



Samuel Boden

**Flavourful graphics
and ominous illustration.**



01: Self promotion project

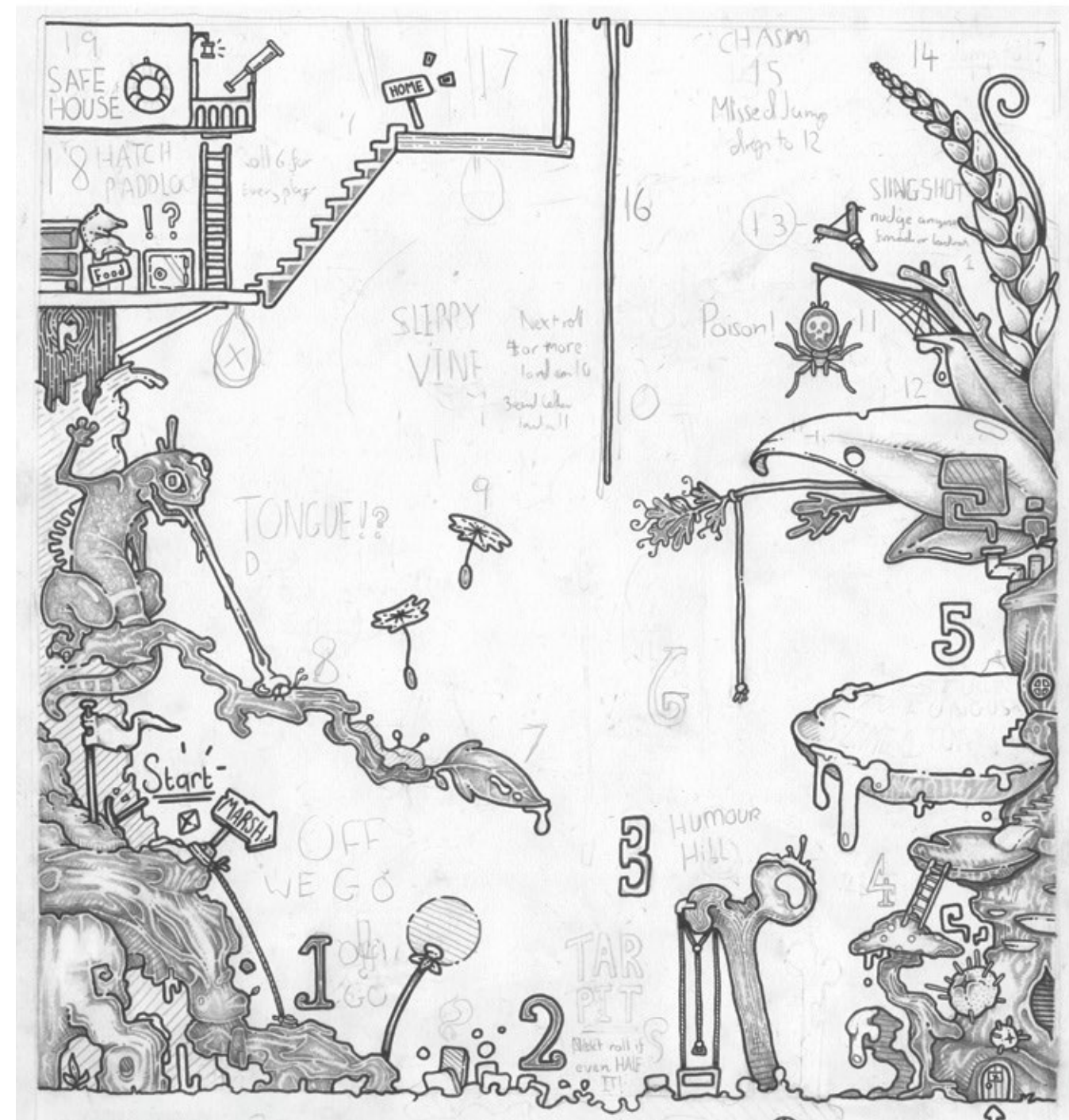
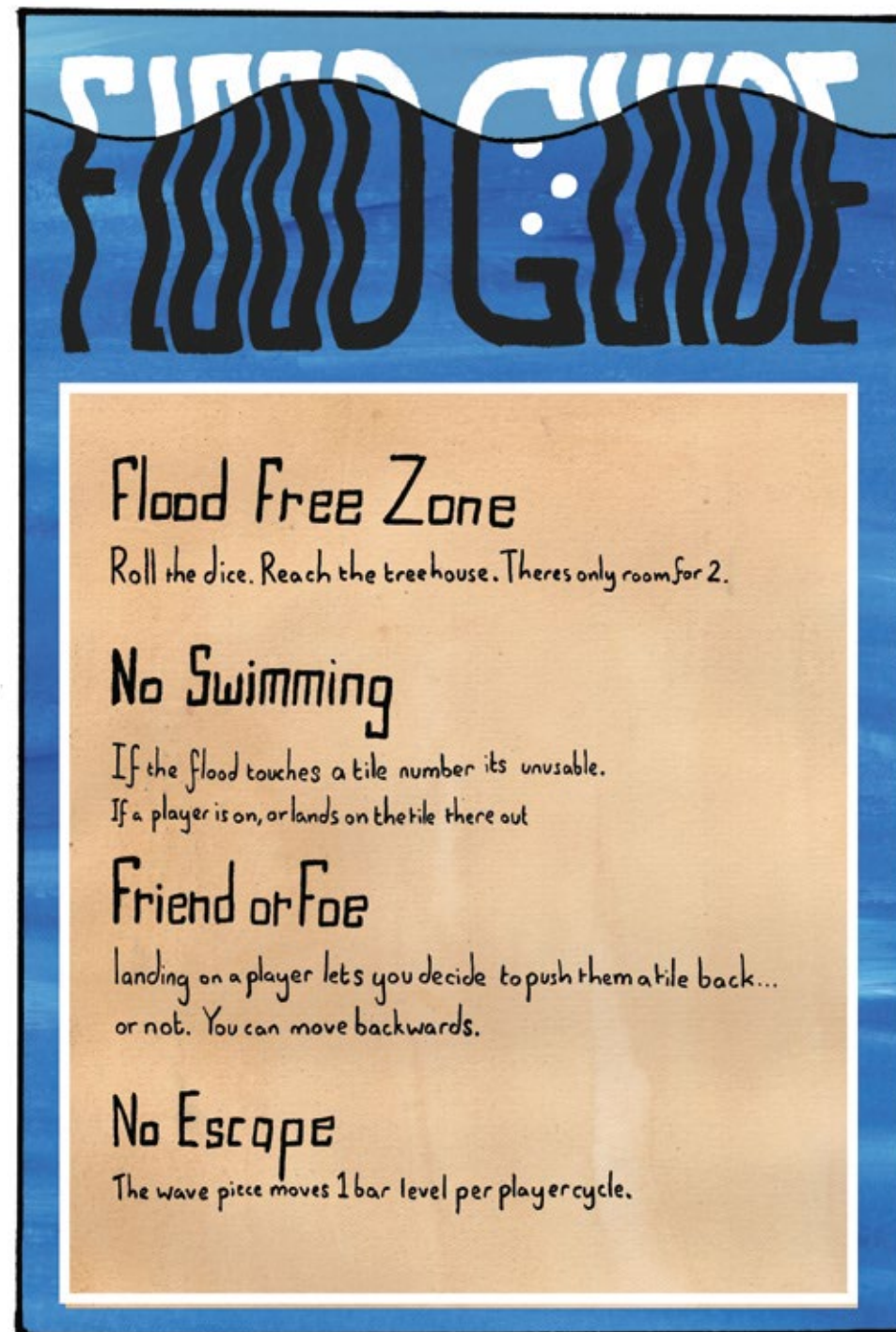
The self promotional project consists of 4 separate areas for the singular brief: Web design, business card development, reproducible artwork and a promotional piece.

