiny robot called King that had to give life to some energy generators in a lab with his own battery, the only way to recharge himself was to go outside and charge his solar pannels. We were a team of 3, a programmer and 2 graphs, everyone helping build the game design of the game.

Certainly a project i'm looking forward to finish ! Pixel art is just something I love.

Used softwares :  



Idle
Charging energy
Walking
Transfer energy



1st phase of growing
Last phase of growing



Dánae Alba González
Game Artist / Animator / Graphic Designer
dahnaa.graphic@gmail.com



Dánae Alba González
Game Artist / Animator / Graphic Designer
dahnaa.graphic@gmail.com



Elfenhiem is a 3D fantasy themed, multiplayer, survival game with a focus on exploration, hunting and upgrading tech. Set in a thriving world where nature reigns supreme and the secrets of magic are waiting to be unlocked once again.

Unfortunately, the Kickstarter didn't work as well as the team expected and even though I entered to this project at the end it was very fun to work with them and help Three Tails Studio to complete the concept art around their universe.

I helped the team with 2D Art, UI/UX , the logo of the game and Concept Art of clothing, armours , shields and more.

Used softwares :    

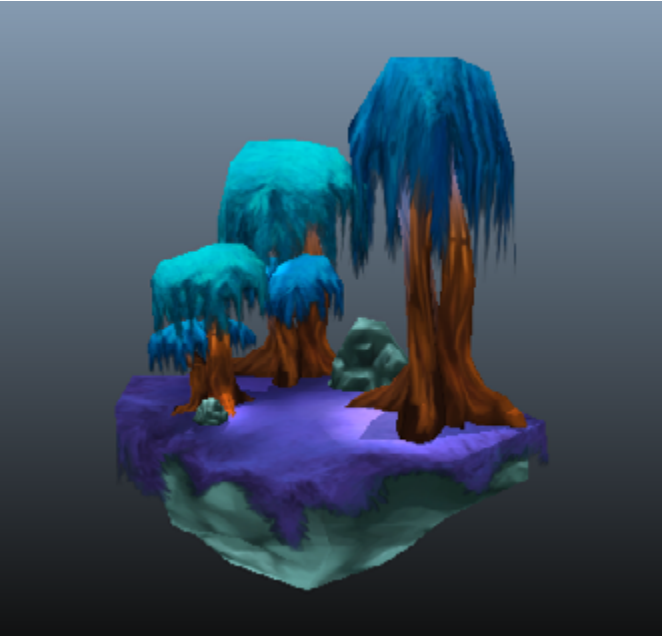
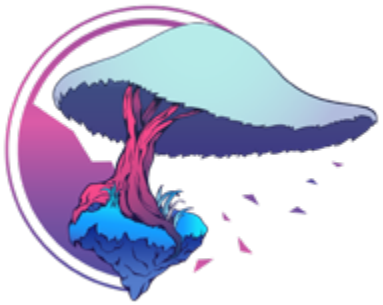
Environment concept props



UI elements



Logo for the game



Concept for clothing and armour, both male and female





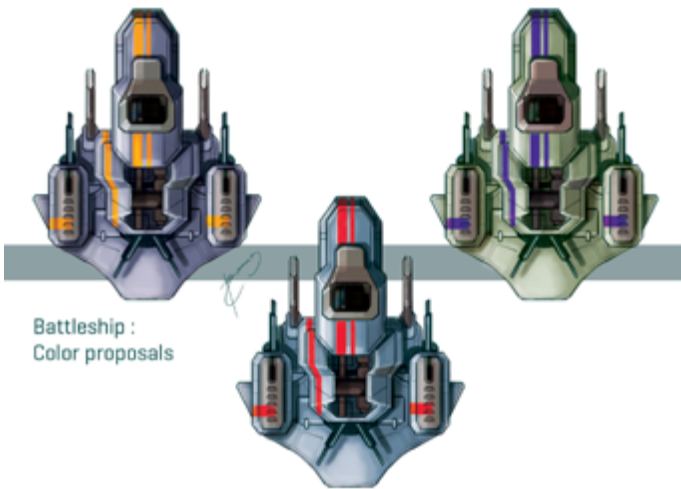
Working with LEAP Game Studios allowed me to participate in several projects for their clients as a graphist, UI Designer, animator, and VFX designer for smatwatch apps and websites online games.

Used softwares :

World Invasion , a shooter game for smartwatch.



Ingame preview



Battleship :
Color proposals



Props, mockups and final designs for the game



Final Battleship

Battle ship fixed design

Enemy battleships

Star Fighter, another app for smartwatch



The magic cirle, a website game animated in Spine.



HUD elements and charactes



Used softwares :    



