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ALBERTO MERATI

CONCEPT ART PORTFOLIO

CHARACTER_CREAURE DESIGN
GAME ART
3DCG AND GENERAL DRAFTSMANSHIP

AS OF NOW, THE TWELFTH DECEMBER OF 2K24. I AM LIVING IN MILAN. I AM PERFECTLY SATISFIED WITH THIS PORTFOLIO, AND I CAN FINALLY TURN MY COMICALLY PULSATING EYES AWAY FROM THE SCREEN. A THICK, WET FOG ENVELOPS THE PO VALLEY, AS USUAL IN THIS TIME OF THE YEAR. THE TIME IS 1858. TEMPERATURE IS FOUR CESIUS DEGREES AND I'M READY TO FACE THE EVENING'S CRUEL BOREDOM.



ALBERTO MERATI



GENERALIST 2D AND CONCEPT ARTIST BASED IN MILAN, ITALIA

PROFILE

A versatile artist with a characteristic set of strong points in a vivid imagination, a tendency for divergent thinking, and an analytical mindset at both micro and macro levels, coupled with a more impulsive drive towards action.

This is reflected in an iterative, process-oriented approach to drawing, in which I tend to focus heavily on storytelling, visual impact, novel ideas and design coherence, while technical details are deemed secondary, provided the results are readable. I thrive in fast-paced environments, especially when paired with other creatives.

RELEVANT EXPERIENCE

In 4+ years as a 2D generalist freelancer I came in contact with a large variety of very different projects and visions, often having to work with very limited resources, which was an effective training regimen for creativity, team management and learning how to make an impact - along with a very broad skillset.

At some point during my freelance work I discovered a natural affinity towards concept art, due to its combination of intense imaginative effort and functional, grounded design. Over the last 2 years I trained the specific skills involved and worked on small to medium-scale indie projects which eventually proved incompatible with me due to their slow pace and lack of real challenges.

WHAT I'M LOOKING FOR

A challenging environment, working with other creatives with a shared vision and contributing to a single, impactful project instead of many insignificant ones.

SKILLS

TOOLS

Highly proficient with Photoshop
Intermediate with Blender and ZBrush
Experienced with most trad techniques
Fast at learning new programs

LEARNING, HEAD

Enrolled in Brera Academy of fine arts
Regularly engaging in art studies
Strong cultural literacy
In-depth knowledge of games and films
Perceptive to the zeitgeist
Very good at pinpointing emerging trends

LANGUAGE

C1 in English with a strong vocabulary
Can relearn Spanish in weeks if needed
Fluent in Italian gestures

AVAILABLE FOR RELOCATION

at any moment
(EU only)

CONTACT

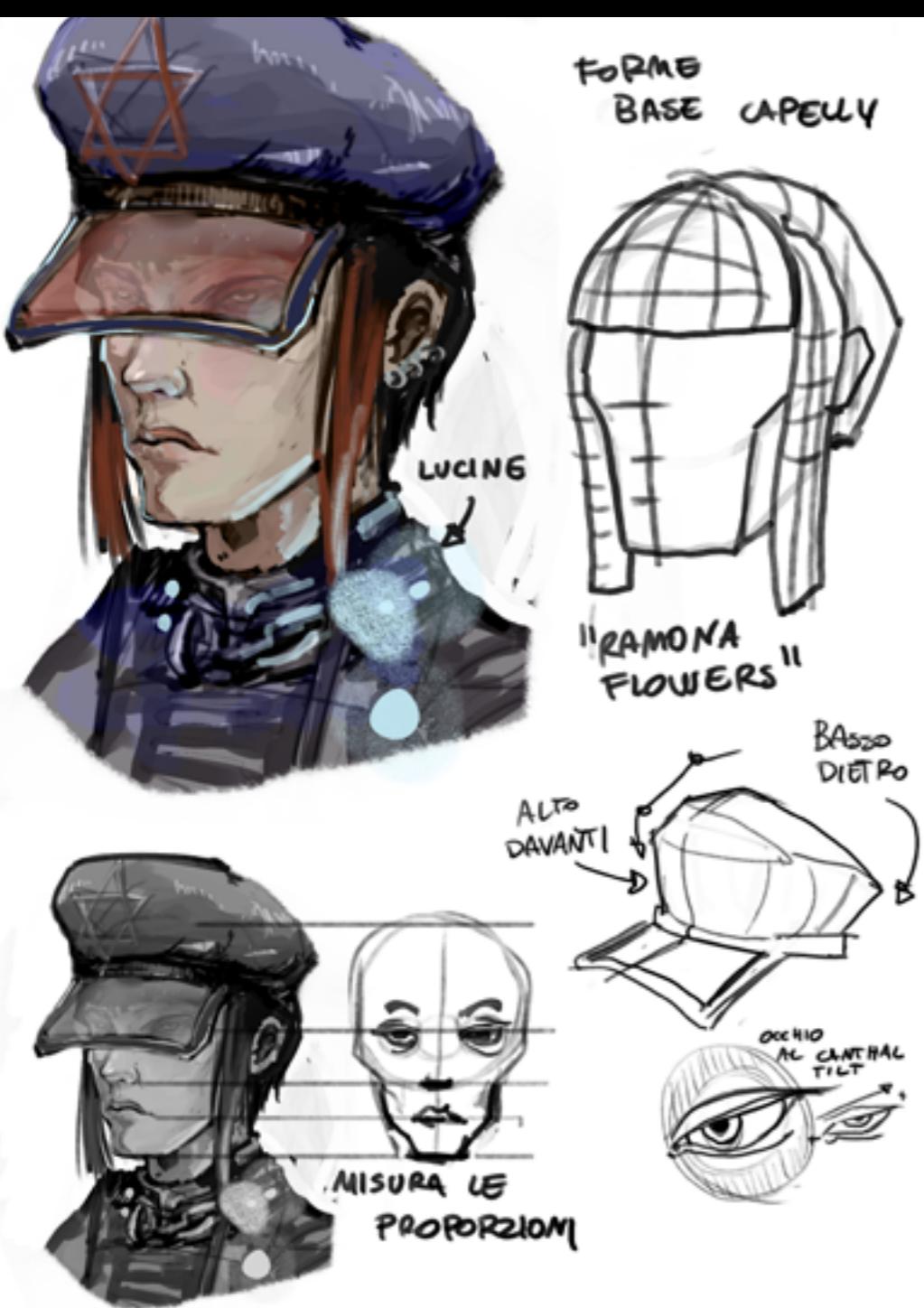
+39 3493677582
contact@disegnare.biz
disegnare.biz