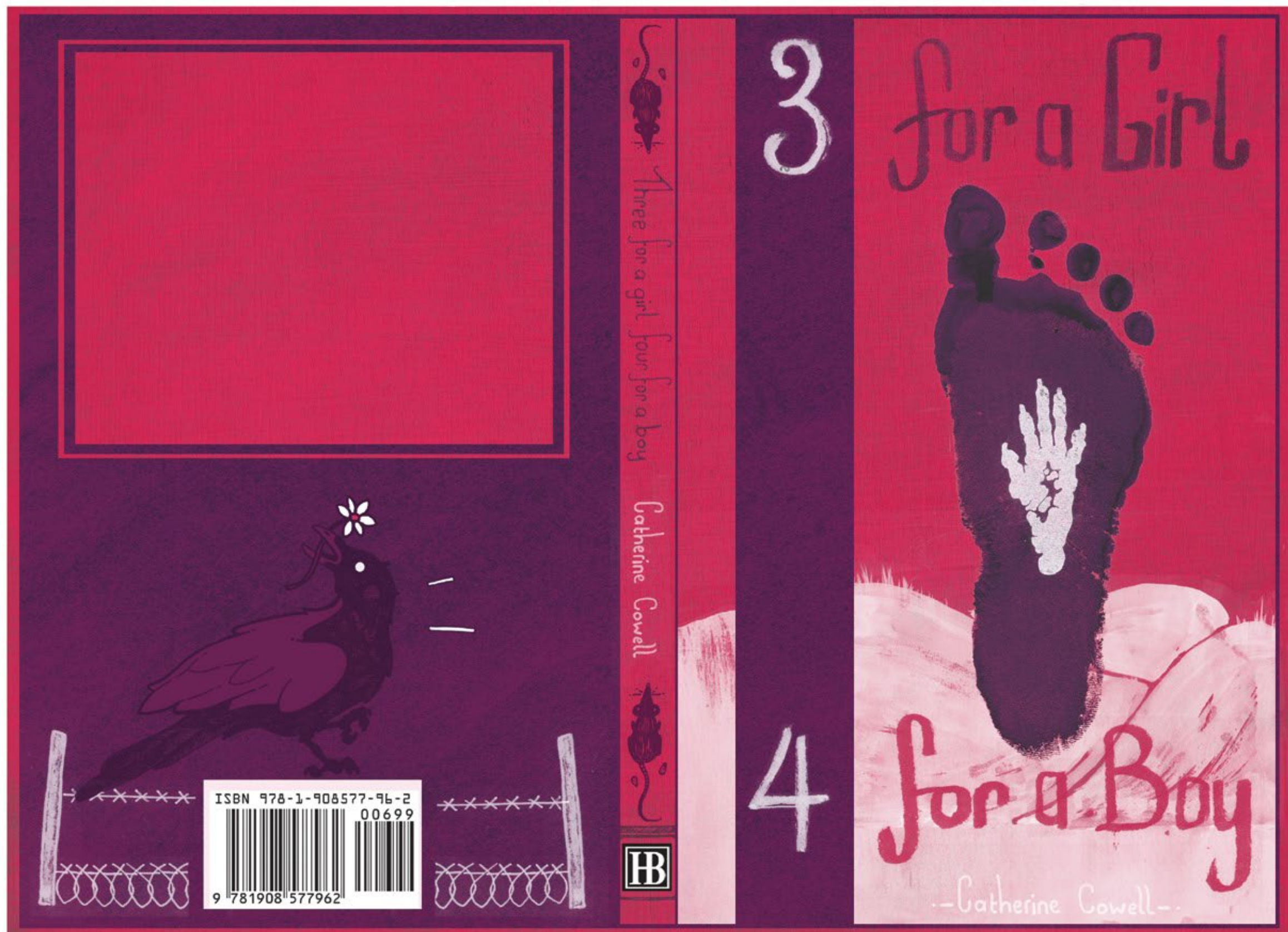
Above is my personal business card design that reflects my tastes and style of illustration. My website content isn't present on this portfolio. However my site URL can be found at the last page.

