

# INDISCREET



## Stavros Stoilidis

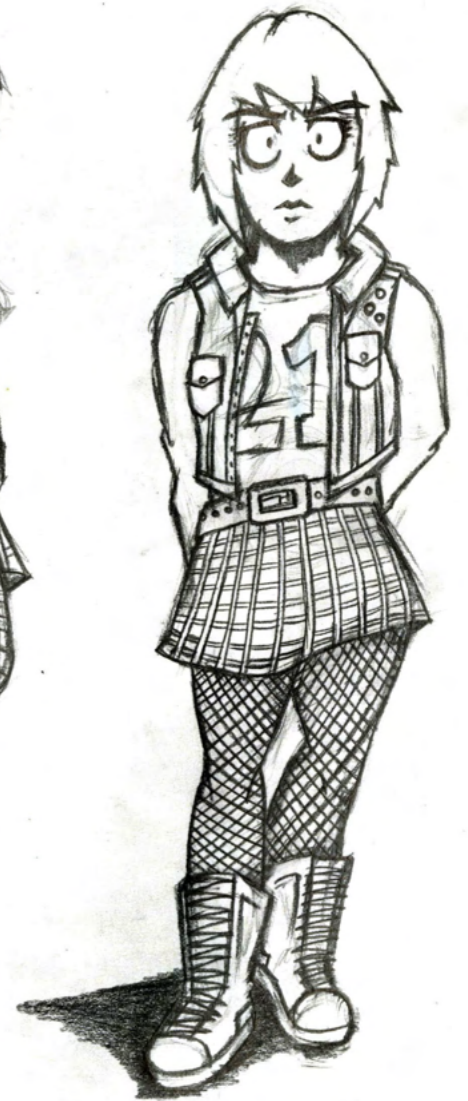
I have a huge love for comic book media  
and I am always striving for perfection.



## Speaking to the audience

For this project, we were given the opportunity to design an album cover for a band of our choice. We were able to choose from a specific list of music that is popular on Spotify, and I chose GIRLBAND because I fell in love with their music during my initial research. The requirements of this project were to design both the front and back covers of the album.

sketches



Final design

sketches



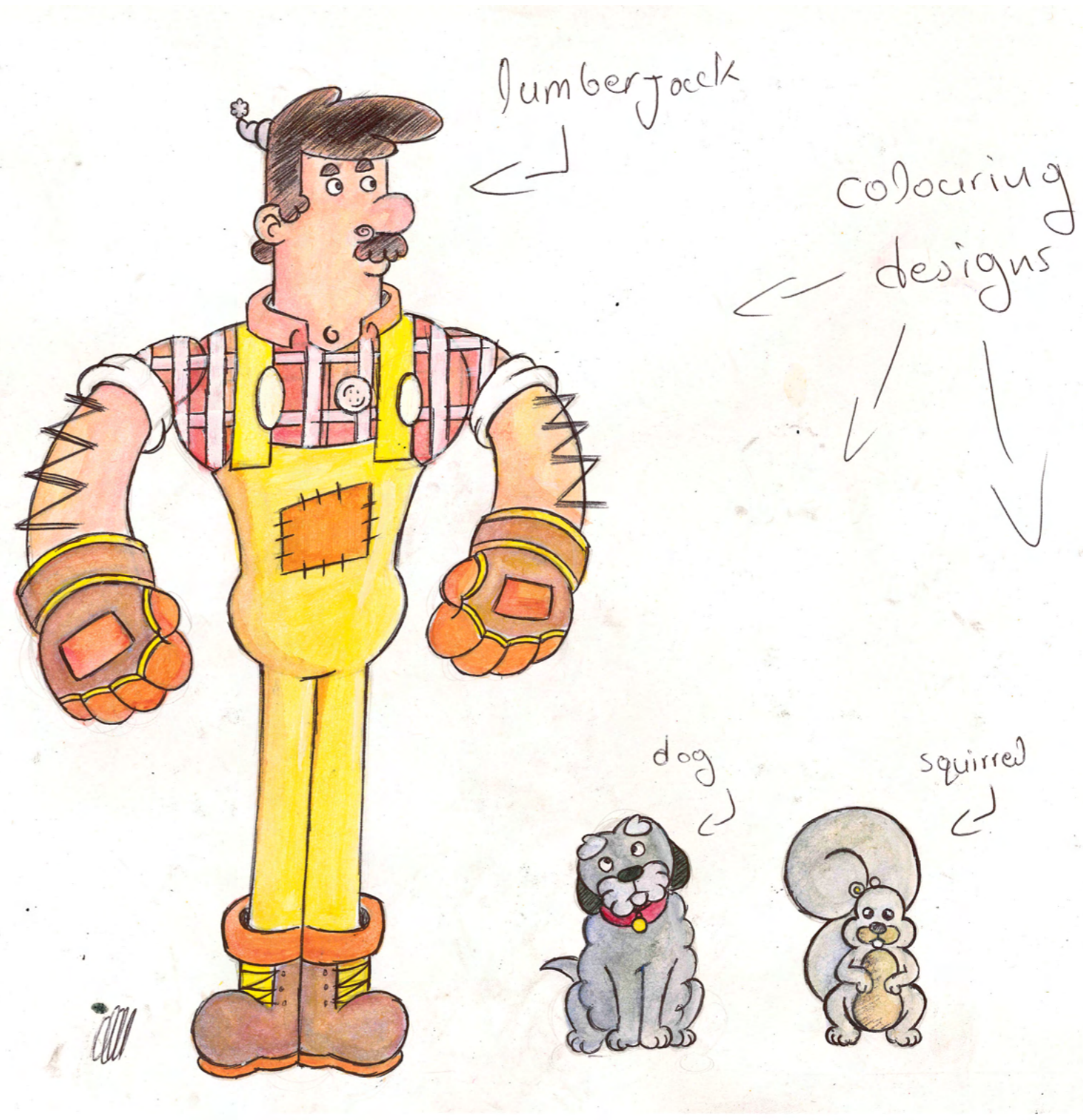
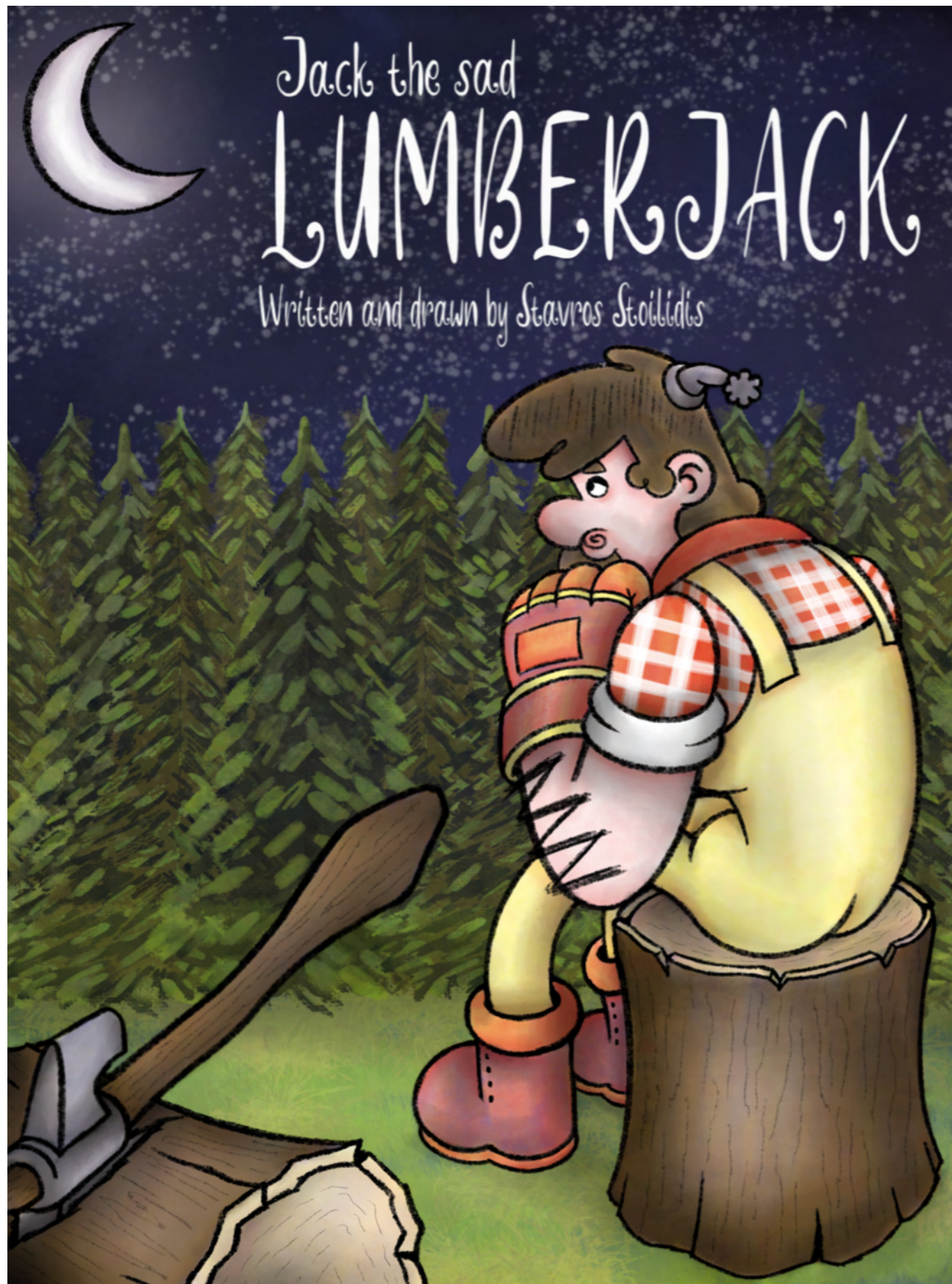
## Creating a mascot