LEGEND

Essential context about the displayed artwork

Skippable logorrhea that may or may not provide insight



FORMS
BASE CAPELLA

LUCING

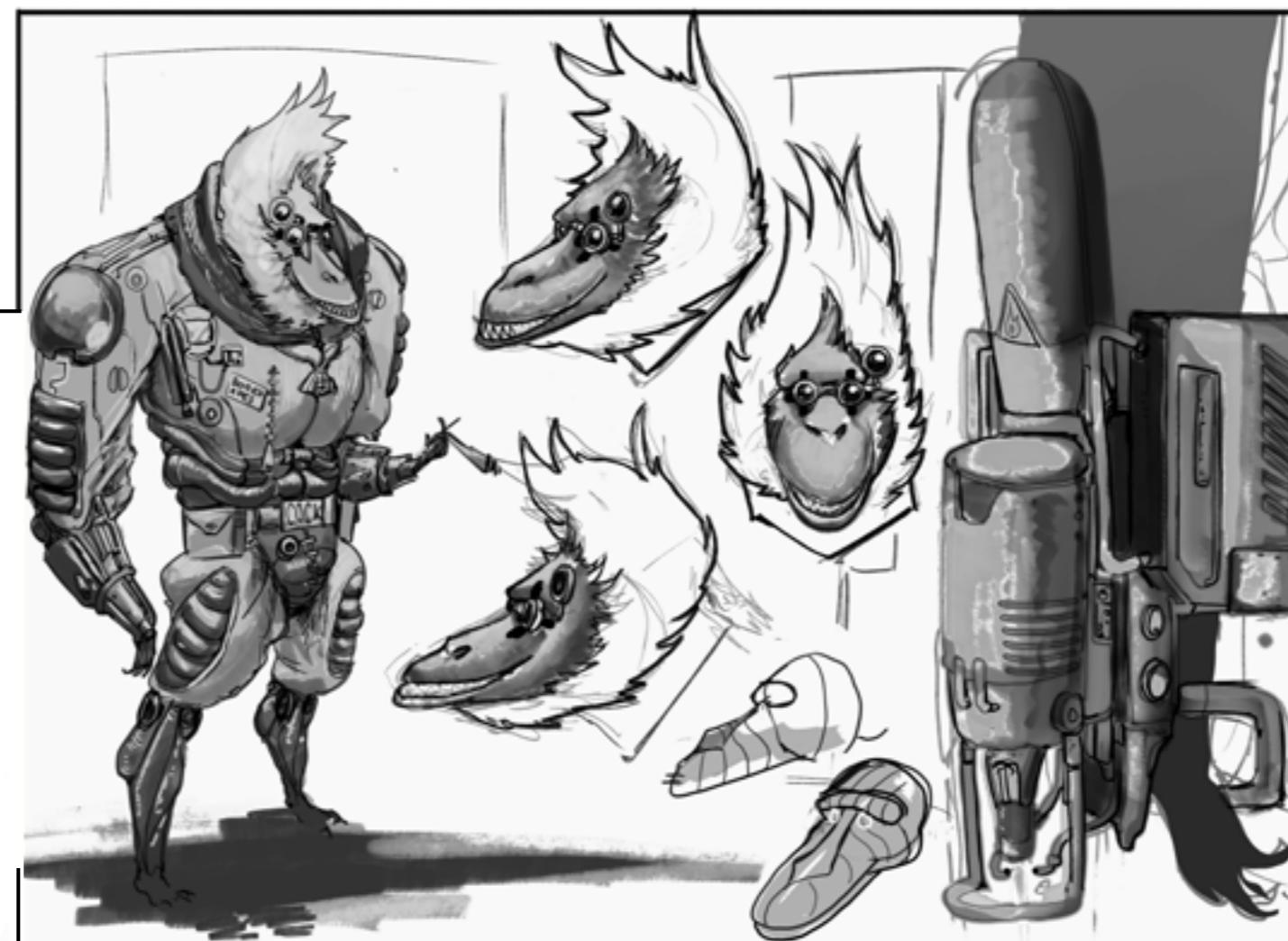
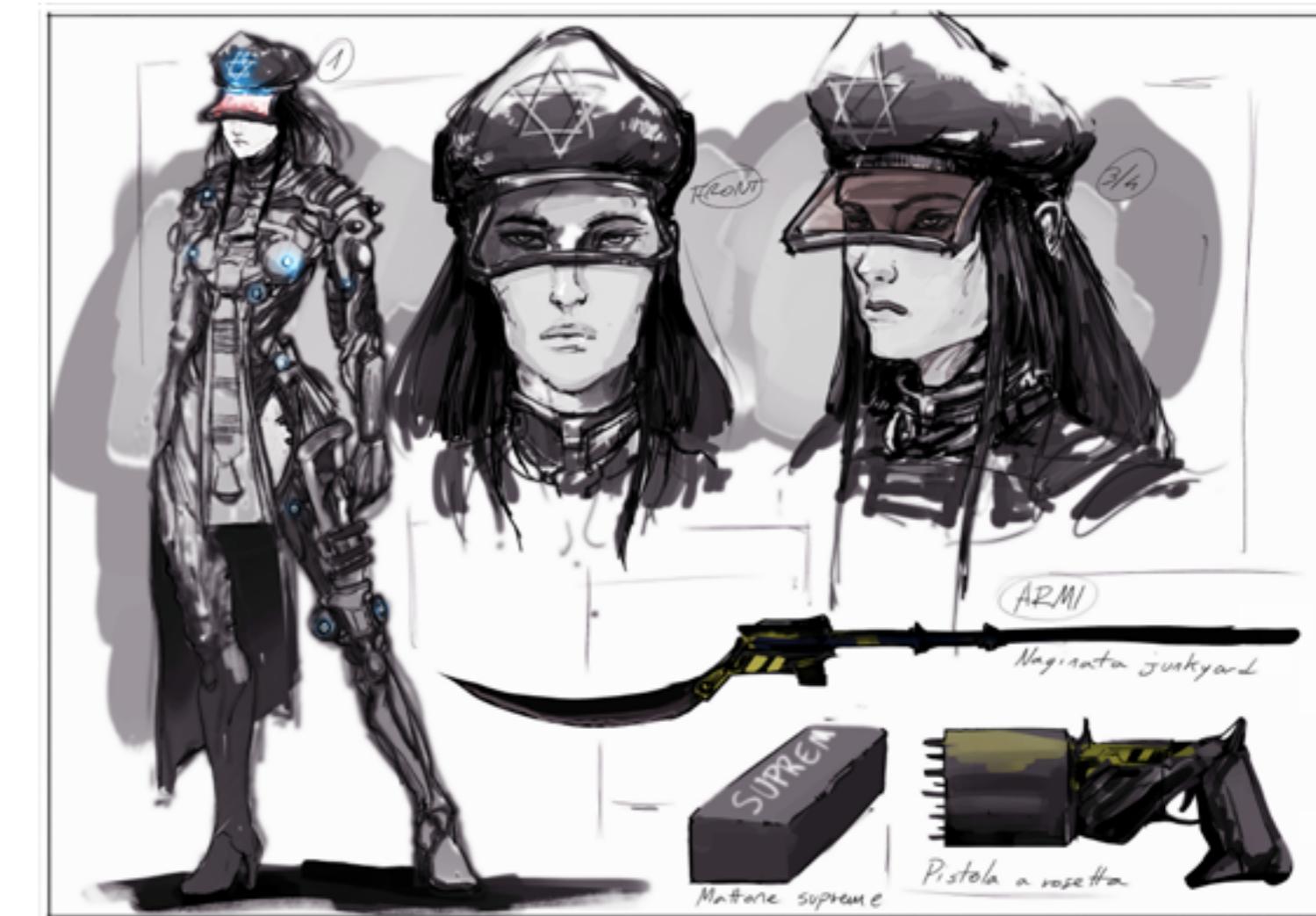


BASSO
DIETRO



MISURA LE
PROPORTIONI

Left: a character portrait, supposedly serving as a rough 3D sculpting reference for animation. I like this androgynous looking guy a lot, even if the client made me go through an insane amount of revisions, which may explain the 5-second sketch of the head shape i desperately sent them when they needed a full 360 of the head two months after the day I drew this. And for making me suffer this much, I still reward him by putting him in almost the first page.

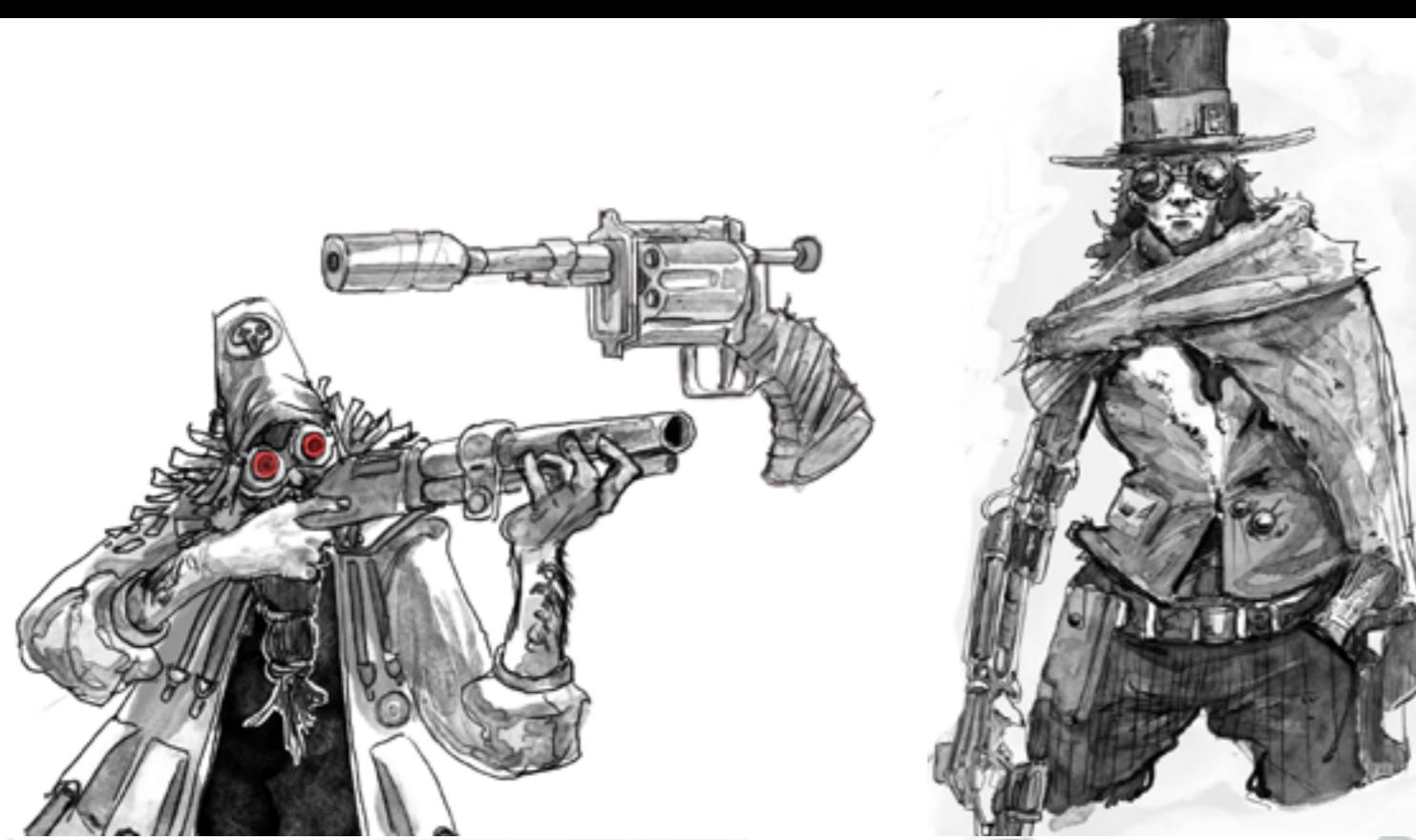


Above: still her, before a much needed facial scrub, haircut and some makeup.