[illegible]

Finally is the promotional item, this is a design for a board game of my own construction on the next 2 pannels. It features an interactive board game model similar to snakes and ladders, with a wave piece that moves up the board with each player cycle. Due to the chasing aspect of the game it was named “flee the flood”.

Board game design-
This is just the foreground layer and its in process of colouring.

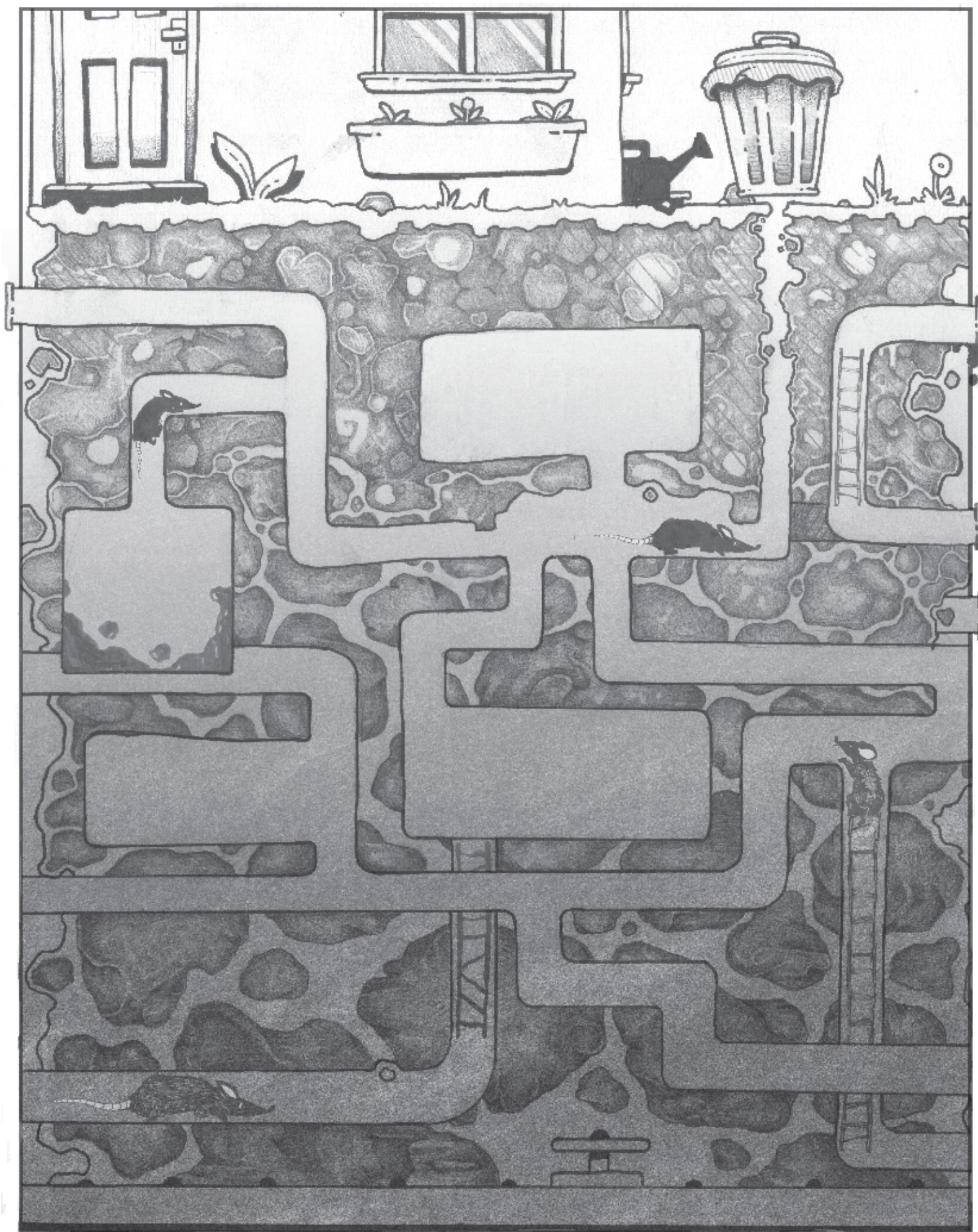




03: Live brief

This brief was to create 3 images for a client, composed of 1 front cover and 2 internal images. This project was under the context of the clients book “Three for a girl, four for a boy”, a tale of a girl and her rat familiar.

For this project I decided to focus mainly on texture for the front cover, depicting the main character (with flatfoot) and their rat companion, as well as a minor character magpie for the back. Additionally I restrained my use of complexity in imagery and font, so the textures are more prominent and the overall design is more crisp.





04: Negotiated project

The negotiated project is an original design, with my own brief of being Grimm fairytale themed poker cards. These cards were designed with different tales assigned to each card, with prominent use of symbolism to represent each cards story and royalty.

Iv focused on both textural and design aspects creating detailed pencil tonals with fabric and drawn textures overlayed into the design.