In the initial stages of designing my album, I was uncertain about the direction of my illustration until one of my tutors advised me to create a mascot that would represent both the band's musical style and its intended audience. It is important to state that before joining the University most of my work was consisted of amateur character sketches, and this was a quality that my tutor recognised and encouraged me to explore it further.



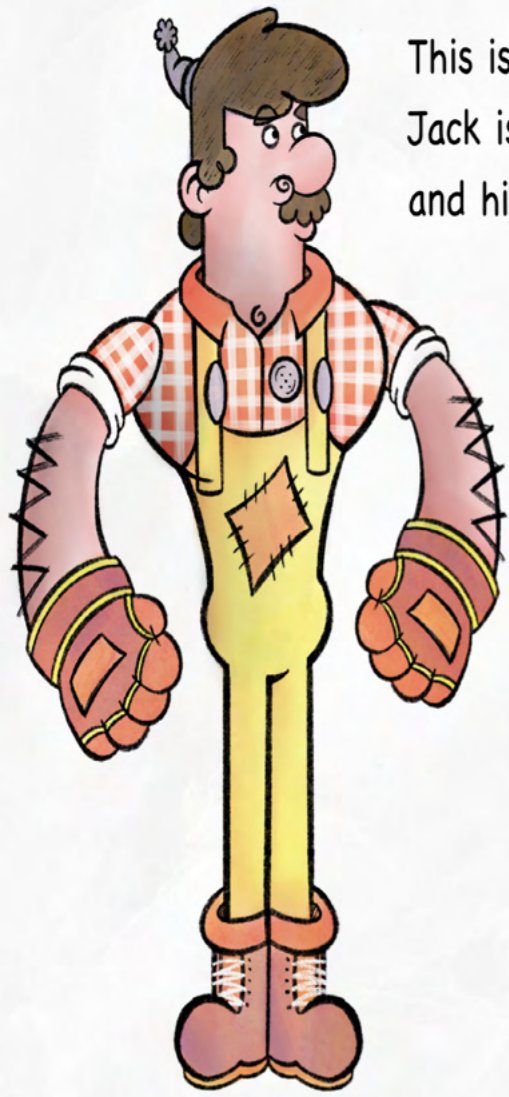
## GirlBand's Promotion

For the second part of this project, we were asked to design three promotional items for our band. The first two products were already chosen by our teachers—a T-shirt and a tote bag—which needed to be illustrated using a limited colour palette of three colours. For the final product, we were given the chance to choose what we wanted to illustrate, and I decided to create badges, as they are a popular item for promoting music bands.



## Jack the sad Lumberjack

As part of our Books and Storytelling project, we were given the opportunity to design our own children's book that communicated a meaningful message. For personal reasons, I created a story about a lumberjack who becomes depressed after the loss of his elderly dog. The narrative was intended to explore how individuals cope with personal loss and to highlight the importance of friendship and support during difficult times.