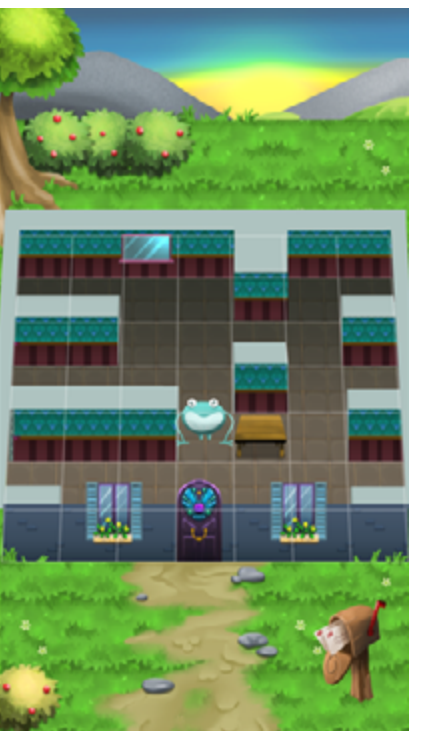
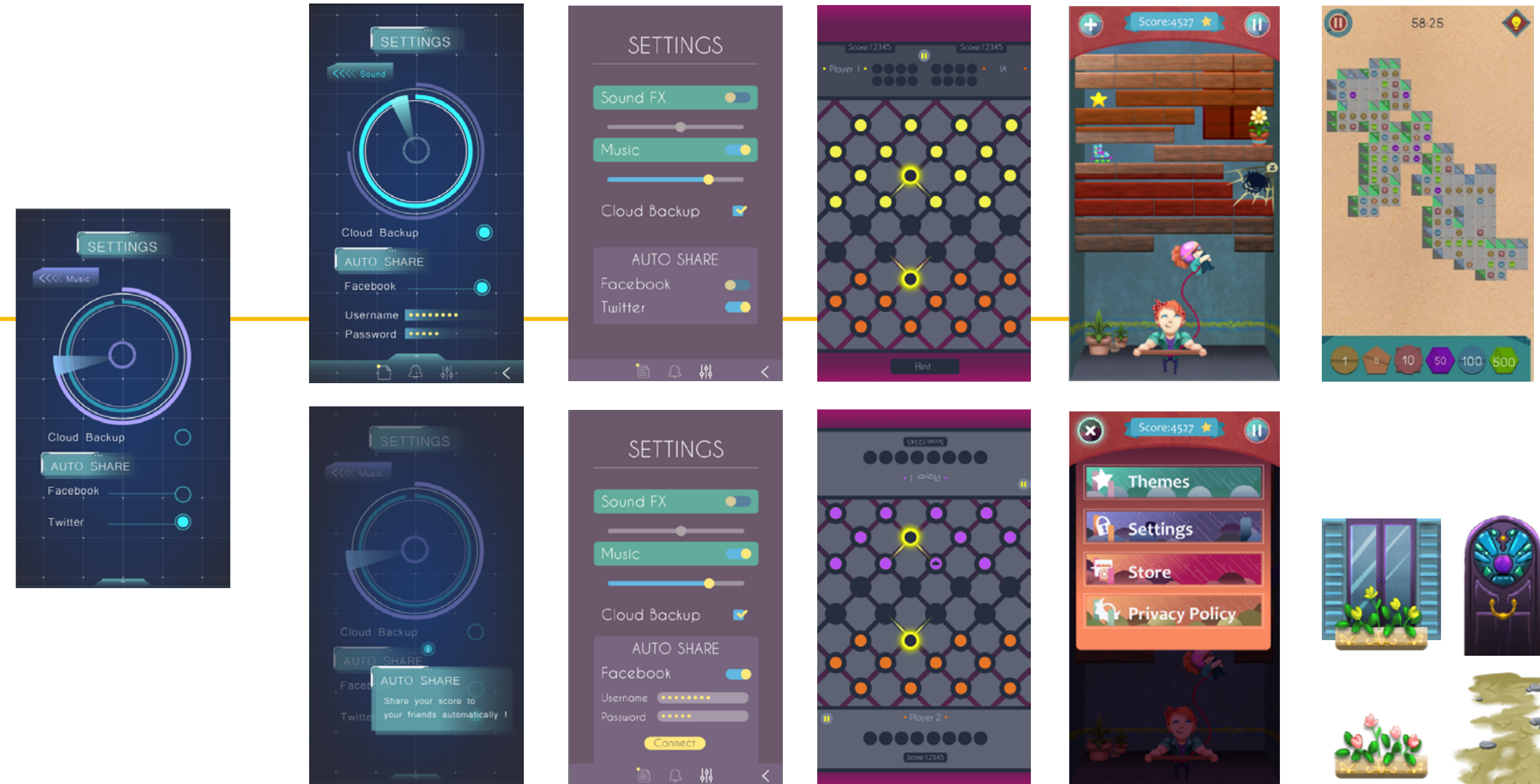
Magma Mobile

Your Joyful Escape

The image displays a logo design for 'MAGMA MOBILE' with the tagline 'YOUR JOYFUL ESCAPE'. The primary logo features a stylized mountain range with a white peak and a blue base, set against a large orange and red semi-circle representing a rising or setting sun. The text 'MAGMA MOBILE' is in a bold, sans-serif font, with the 'O' in 'MOBILE' replaced by a green circle with two white dots, resembling a mole. Below the main text is the tagline 'YOUR JOYFUL ESCAPE' in a smaller, all-caps font.

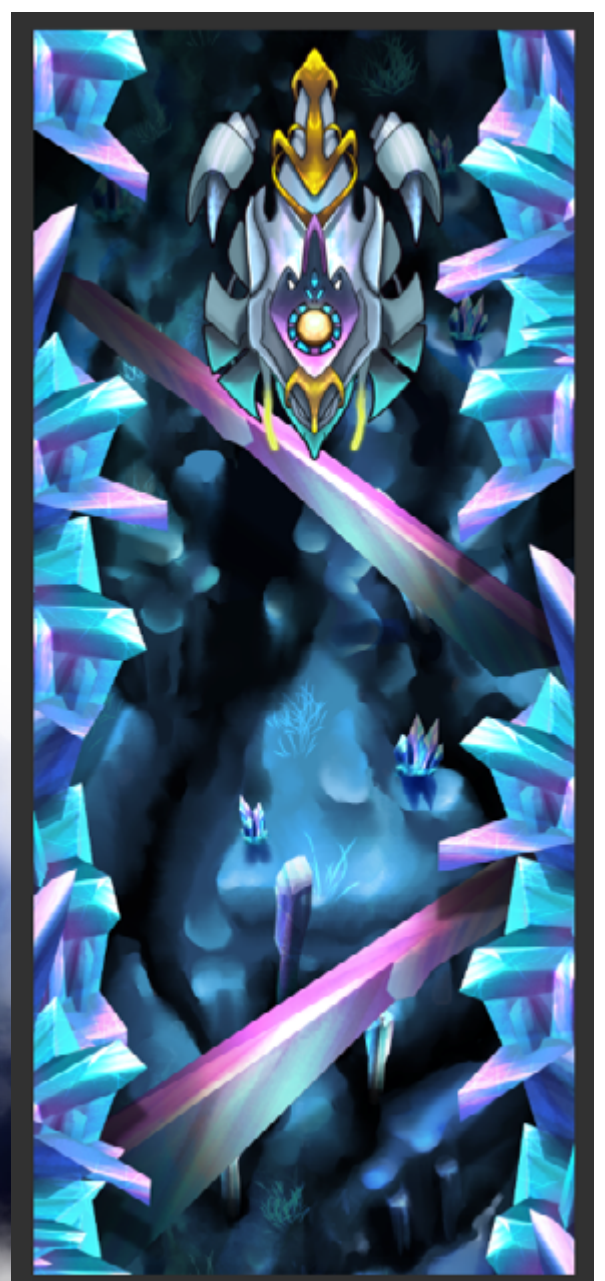
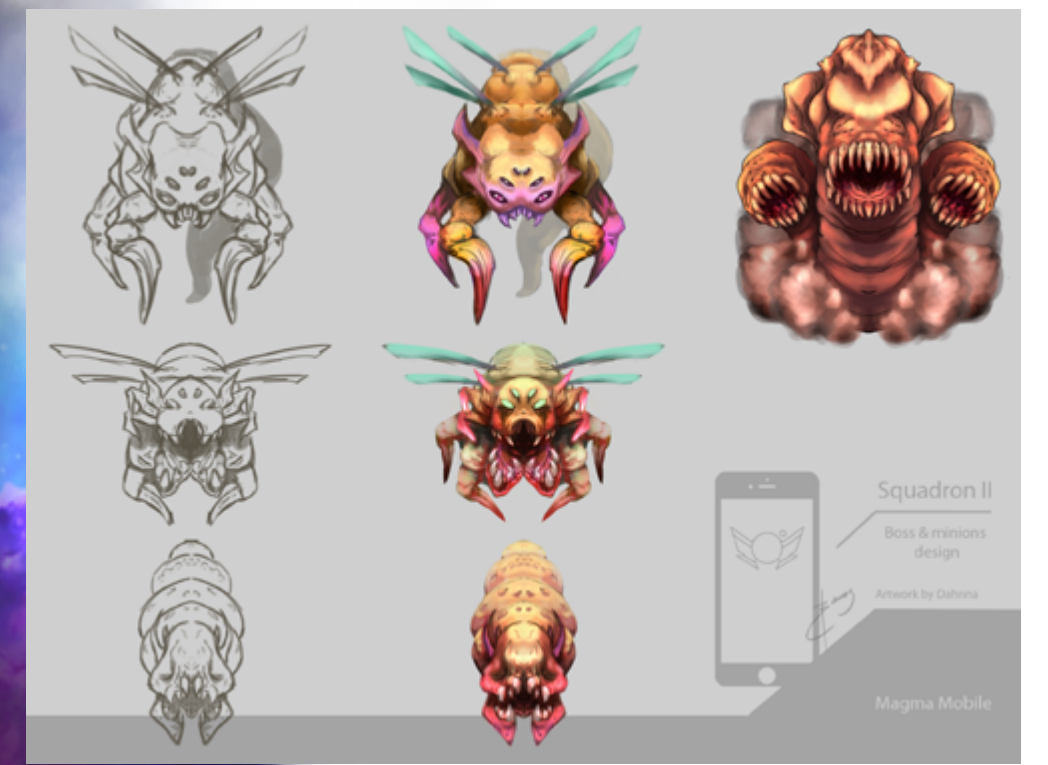
Below the main logo, several variations are shown:

- LOGOTYPE:** The logo is presented on a dark brown background with a teal damask pattern. The text 'MAGMA MOBILE' is in a light teal color, and the tagline is in a darker teal.
- OTHER COLOURS:** The logo is presented on a dark brown background with a teal damask pattern. The text 'MAGMA MOBILE' is in a light teal color, and the tagline is in a darker teal.
- White Background:** The logo is presented on a white background. The text 'MAGMA MOBILE' is in a dark teal color, and the tagline is in a lighter teal.
- Dark Grey Background:** The logo is presented on a dark grey background. The text 'MAGMA MOBILE' is in a light teal color, and the tagline is in a darker teal.
- Black Background:** The logo is presented on a black background. The text 'MAGMA MOBILE' is in white, and the tagline is in a lighter grey.





For the last project I worked on redesign and creation of UI / Ux of some screens , creature design , bullets and backgrounds.



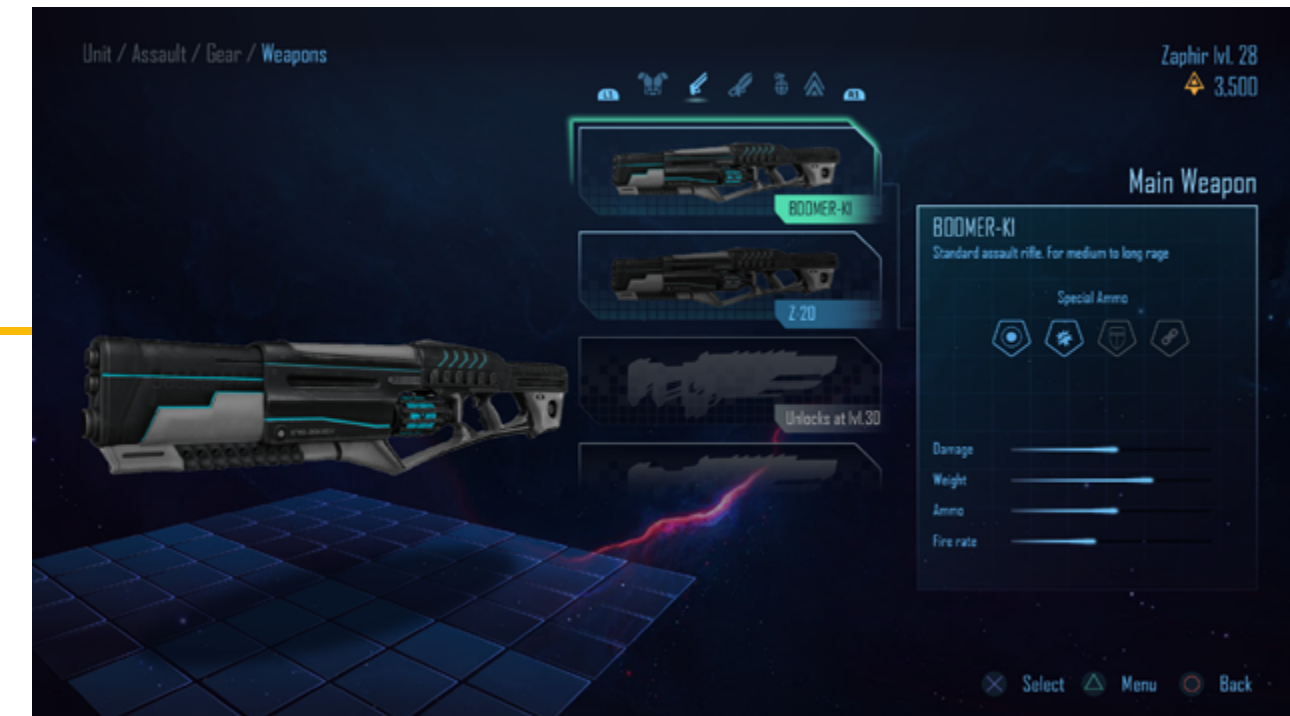
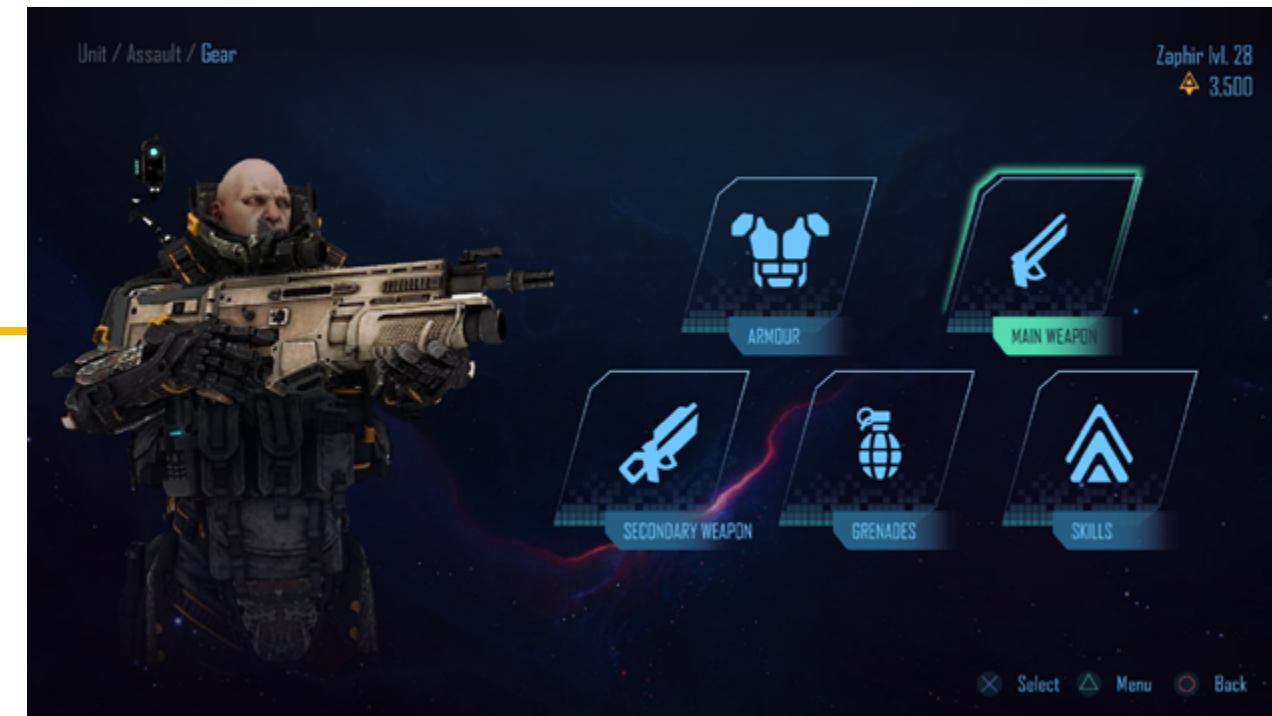
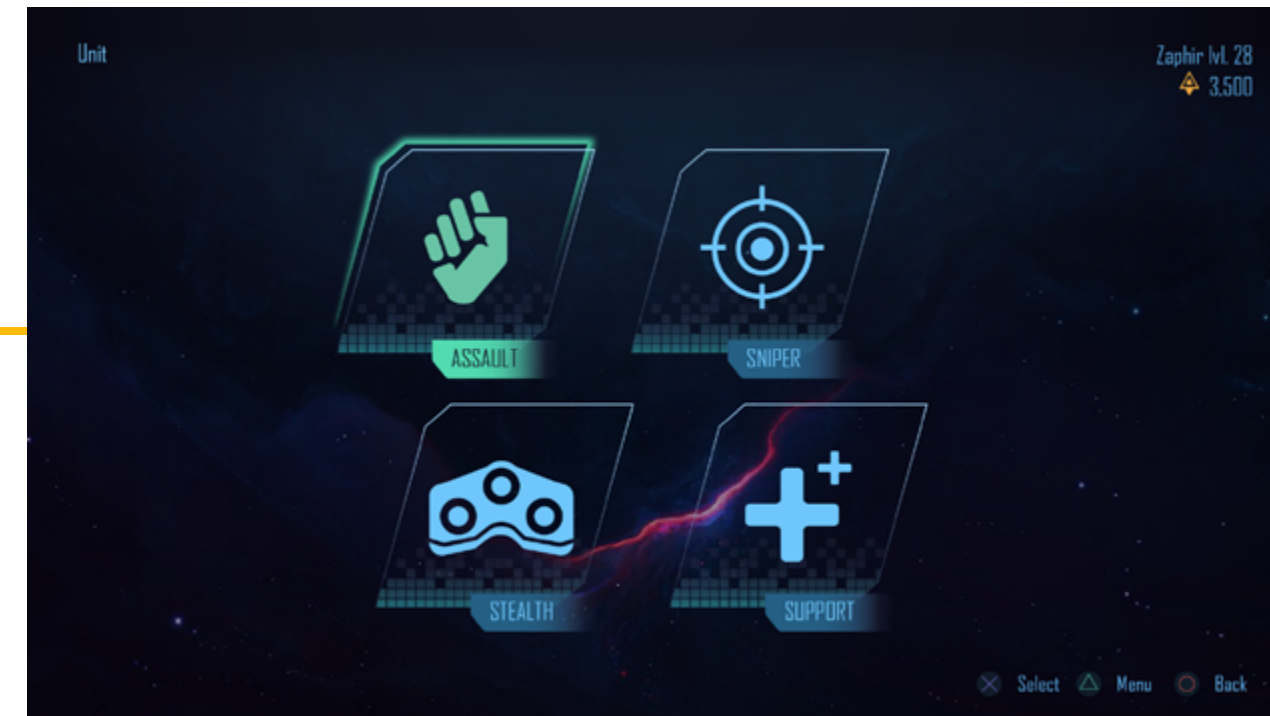
Dánae Alba González
Game Artist / Animator / Graphic Designer
dahnaa.graphic@gmail.com



Dánae Alba González
Game Artist / Animator / Graphic Designer
dahnaa.graphic@gmail.com



UI design test , sci-fi themed.



GRAPHIC DESIGN

As a freelancer I've worked for several clients throughout the years, some projects for gaming houses others for language schools or personal commissions.

This can go from posters to brand design amongst others.