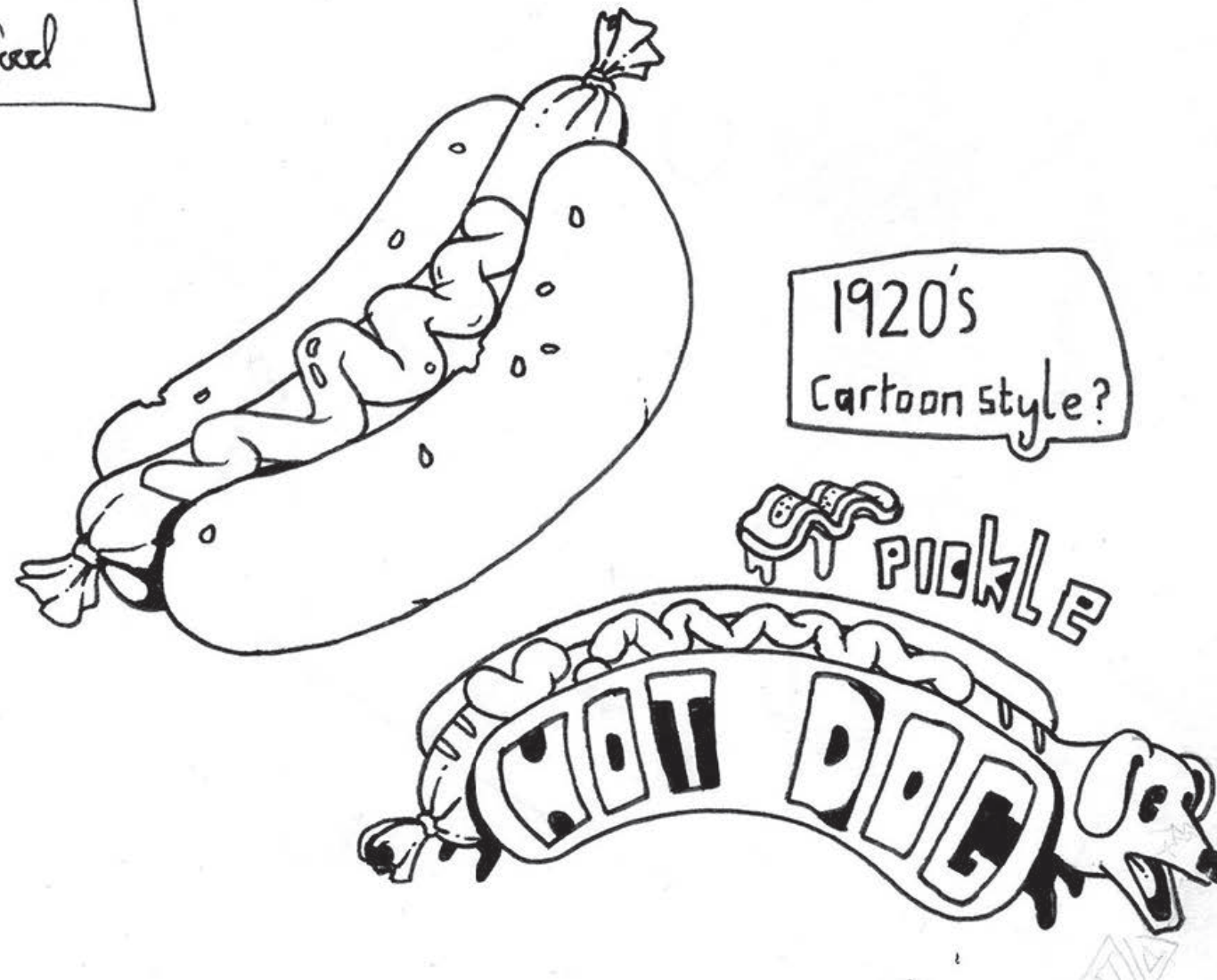


One of the key developments for this project is the back pattern design for the cards. This was developed from imagery of native German flora and abstract shapes drawn from natural forms.

Additionally there was development of text and imagery for card symbolism. With these elements in place development and construction of the finals was in full preparation.