Left: her associate and only friend, some sort of cyborg baboon mercenary father figure.

I would have loved this guy as a kid.

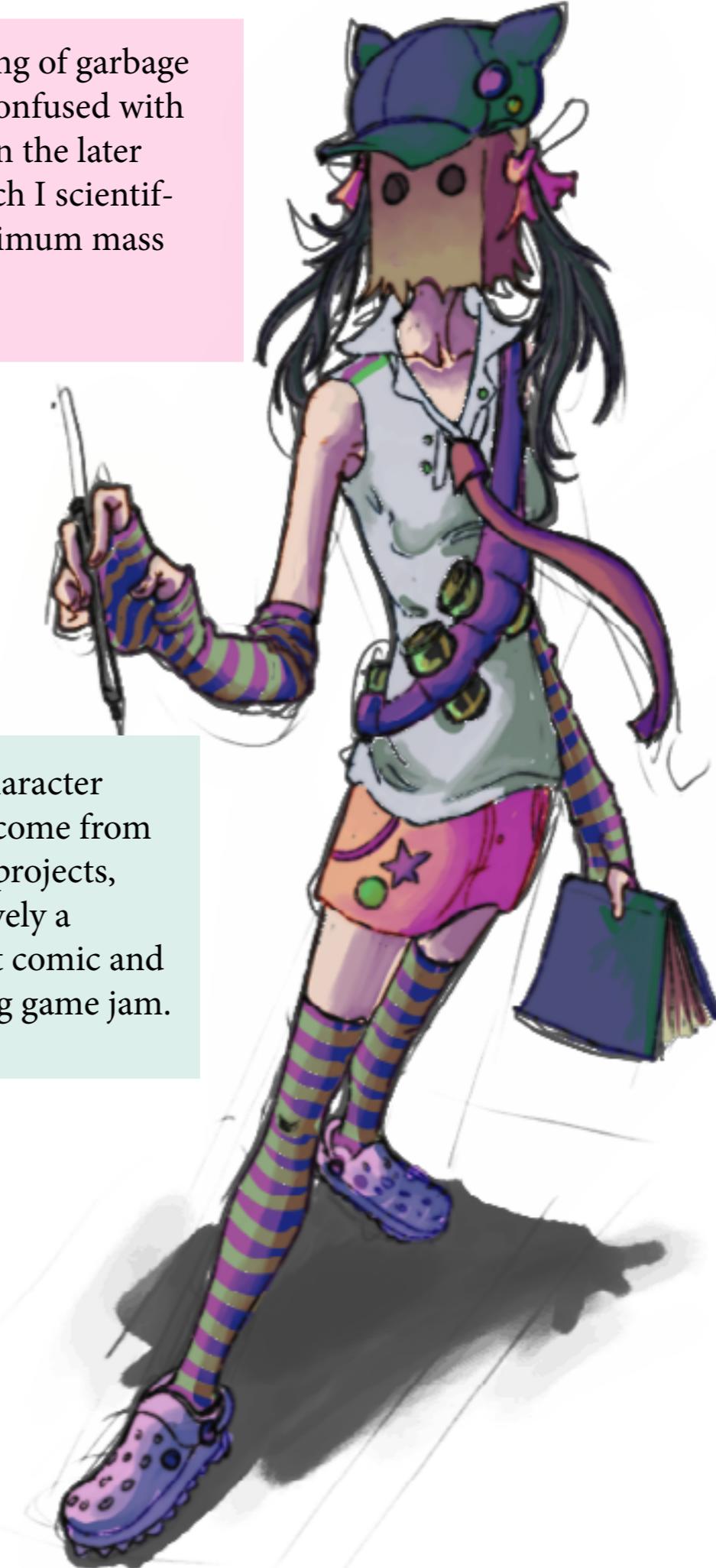
Definitive character designs for an animation short.



In this sheet we have a gang of garbage punk bandits (not to be confused with the garage punk bandits in the later section) and a waifu, which I scientifically engineered for maximum mass appeal.

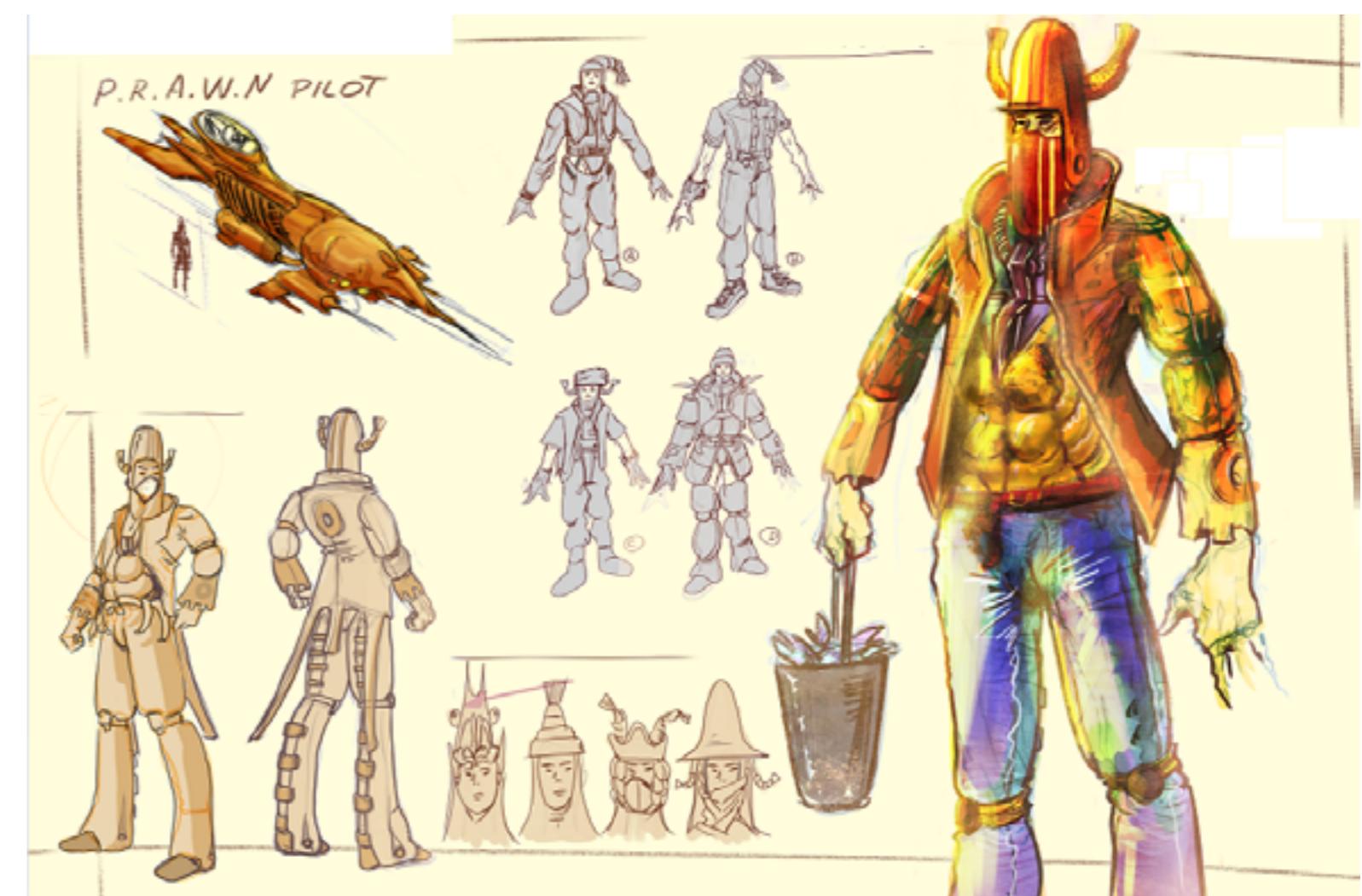
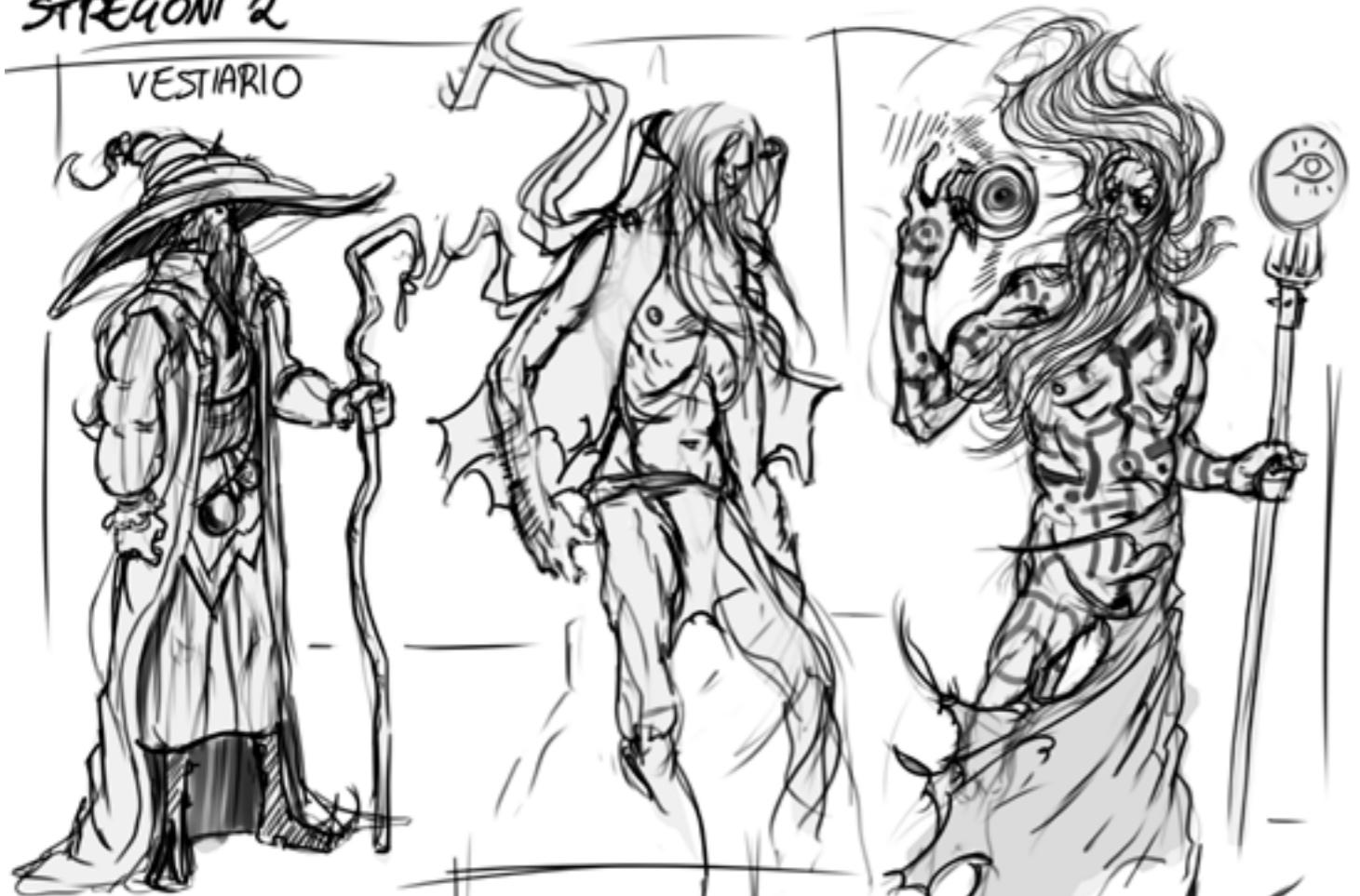