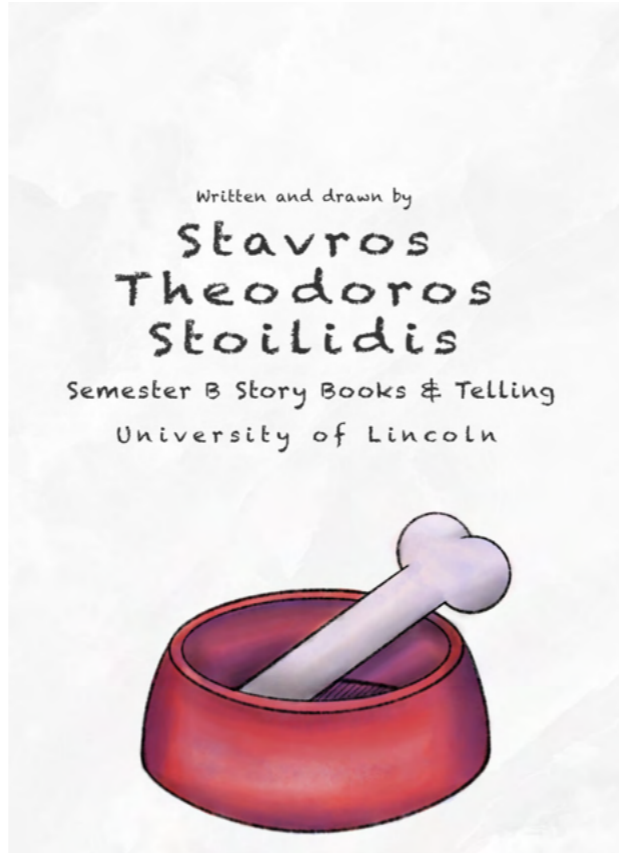
This is Jack and he is a lumberjack, Jack is known for his big height and his huge strength .



He has a big axe and a small pair of boots.



But most importantly a big caring heart.



This is Liz, who is Jack's small companion.



She is very old in age.



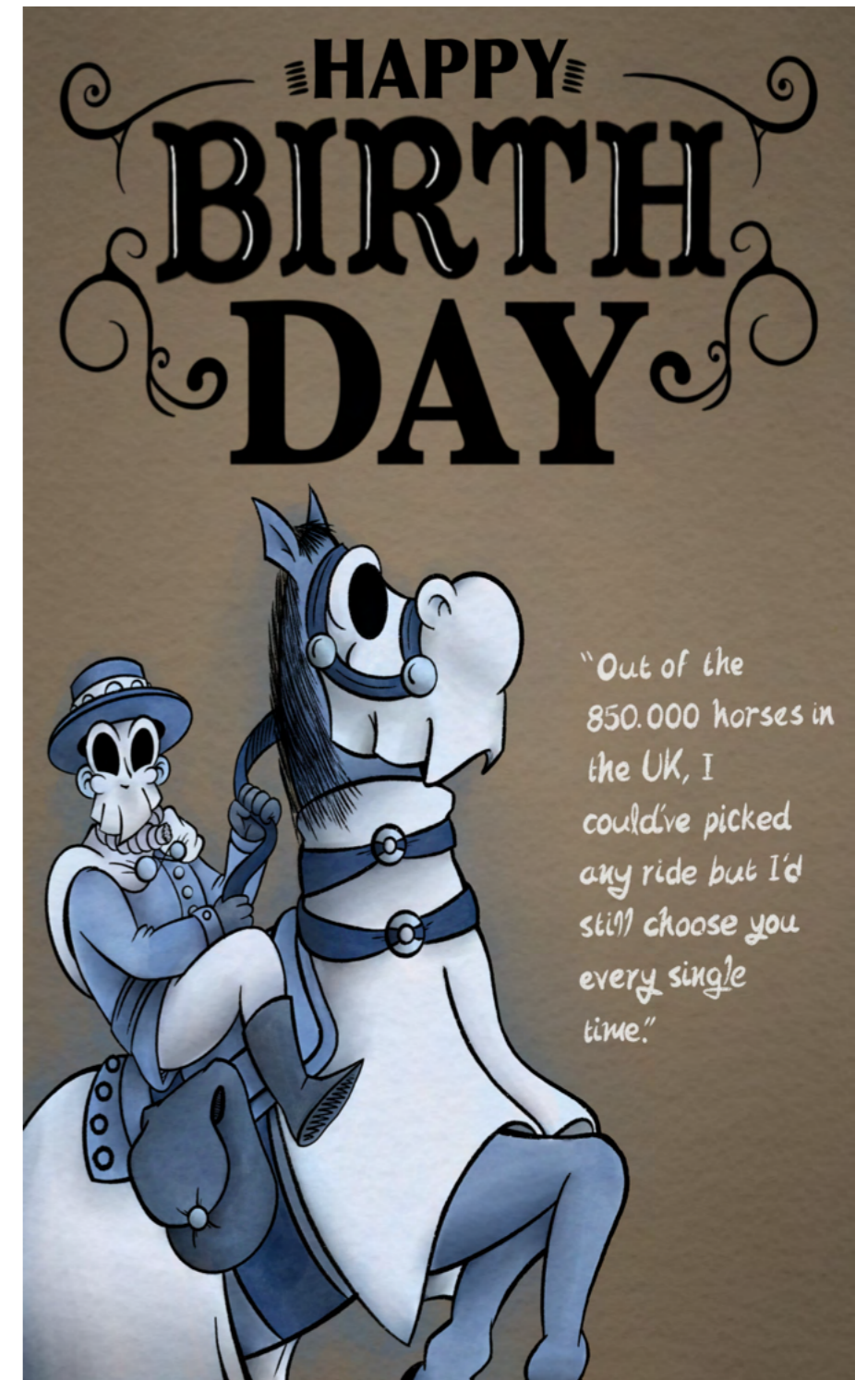
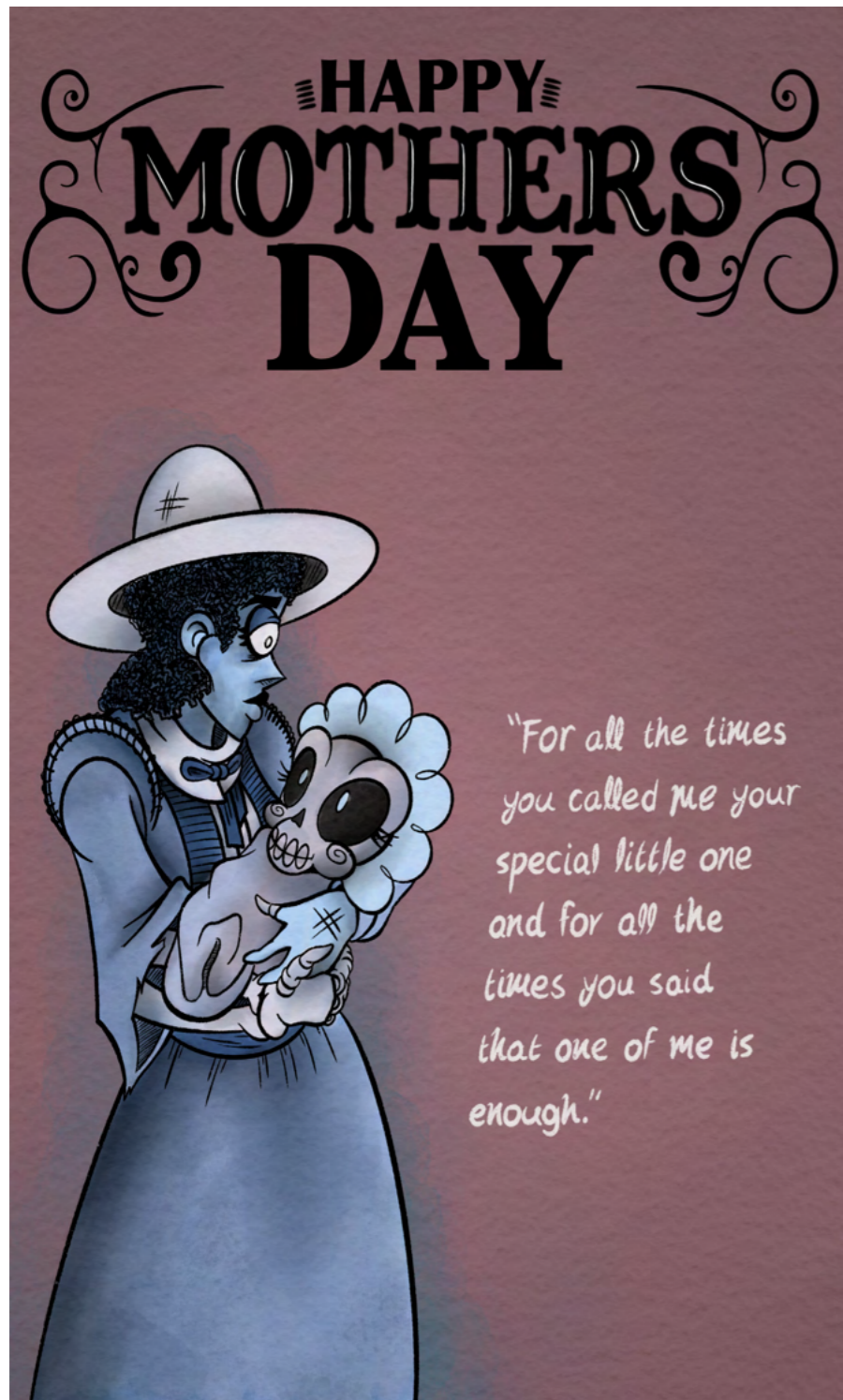
But still acts lively towards danger.