For more examples please visit my online portfolio : narden.wix.com/dahnna

Used softwares : Adobe Suite

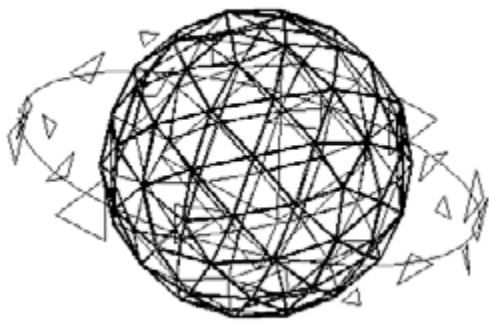
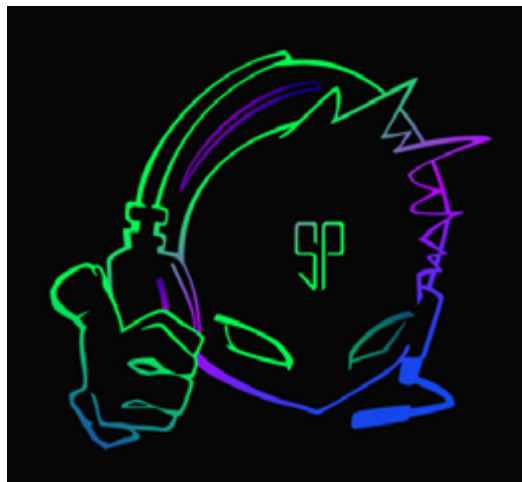
Examples of branding design and a cover for a blues artist



Examples of posters and logos, some for educational institutions, some others for gaming houses and their teams and some others from individual enterprises.



Examples of logo design and business cards



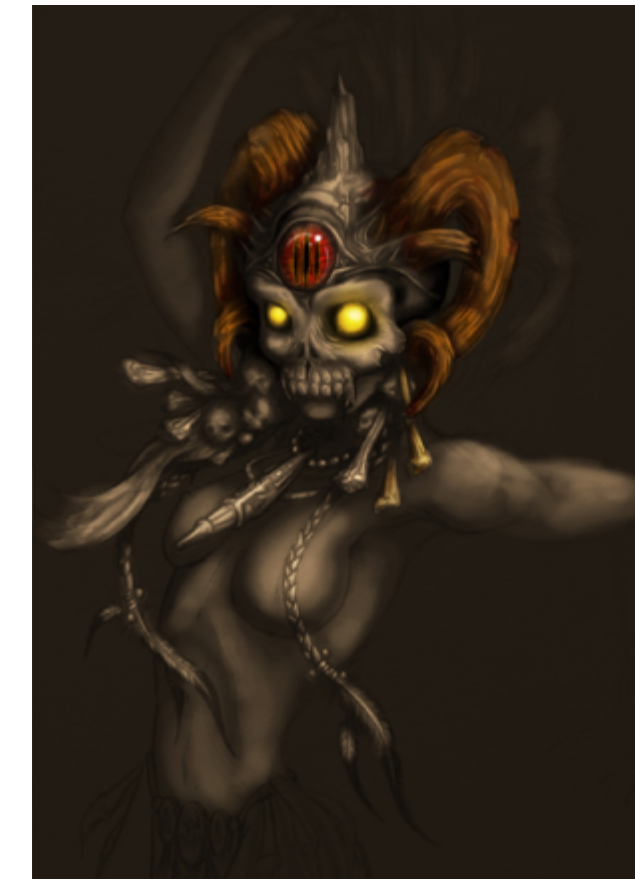
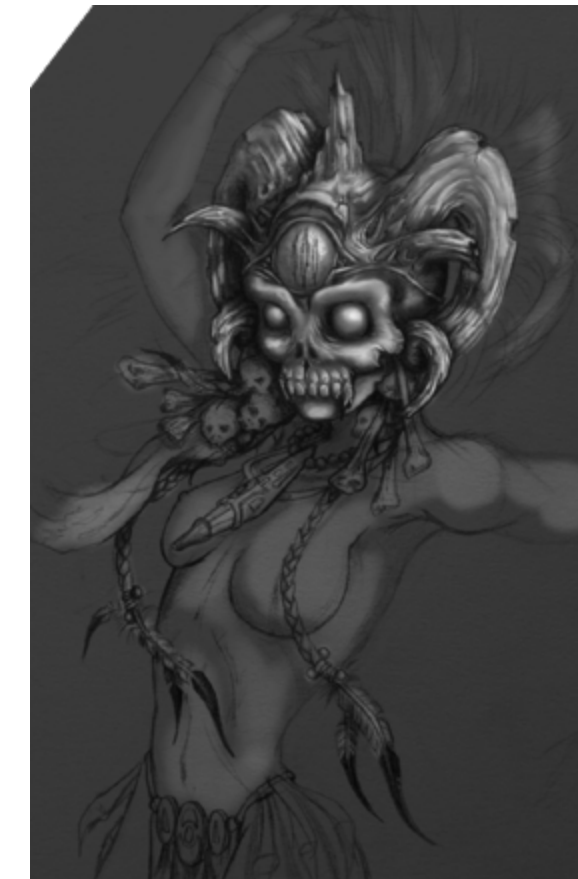


ILLUSTRATION

From traditional media to digital, my illustrations are always a mix of everything. Always in the search of upgrading my skills

Used softwares : Adobe Suite , traditional media and Autodesk sketchoobk

From traditional media to digital.
An illustration for the Diablo III contest in 2012



©2012 | danzen.deviantart.com



Dánae Alba González
Game Artist / Animator / Graphic Designer
dahnnna.graphic@gmail.com