These character designs come from student projects, respectively a one-shot comic and a fighting game jam.



STREGONI 2

VESTIARIO



Disassemblatore

GIN Nicolò — ImpariamoADisegnare

Paura, Delirio e Disprezzo per la Donna

Proposta Editoriale
GOG Edizioni

逆アセンブーラ
恐怖、錯乱、
女性蔑視

Età: 23
Sesso: Maschio
Altezza: 1,80
Peso: 85 kg
Aspetto:

Giovane dall'aspetto maturo e deciso, muscoloso e abbastanza piazzato, viso lungo, occhi con un'iride piccolissima e neri, capelli del medesimo colore. Indossa sempre una maglia della salute grigia, o la divisa da commesso del Benveni, a metà romanzo si autosfregierà con l'acido per assomigliare a Nettai, donandosi una cicatrice a forma di X sulla guancia destra.

Abilità:
Incredibile forza, anche se non benedetto, ha comunque un potere: Graham. Quando si sveglia di notte, sonnambulo, acquisisce una forza sovra-umana, una seconda personalità più aggressiva e arrogante e il fatto che scorda tutto una volta sveglio.

Psicologia:
Uomo in perenne ricerca di uno scopo, che trova a inizio romanzo: disassemblare oggetti. Da qui la sua mania per il disassemblare oggetti di consumo per capire l'oserenza e conquistarla. Prova un piacere morboso, quasi sessuale, a disfare oggettistica complessa, come televisori o frigoriferi. Parecchio ordinato, elenca tutto nel cervello e parla molte volte a mente da solo, pendendo nel pensiero, un continuo flusso di coscienza. Odia le donne, è misogino.

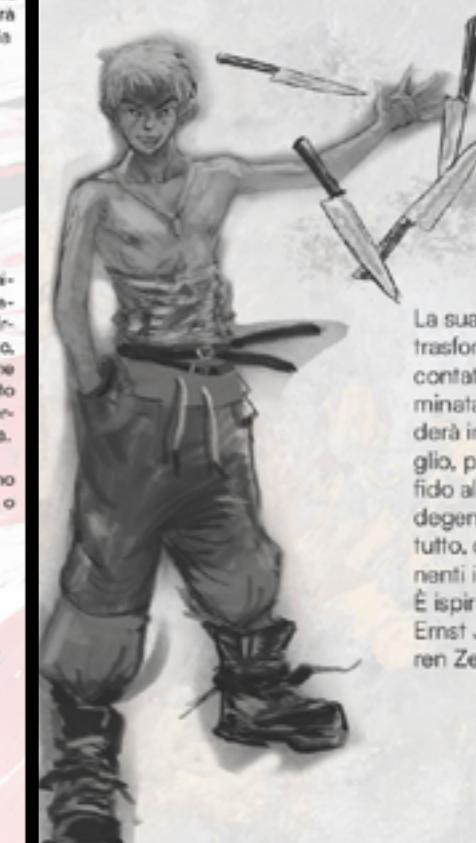
Sonnambulo, si sveglia sempre in luoghi diversi, a meno che non sia legato a letto da catene ancorate al letto, o al pavimento.

Motivo:
Disassemblare e capire di più sul suo improvviso matrimonio.



Sabishii Graham Il ragazzo solitario

Sakamoto "Sakasan" Coltelli, studente ribelle, ragazzotto troppo cresciuto per la scuola, fiero combattente mercenario e amante dell'autolesionismo. Fa di tutto per rimanere a scuola più anni possibili, facendosi bocciare numerose volte.



La sua benedizione gli permette di trasformare qualsiasi superficie a contatto col suo corpo in una acuminata lama. Verso metà libro manderà in ospedale Sabishii per sbagliato, per poi scusarsi diventando suo fido alleato. Quando la situazione degenererà nel caos, avendo perso tutto, diventerà mercenario in continenti inesplorati e lontani dall'Isola. È ispirato ai teppisti giapponesi, a Ernst Junger, Yukio Mishima e Warren Zevon.

ALTRI PERSONAGGI



Cover art and extracts from "The disassembler" editorial proposal, written by GIN. An Italian take on Japan's light novel format and aesthetic.

Planned for publishing in 2024, its release was postponed indefinitely due to tragic circumstances. Designing these simpler, subtly manga-inspired characters was a welcome challenge.