And she loves to sleep as much as she loves treats.

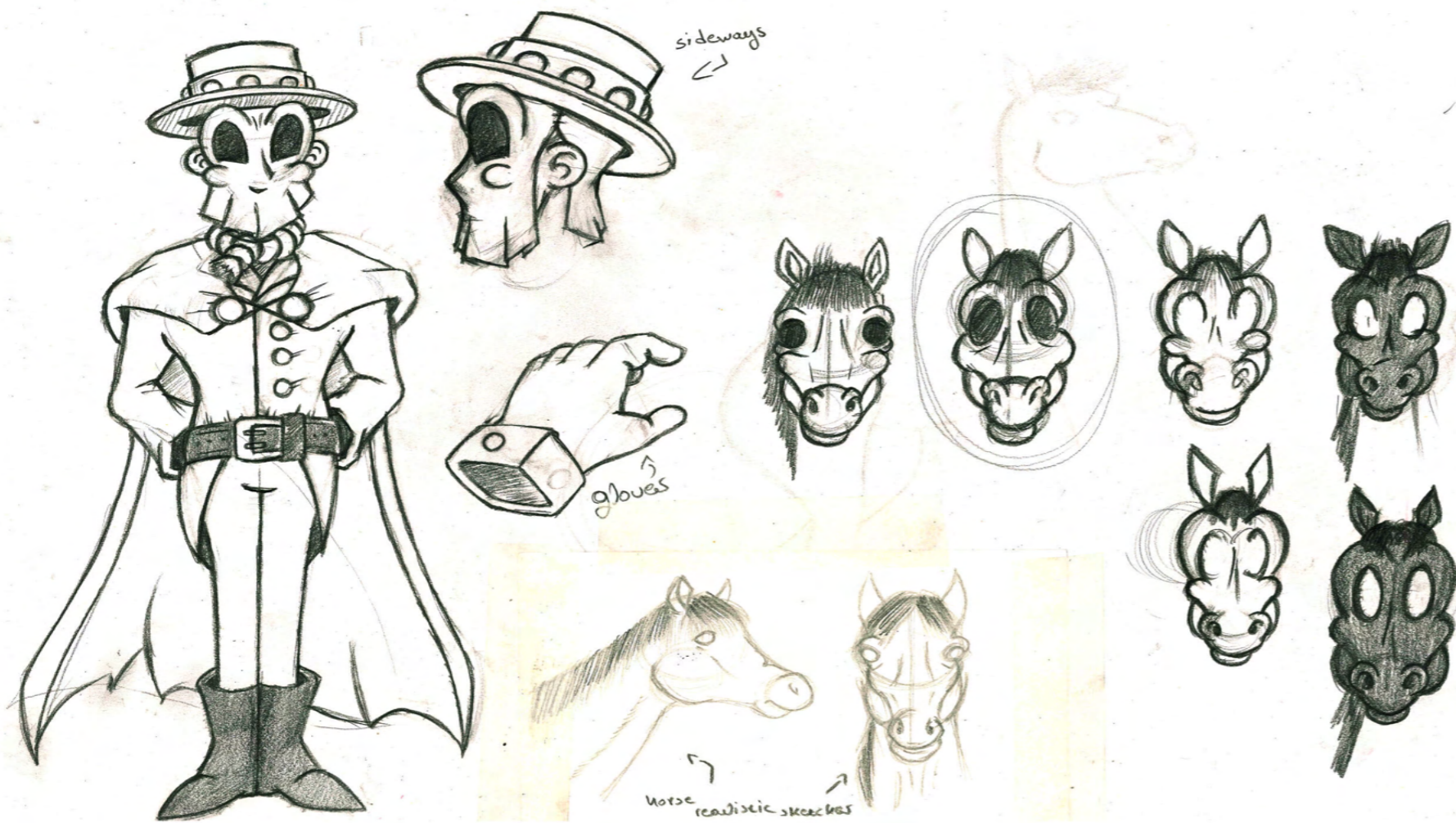
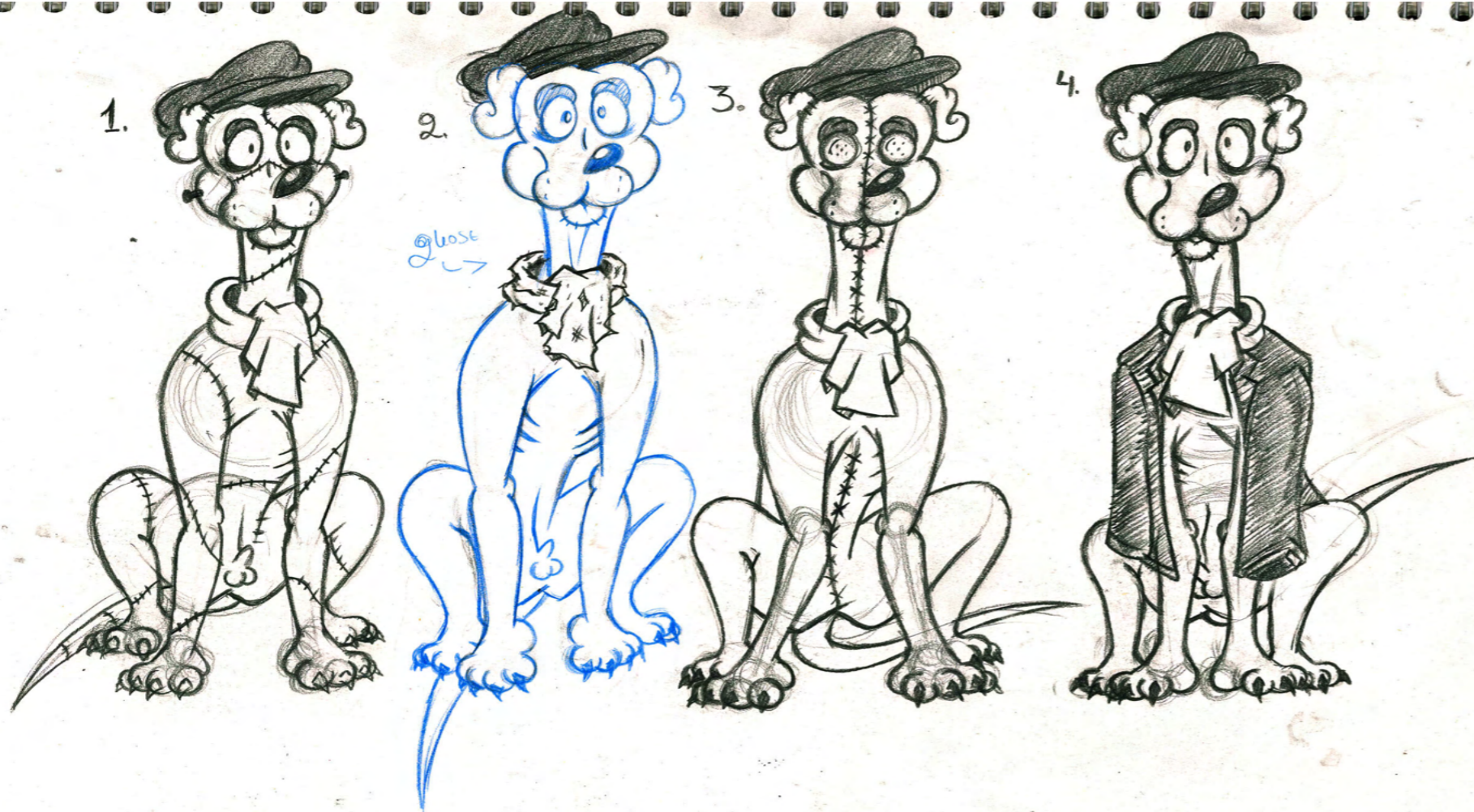