Hunger
(Carnival Food)

Hungry ringmaster
hallucinates food

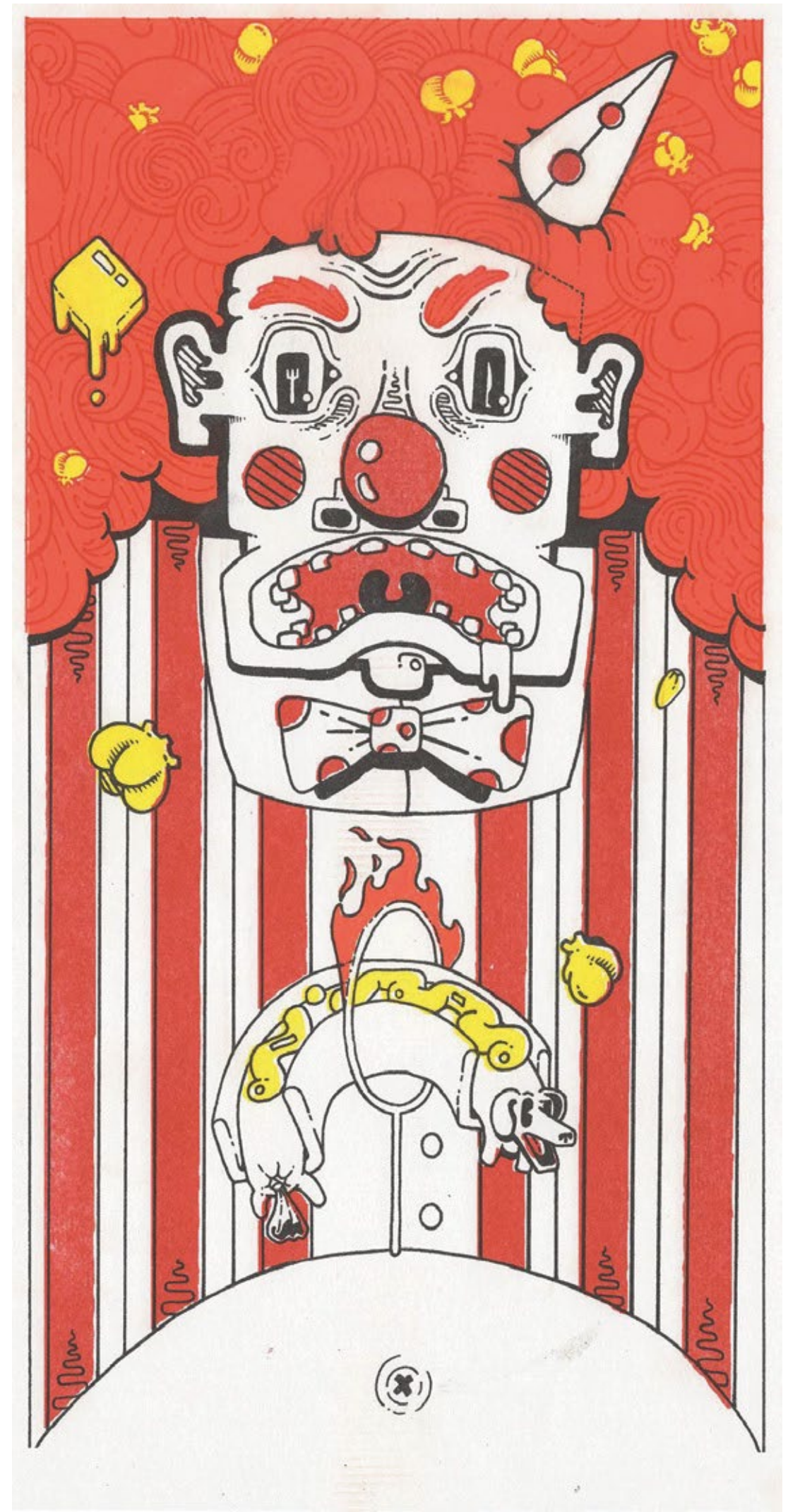
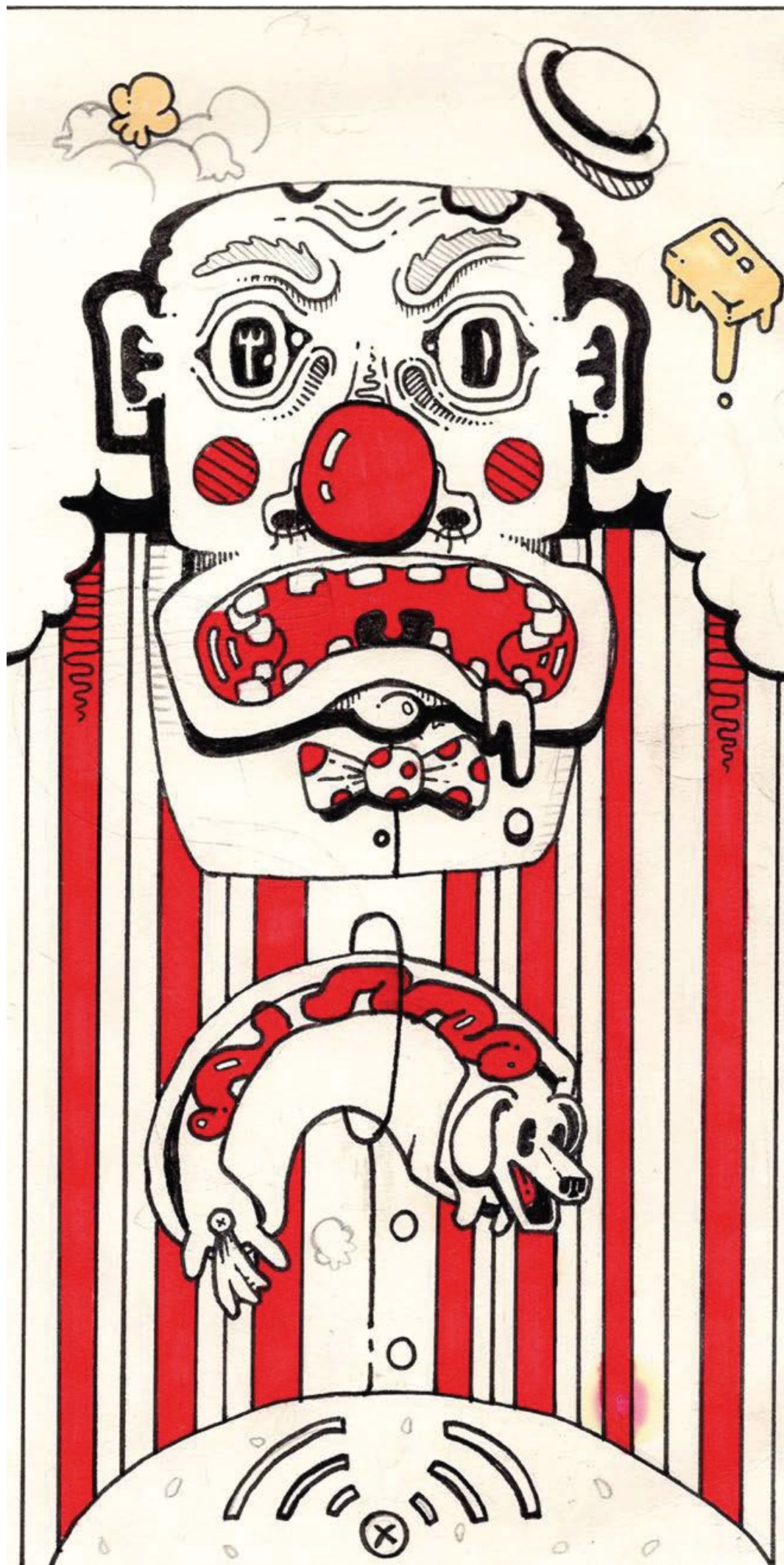