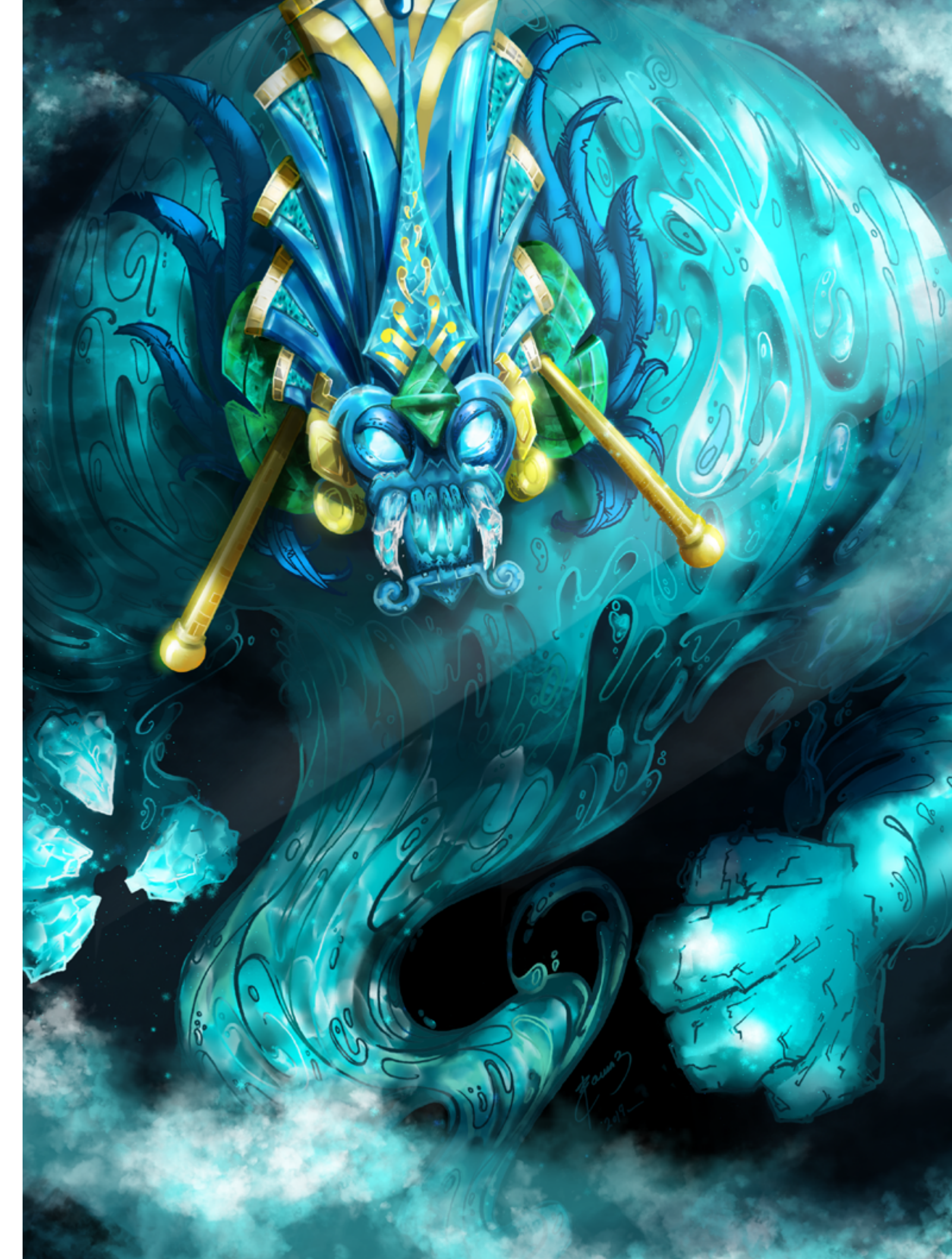
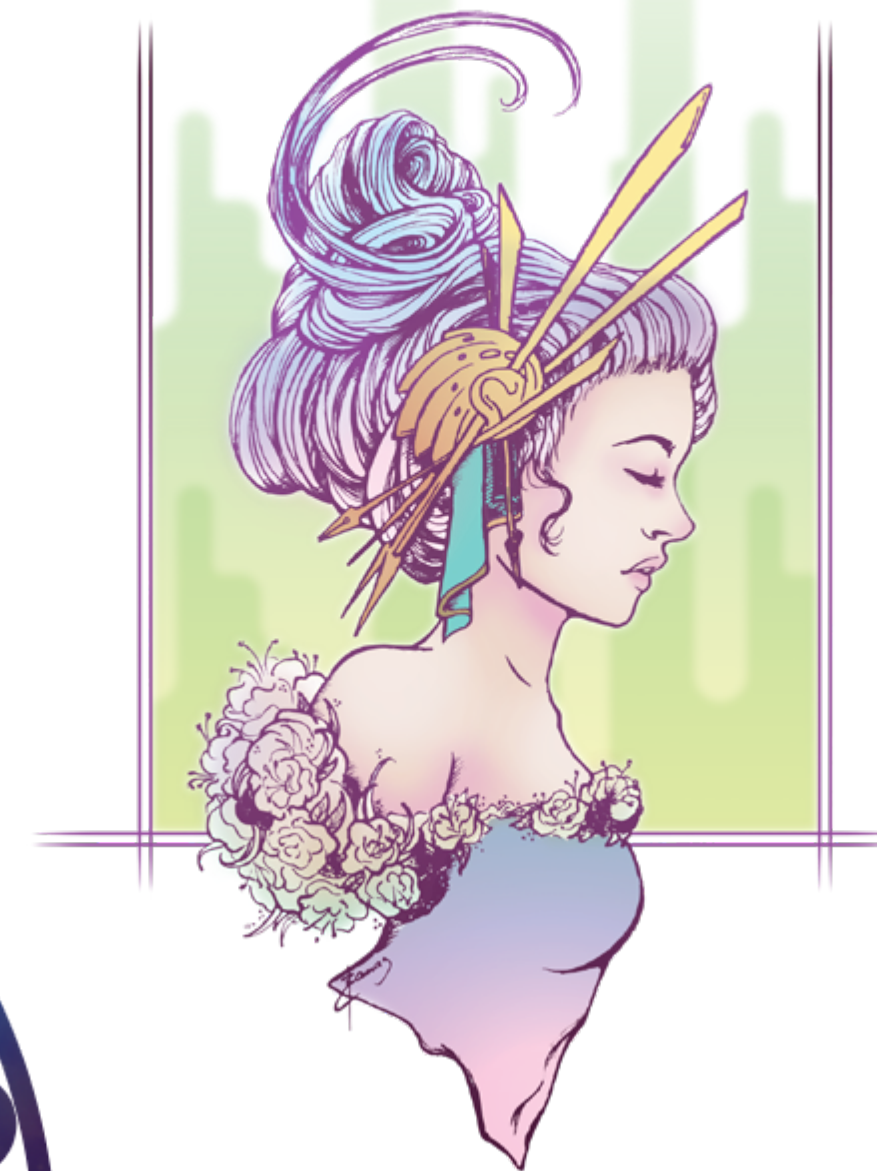
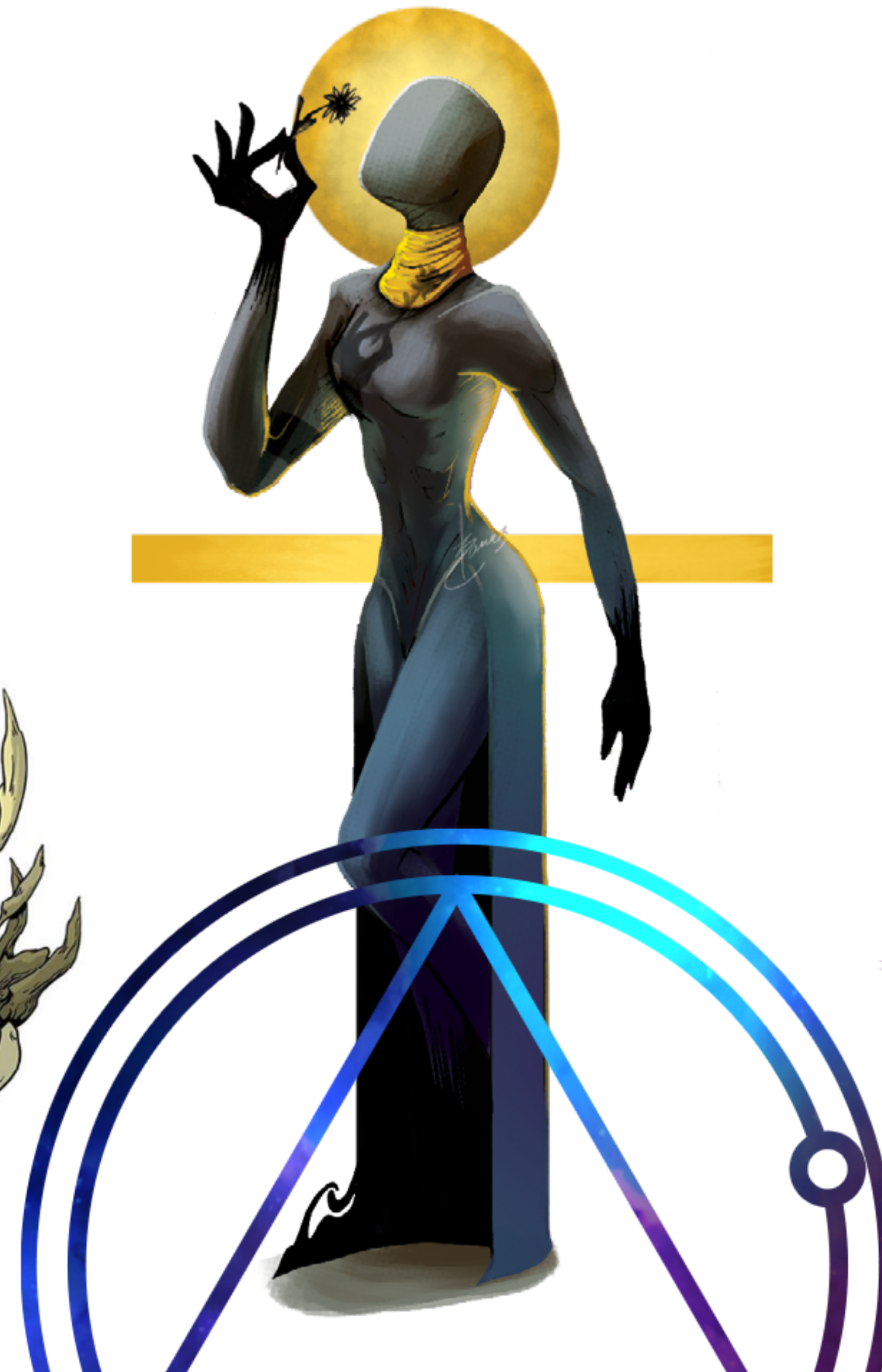