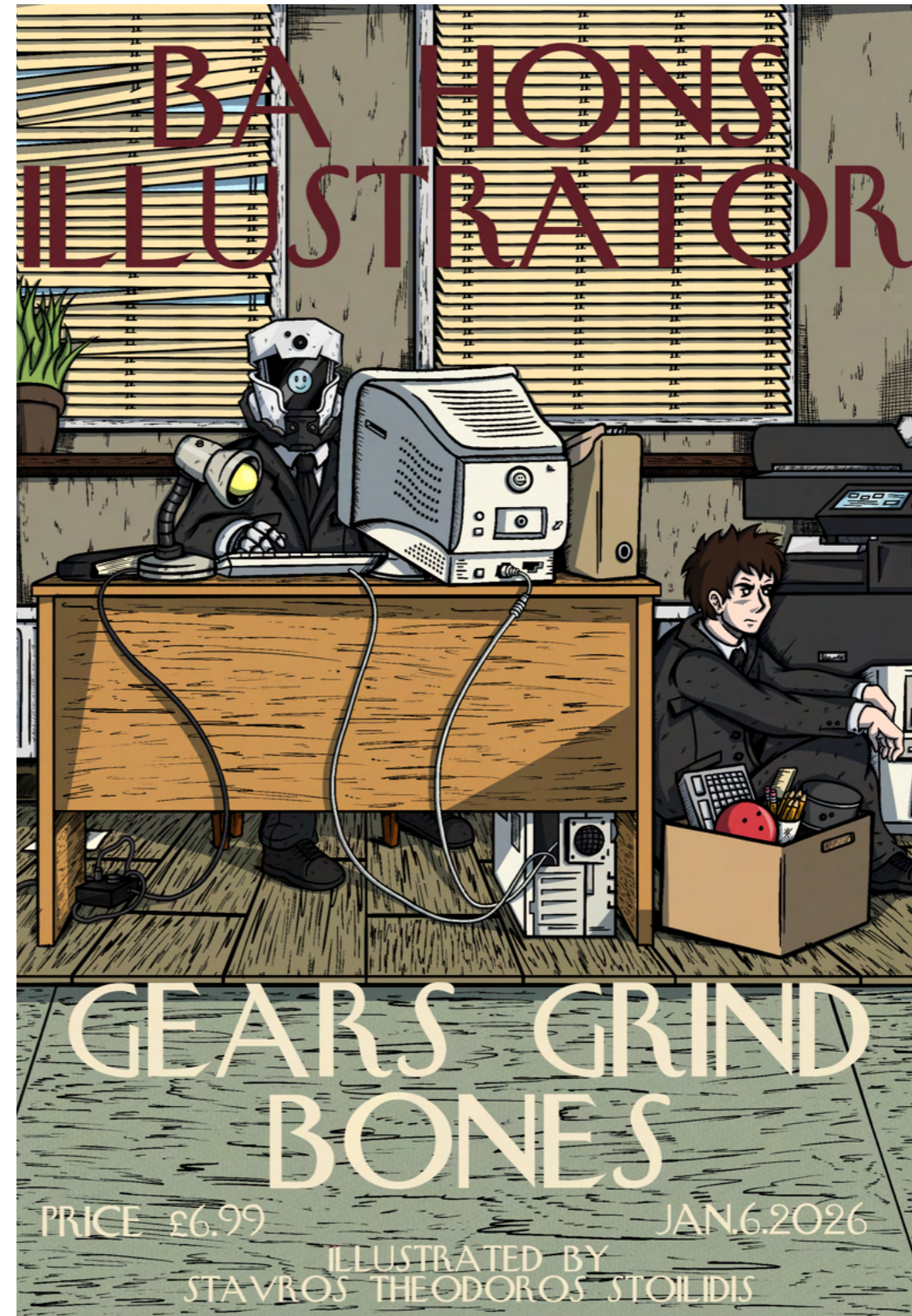
Jack's day began on the wrong foot, as the squirrel was stealing food and causing a mess.