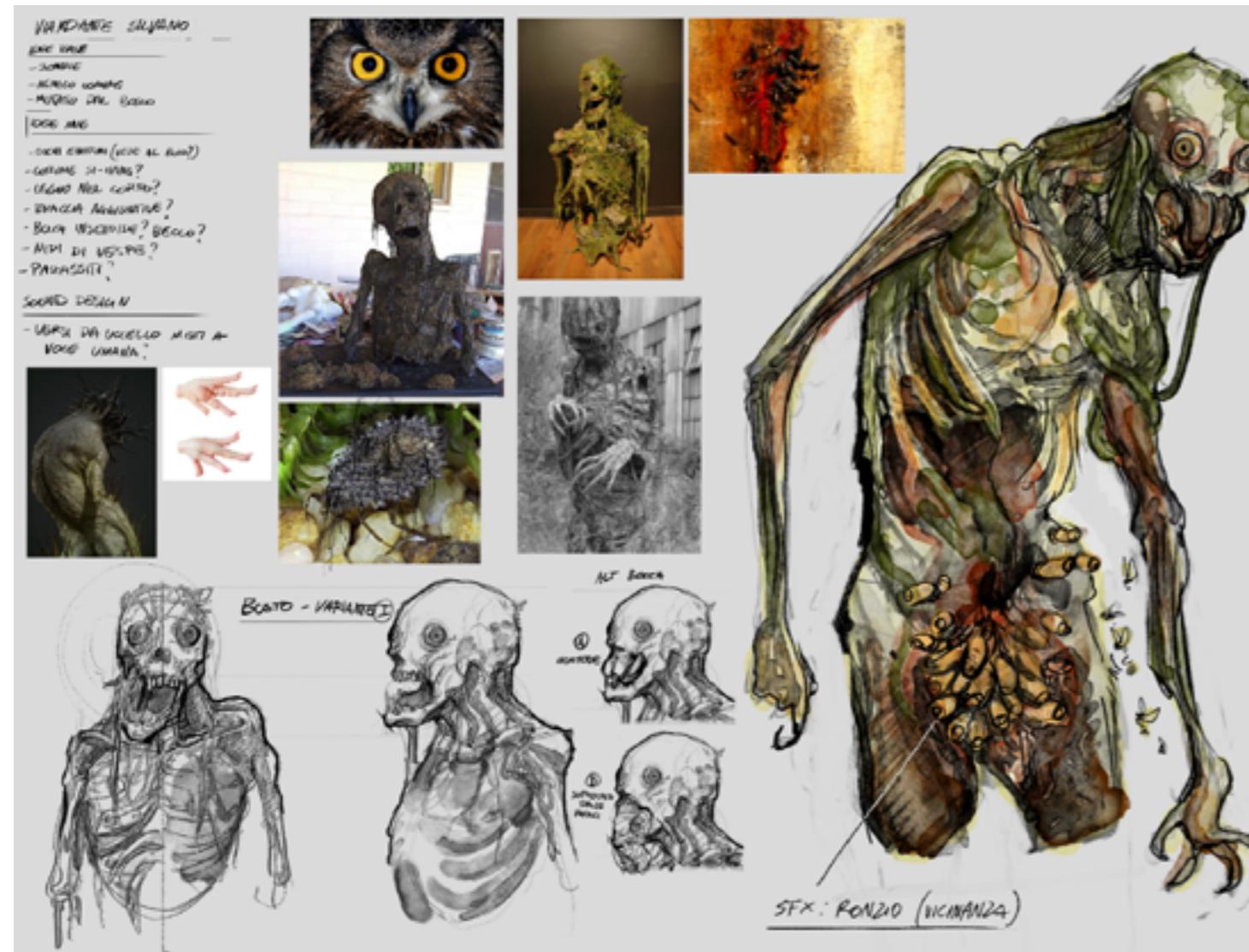
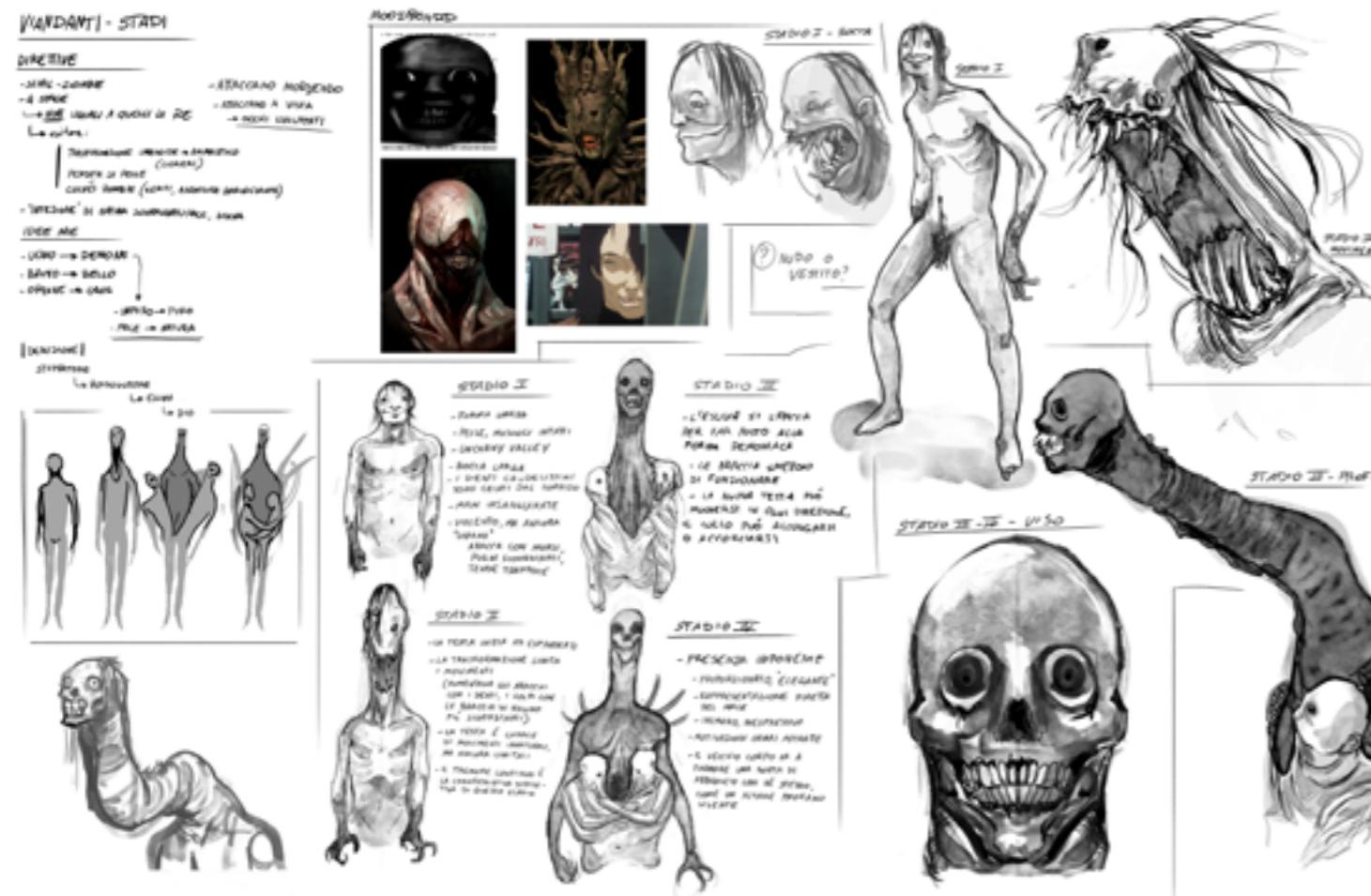


Le benedizioni sono poteri paranormali, mai completamente spiegati, per incutere teorie dei lettori, e per non dare troppo peso al worldbuilding, lasciando più spazio alla vera narrativa, i dialoghi e le scene di azione.

Il funzionamento è molto simile a quello di un videogioco giapponese di ruolo (RPG), ogni persona ha un potere innato, manifestandosi e catalizzandosi in manifestazioni, riesce a piegare la realtà al suo volere.

Durante il libro Sabishii è piuttosto incerto sulla natura della benedizione di Nettai e in generale della loro esistenza. Nonostante anche lui abbia una benedizione che si manifesta solo da dormire.

Esistono anche graticapi per i lettori disseminati in giro, frasi criptiche a riguardo, riferimenti alla religione del mondo (il Culto del Centore) e tutto quel lo che può provocare pensieri ai lettori.



Insects are my favorite subject!