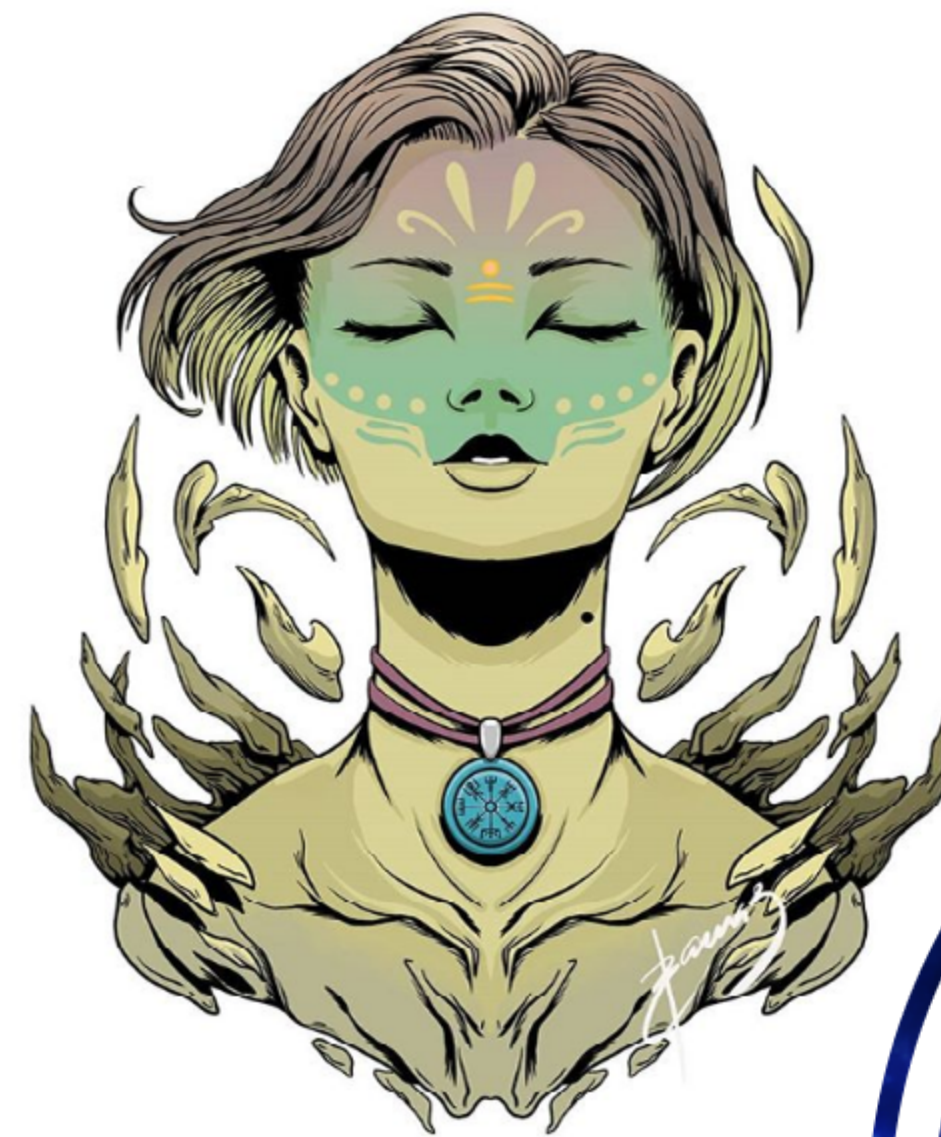
Inking and Digital examples
 Some from the Inktober challenge, some from
 personal projects