## Castle ghost products

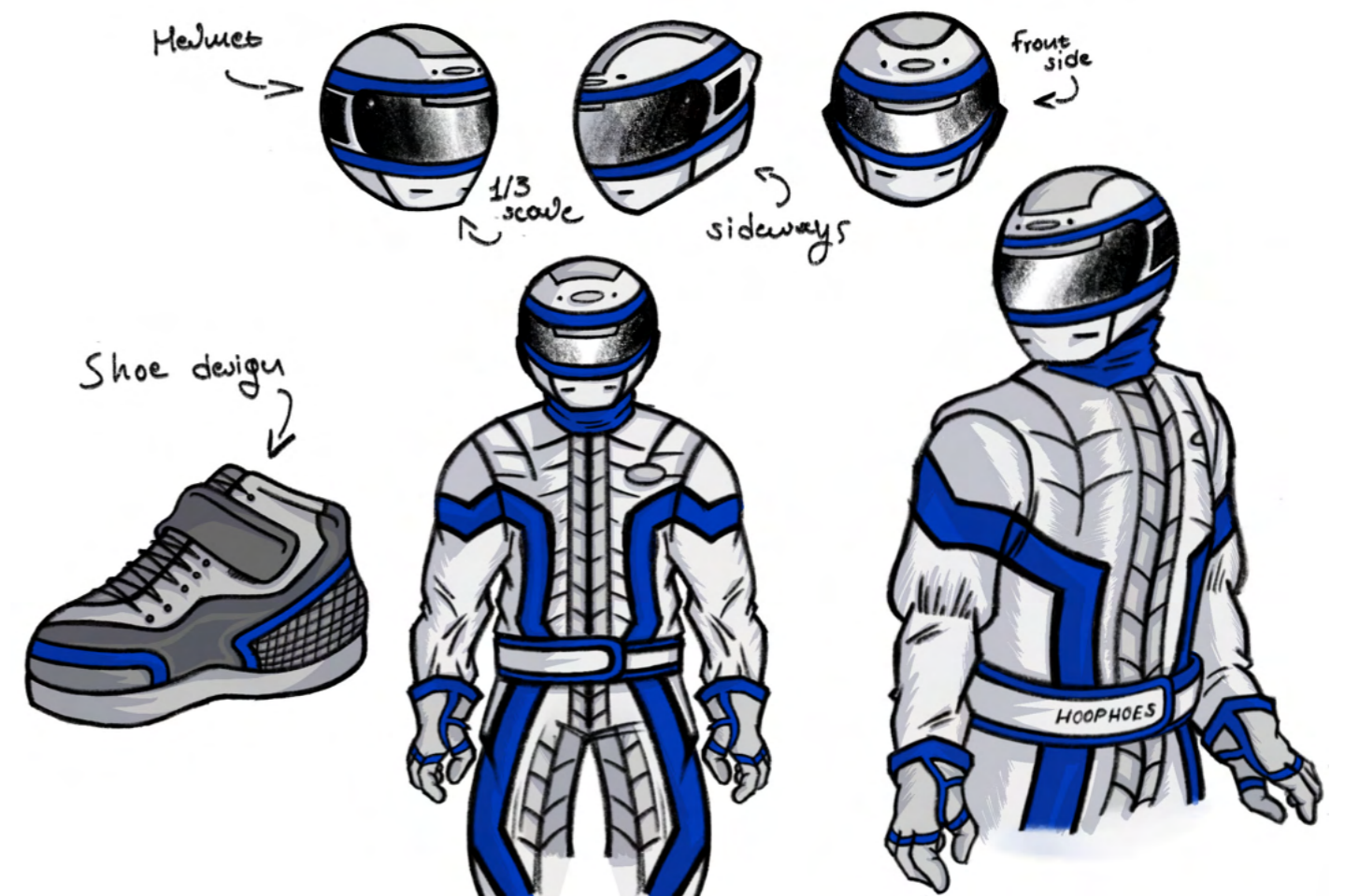
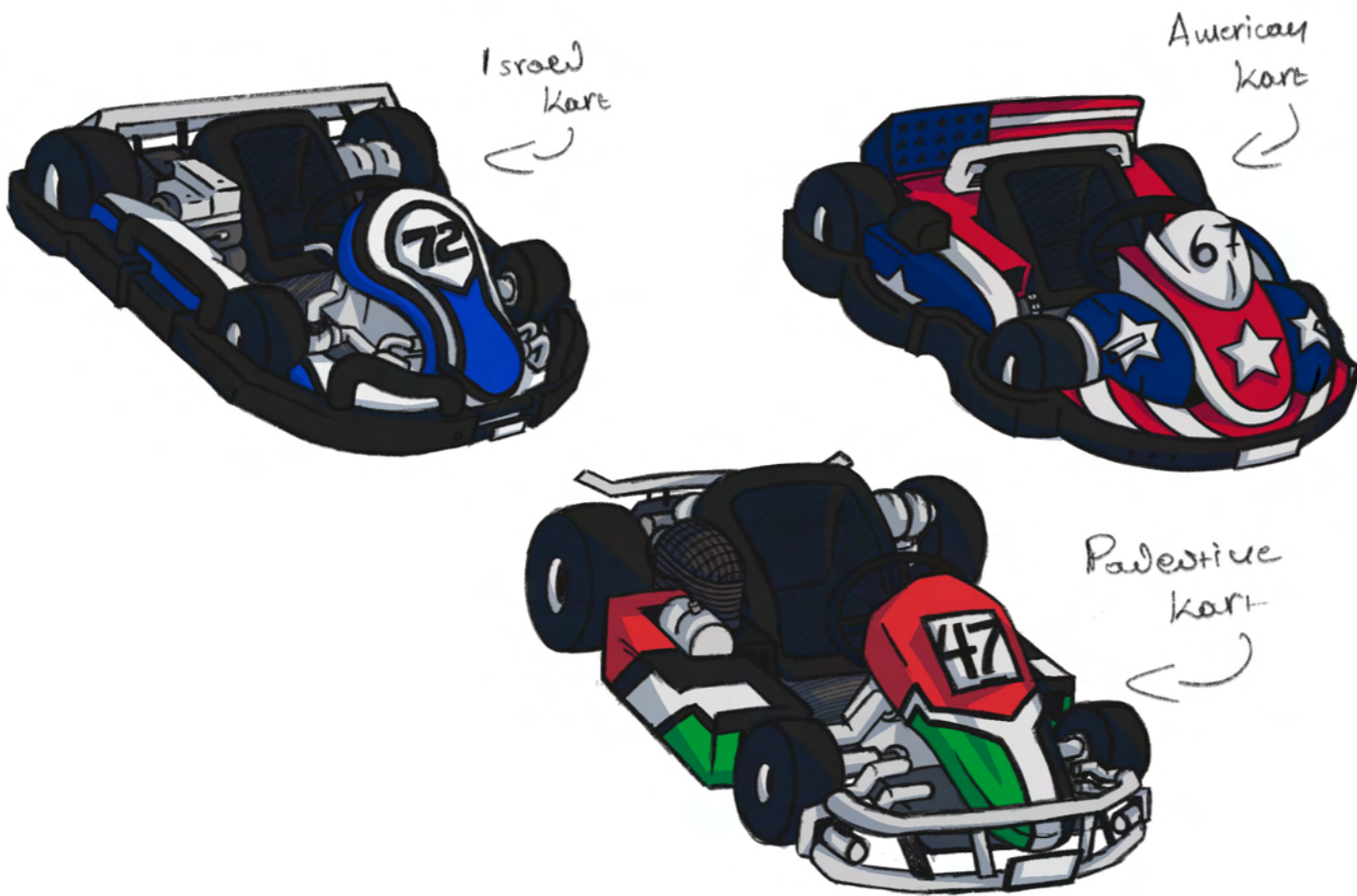
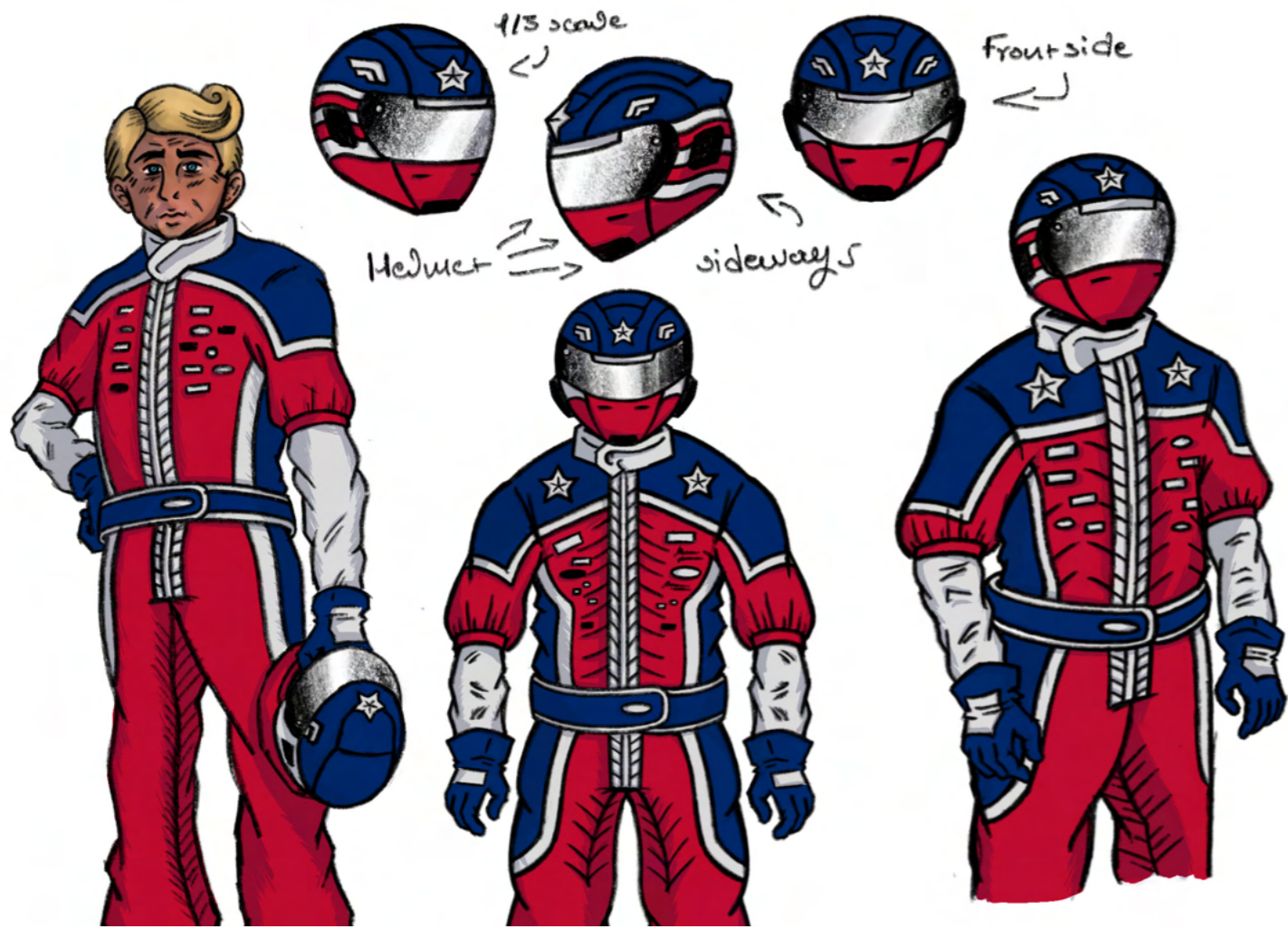
For the second semester of Thinking and Making, our project revolved around designing products for Lincoln's Castle. We were given one key piece of advice for our creative approach to this project: to produce something original rather than replicating items already sold in the castle's souvenir shop. A significant number of the castle's merchandise was focused on medieval themes, so I chose to base my products on the Victorian period instead, reflecting the era when the castle was used as a prison and reference the alleged ghost reported in the area