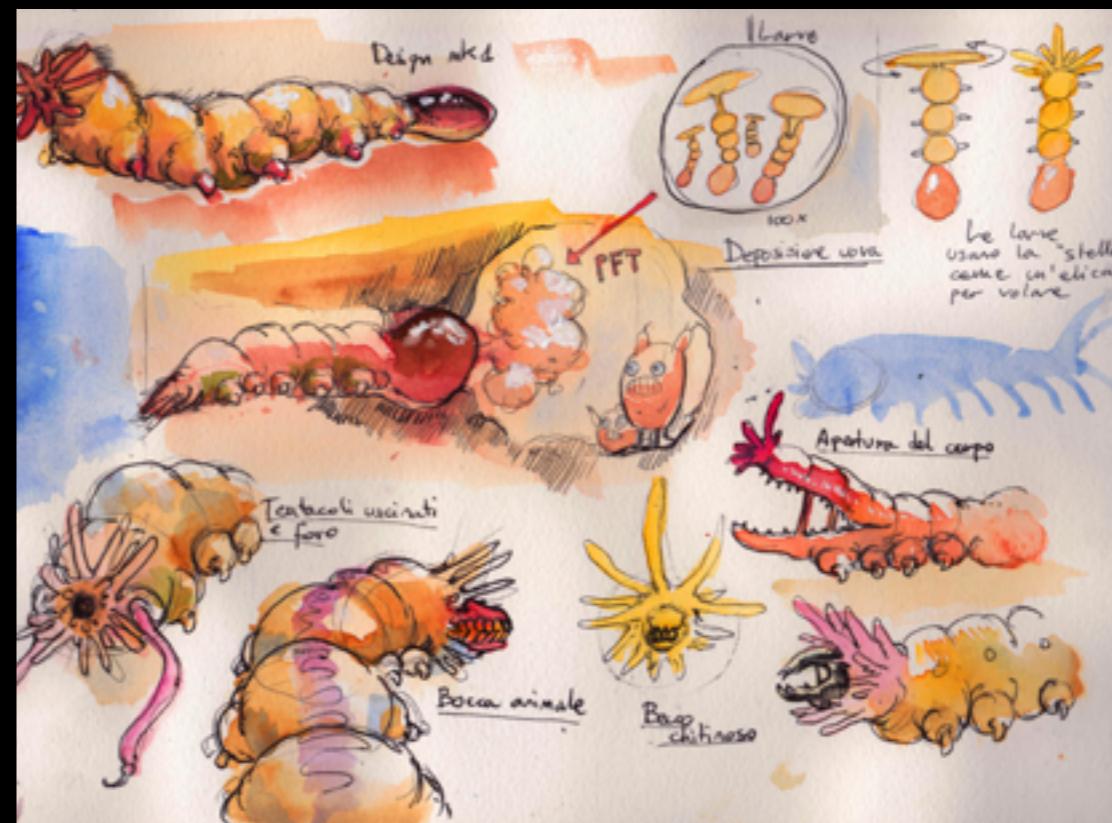
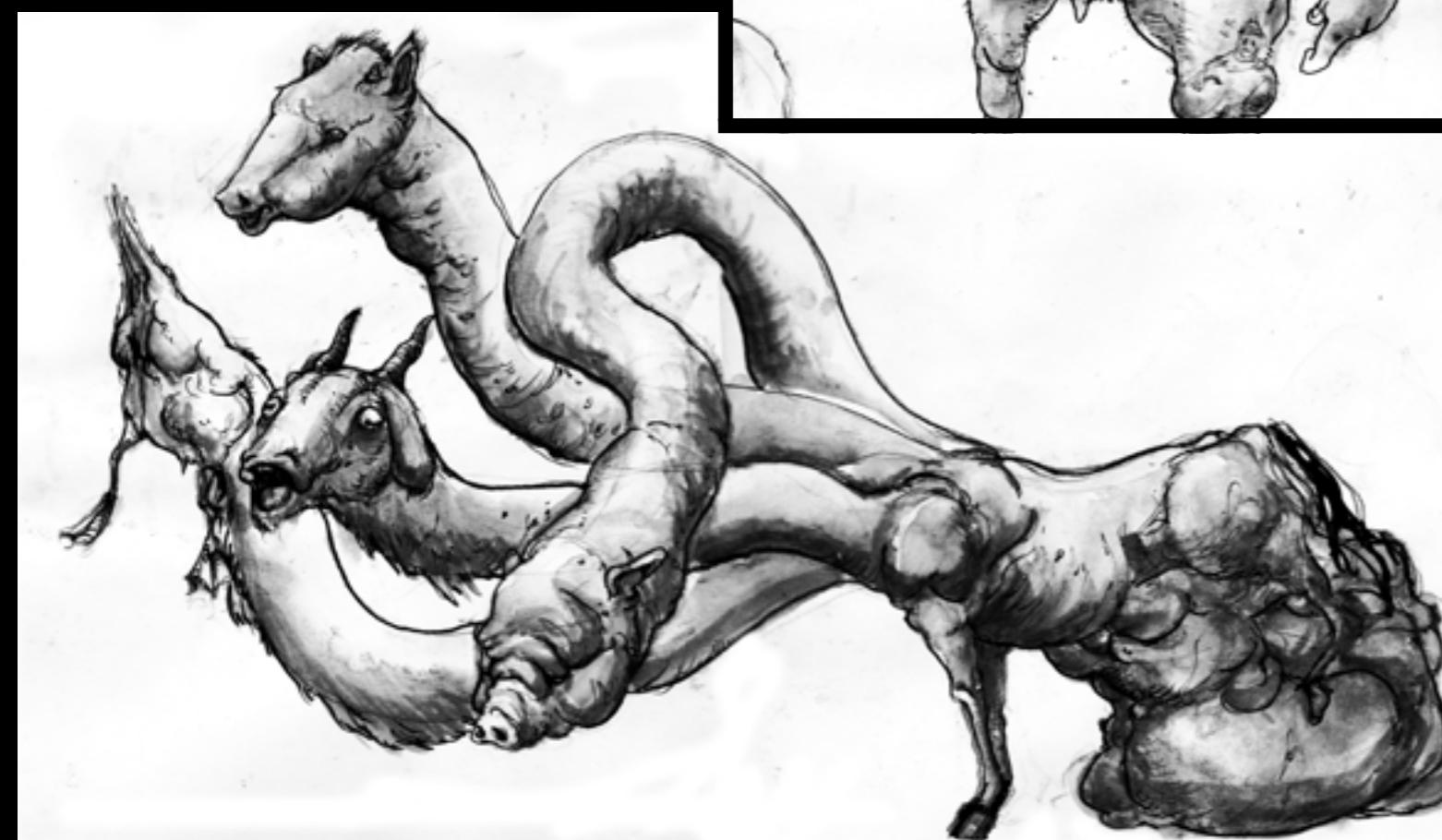
On the left page, you can see my initial design exploration of two very unfriendly-looking creatures. I try to use real-world reference material whenever possible, but I still haven't found a reliable source for high res putrescent dead people. It's an annoyingly persistent problem.

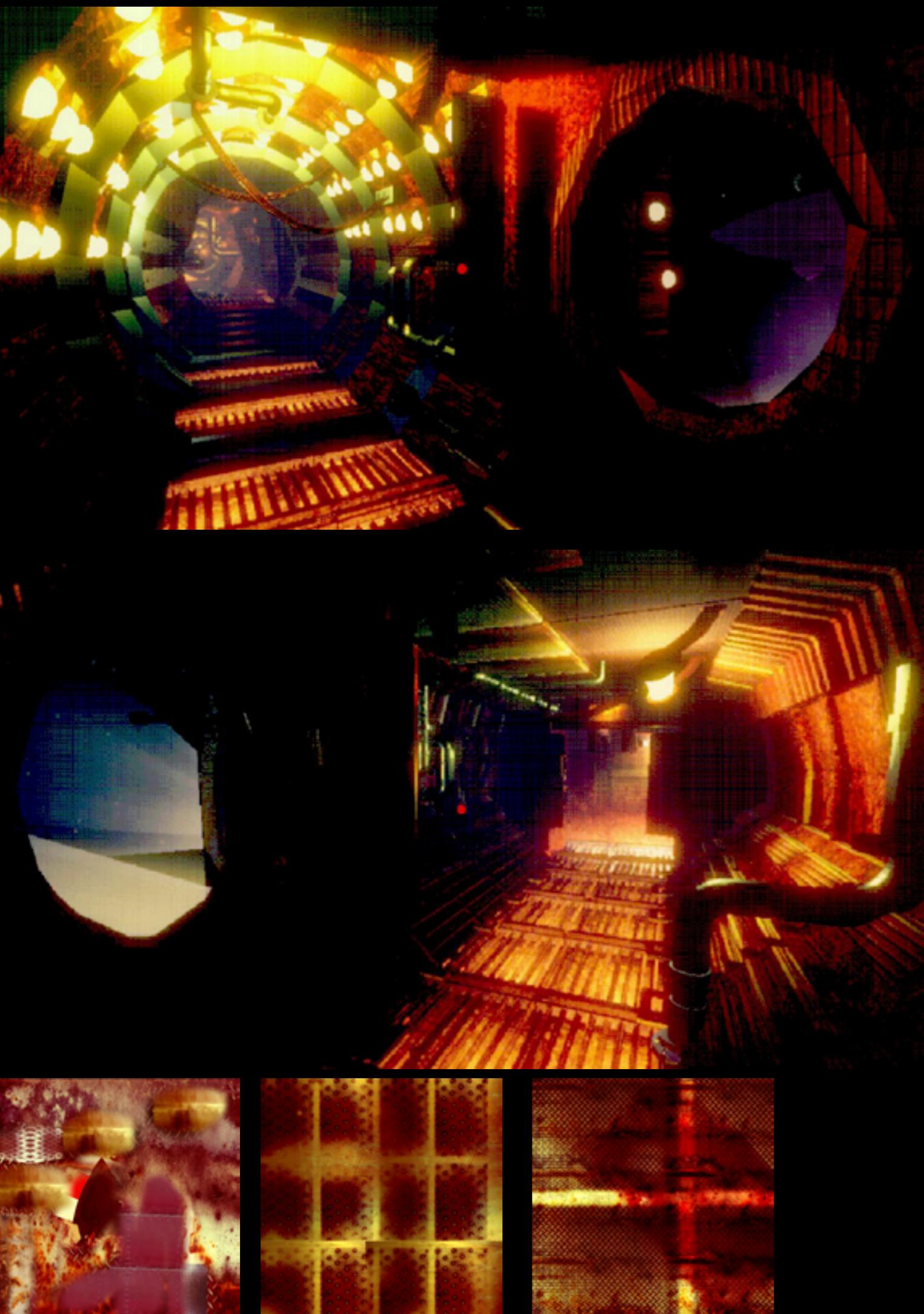


On the right page, more fantastic creature designs and environment thumbnails for an independent animated pilot i worked on in this summer, without an air conditioner I must add.