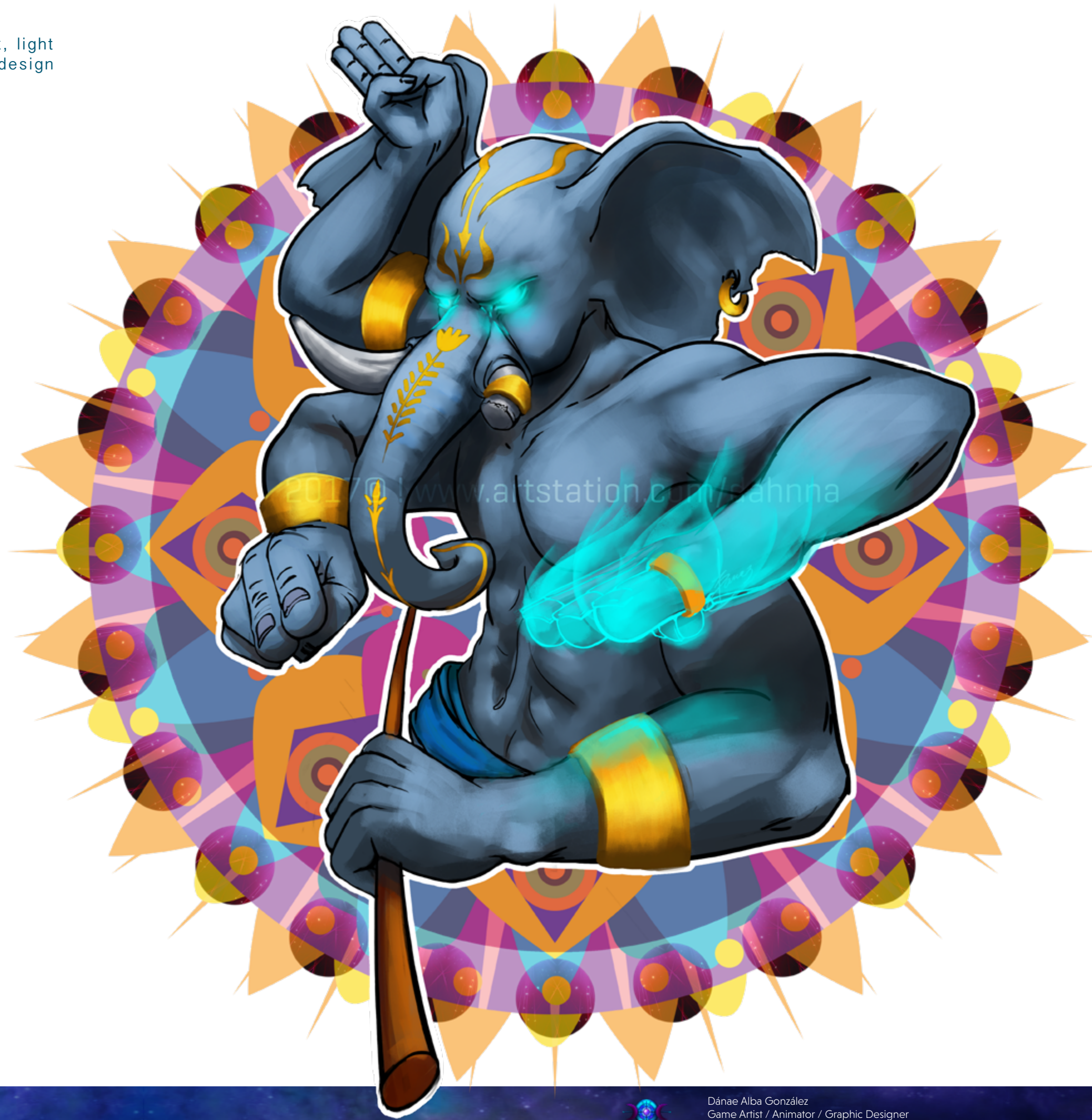
From traditional media to digital, my illustrations are sometimes a mix of both. Always in the search of upgrading my skills