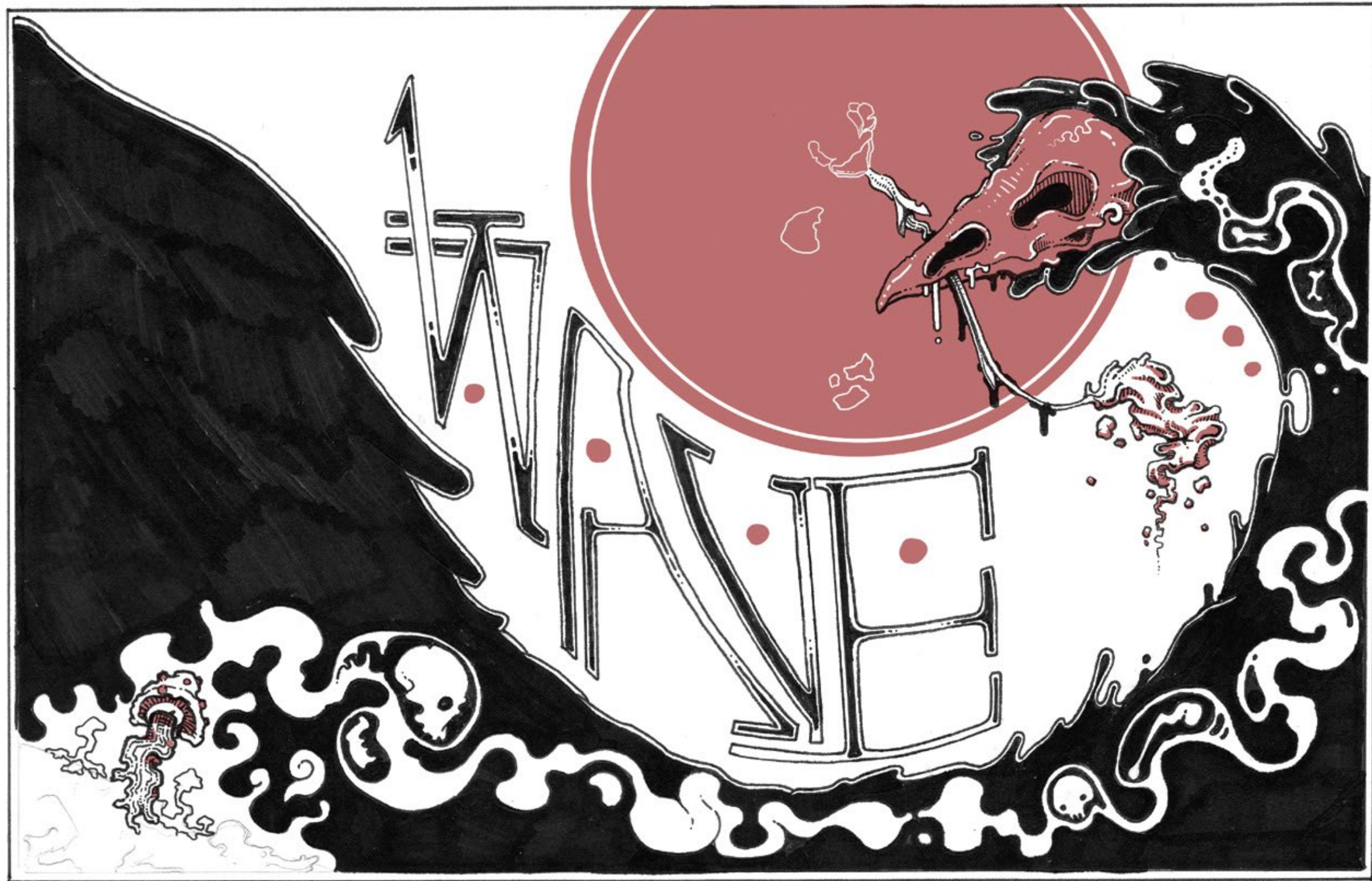
Dachshund Illustrations



05: If you could see secrets

Secret thoughts is an illustrative project on drawing the inner thoughts of an individual from a specific line of work, such as astronaut or florist. The profession I drew was the thoughts of a circus performer. From this I created a design based on 1920's cartoons and circus confectionaries with a hungry clown. I tried to create a minimalist design and developed a vintage aesthetic from both its style and risograph print method of the final.





06: Wave

For this project the theme was a wave which transforms the characters and their surroundings. With the characteristic of the wave in my flipbook being made of "miasma", this wave transforms all the surrounding and characters into a plague themed 1300's. For this plotline the only cure is the last flower. With this the idea of curative aromatics and herbs came from the original miasma theory, being a considered cure for the plague in that era.









Email- s.b.illustrates@gmail.com

Instagram- [Furnaceh3art](https://www.instagram.com/Furnaceh3art)

Website- sb-Illustration.squarespace.com

Number- 07807733365