In this page: dragons, ogre, barnyard hydra.





My current solo project, started in early November.

A mystery first person visual novel-survival horror mix in which the player impersonates a psychologist counseling a group of scientists trapped in a crashed submarine.

Talking in abstracts, it's a game about self fulfilling prophecies in scientific research and different points of view or conflicts of interest in the academic world barring us from an unified truth. It's also shaping up to be nicely addictive due to a looping gameplay, 500+ branching dialogues and - as of now - 15 different endings, but at least I'm saving a lot of time by exploiting the PS1 graphics trend. Unity engine.

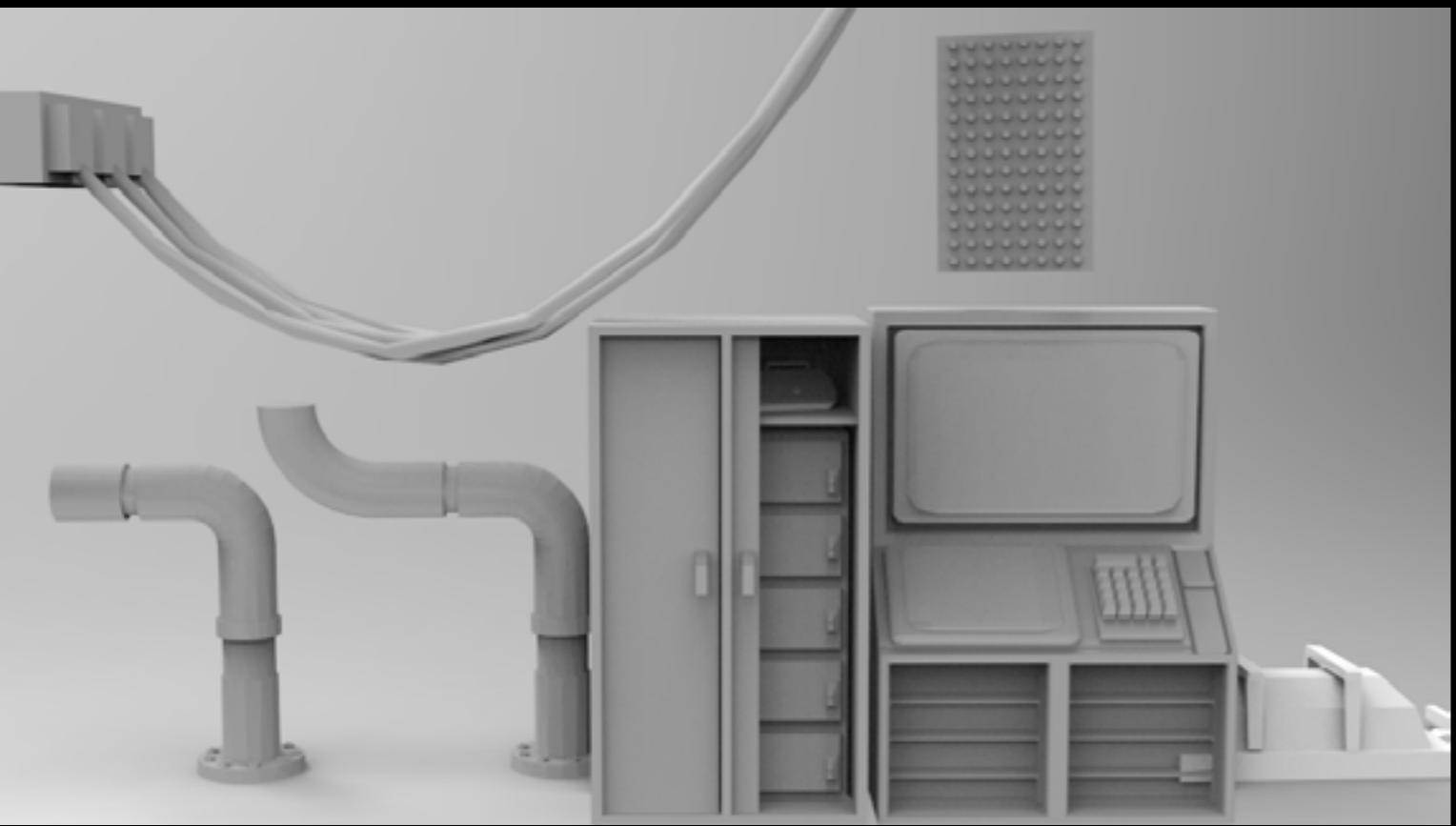
As of 12/12, I'm about halfway done with the writing and will probably jump soon to cleanup, VFX and defining the weight system for the various events.

Left page: the submarine's interior and some cool-looking placeholder textures.

To the left: three character portraits. Which fields of study do they seem to represent?