Used softwares : Adobe Suite , traditional media and Autodesk sketchoobk

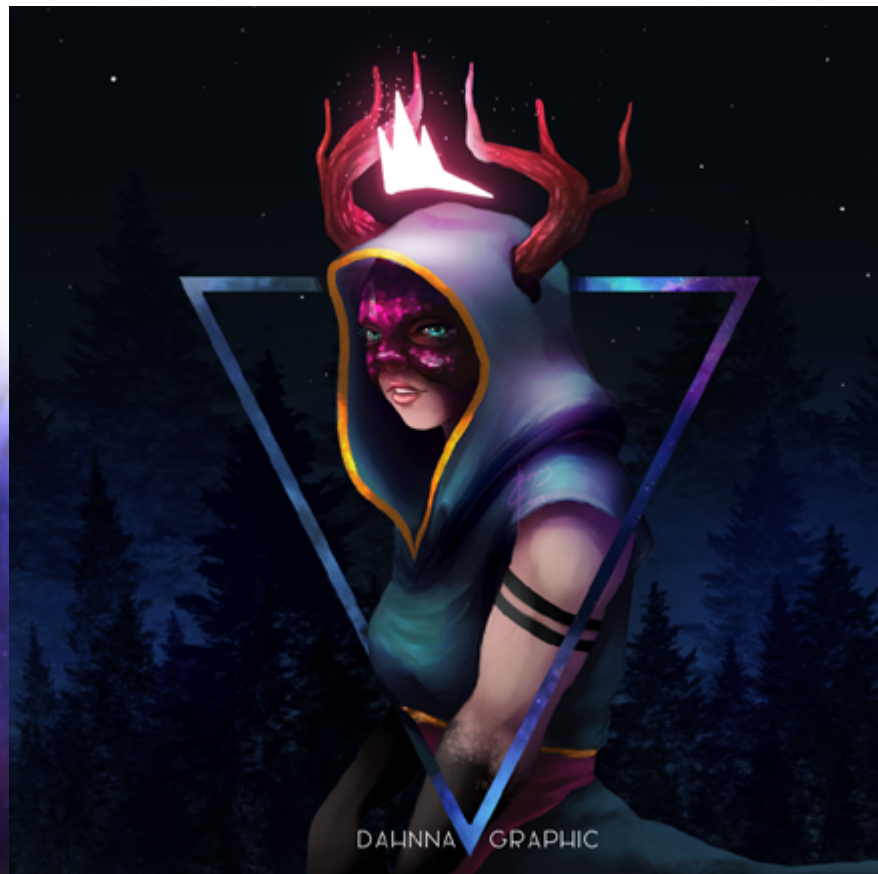




Colour version from an inking work, light studies, t-shirt and phone case design and pixel art




Traditional drawings, colour study and illustrations used for pillows, posters and phone cases.





Contact

 Dánae Alba González
+1 (438) 523 4574
(+33)684834810

 dahnna.graphic@gmail.com

 <https://www.linkedin.com/in/danaealba>

 <http://narden.wix.com/dahnna>