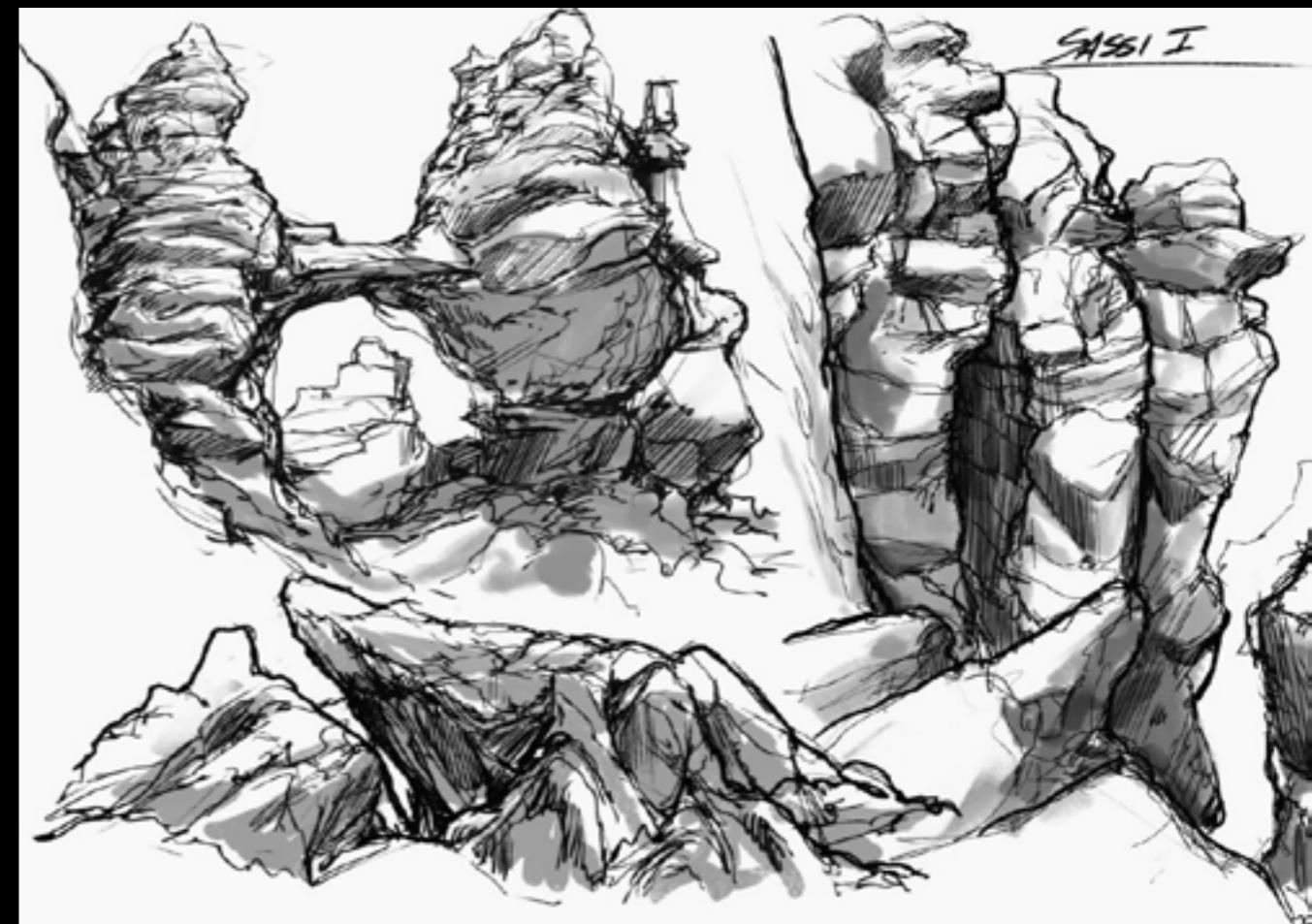
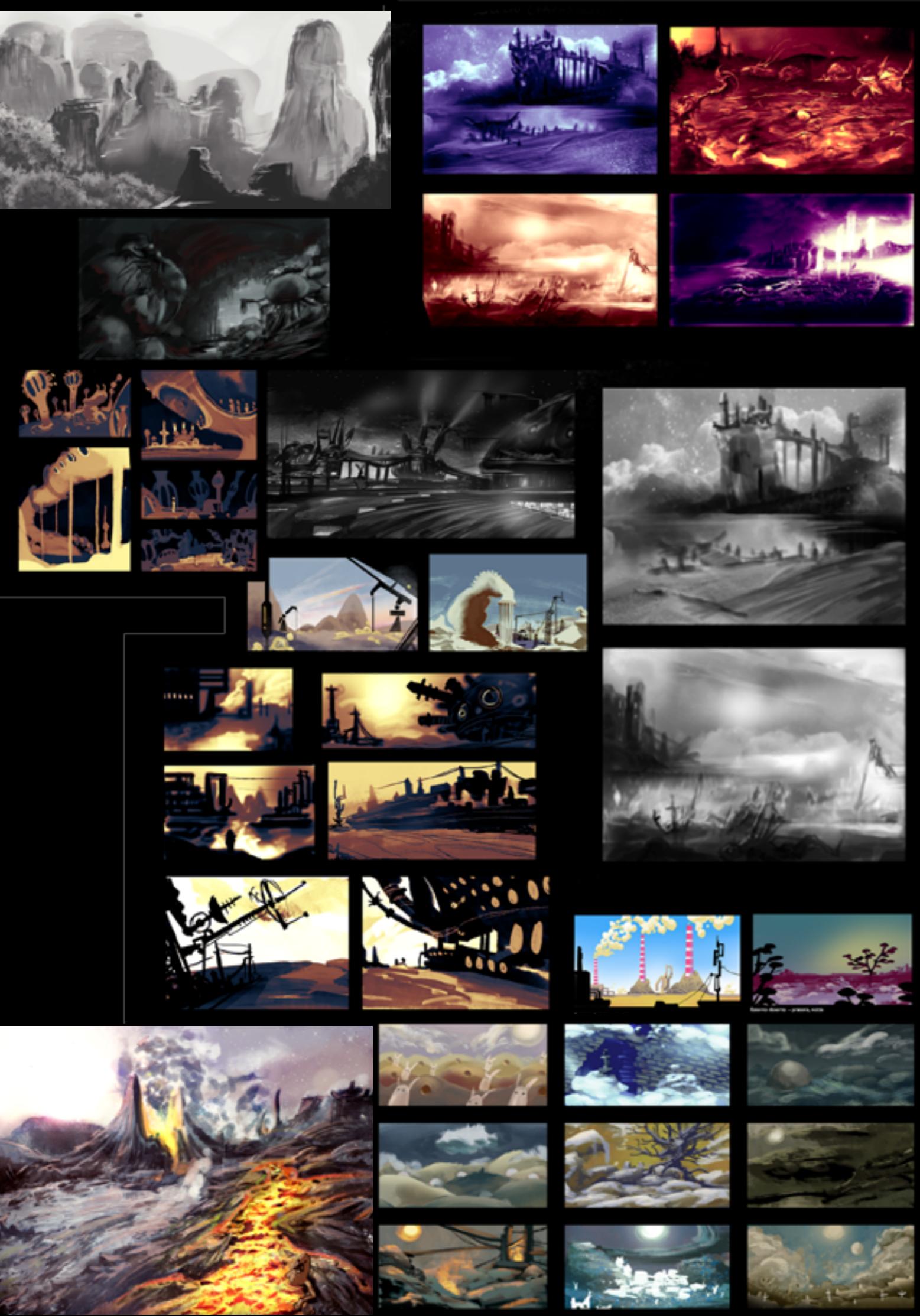
Bottom: writing branching dialogues for the biologist.





By working on a multitude of different projects I often came in contact with 3d modeling software, so I have a very general intuitive understanding of modeling, sculpting, texturing and rendering and all the basic stuff. It's probably the most recent skill I developed to almost acceptable levels, mostly thanks to my renewed interest in Unity.

Some environment thumbnails and sketches.



OPTIONAL AREA

All drawings from this point onwards are either illustrations or studies, largely unrelated to entertainment design outside of some composition planning aspects and technical skill.

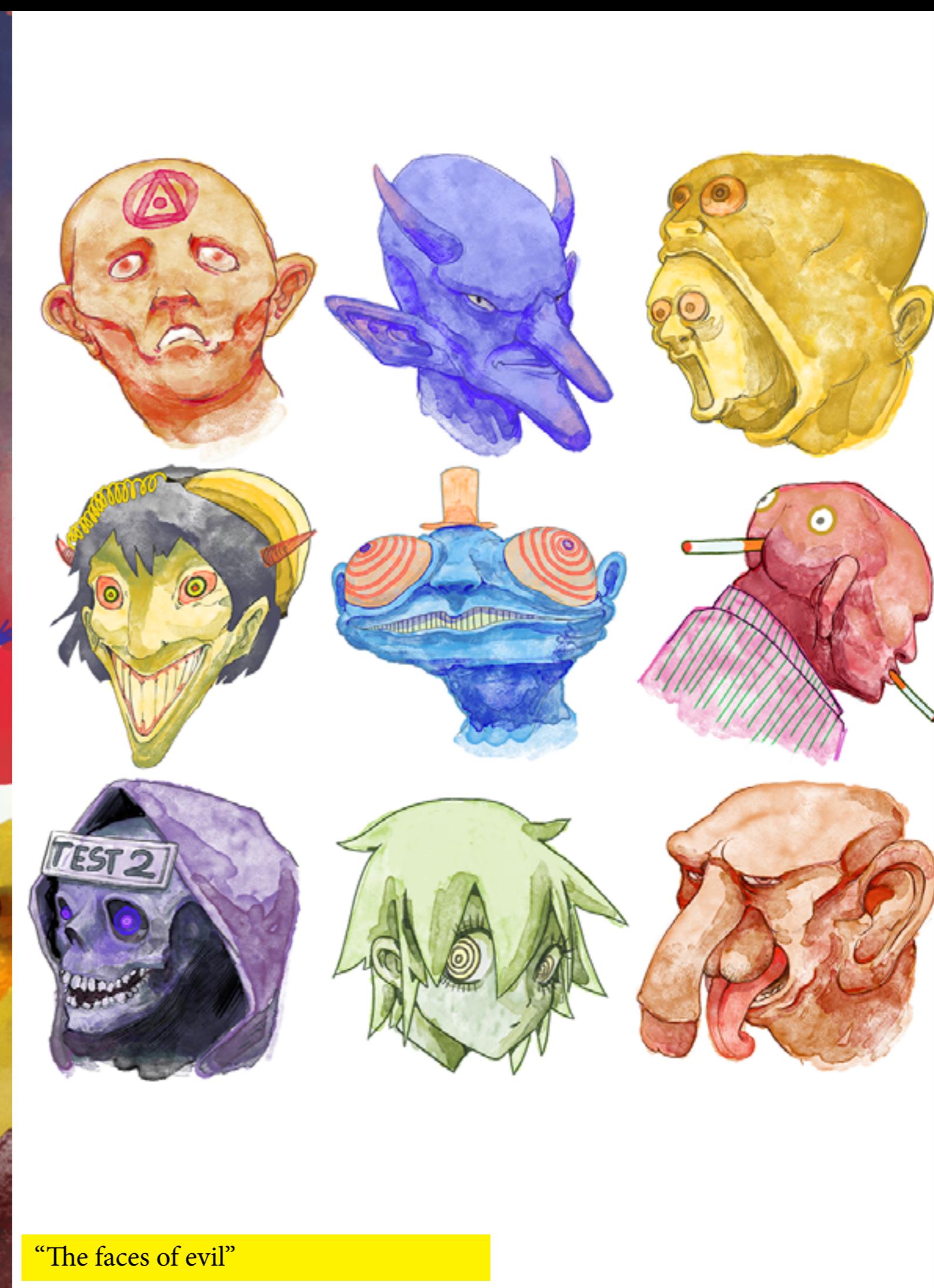
Well, I'm pretty much finished. I'll close this off with a small marathon (or large sprint) of illustration work.



"The sleep of reason produces dreams"



“Dream”



“The faces of evil”