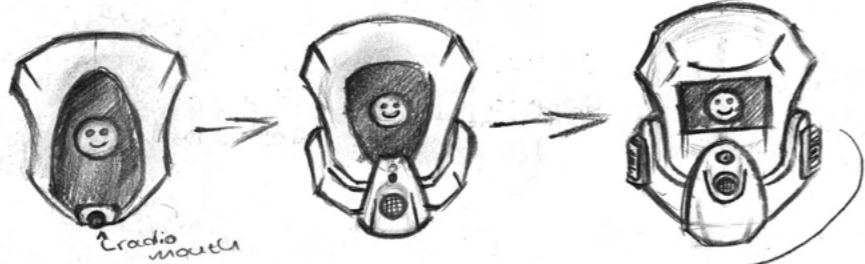


## Race for Happiness & Gear Grind Bones

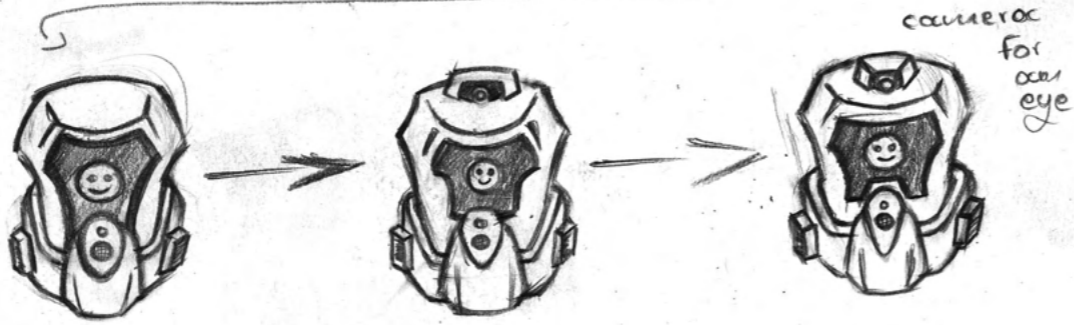
For Contemporary Illustrations, the first project gave us the opportunity to comment on the levels of happiness in countries of our choice through our illustrative skills. I chose to compare Israel with America and Palestine by depicting a Go-kart race. Each country's kart was designed to represent the economic state of its nation, with Palestine driving the oldest model, while Israel and America raced in more modern, up-to-date vehicles. For the second part of this project, we were allowed to define ethical challenges that are faced by contemporary society. My choice was to comment on AI and how its presence has affected certain job industries. The way I implemented my message was through an illustration of a robot sitting in an office, while an ex-employee sits on the floor with a box containing his belongings.



contemporary project B "robot design"  
original sketch "head design"

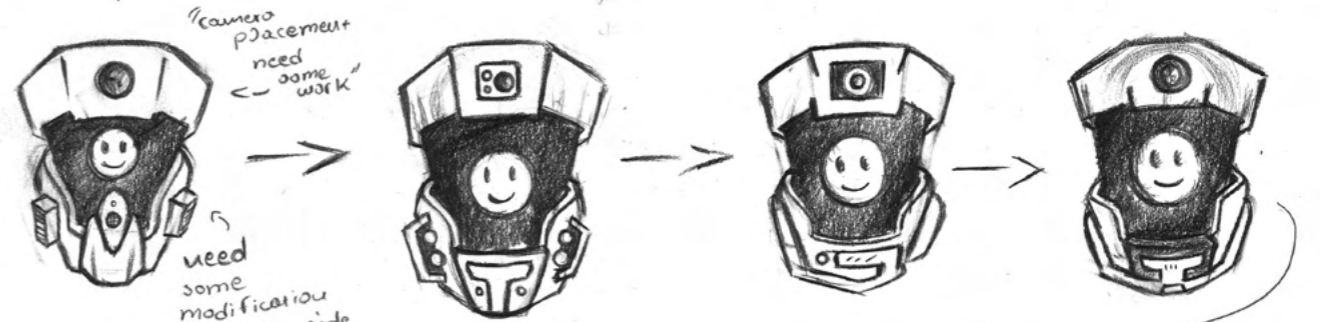


radio mouth



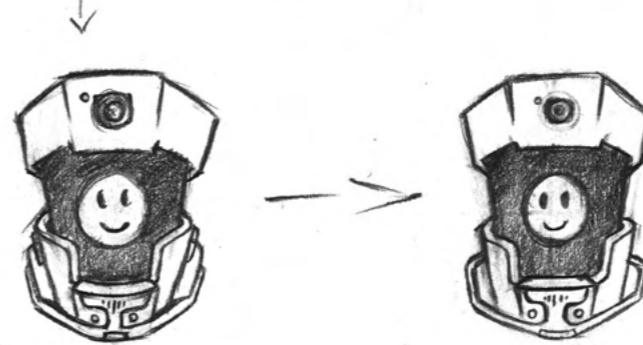
camera for eye

"head design 3 revised"

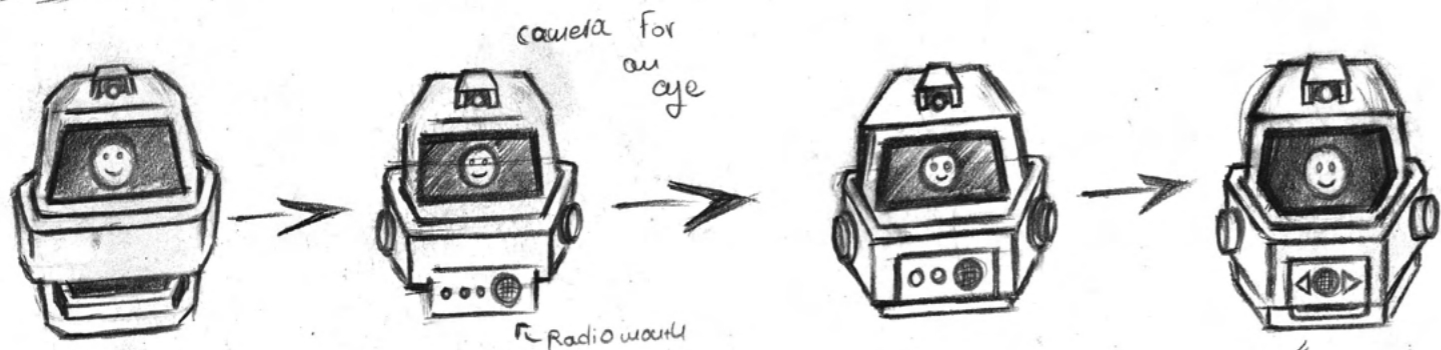


camera placement need some work

need some modification for the side pieces

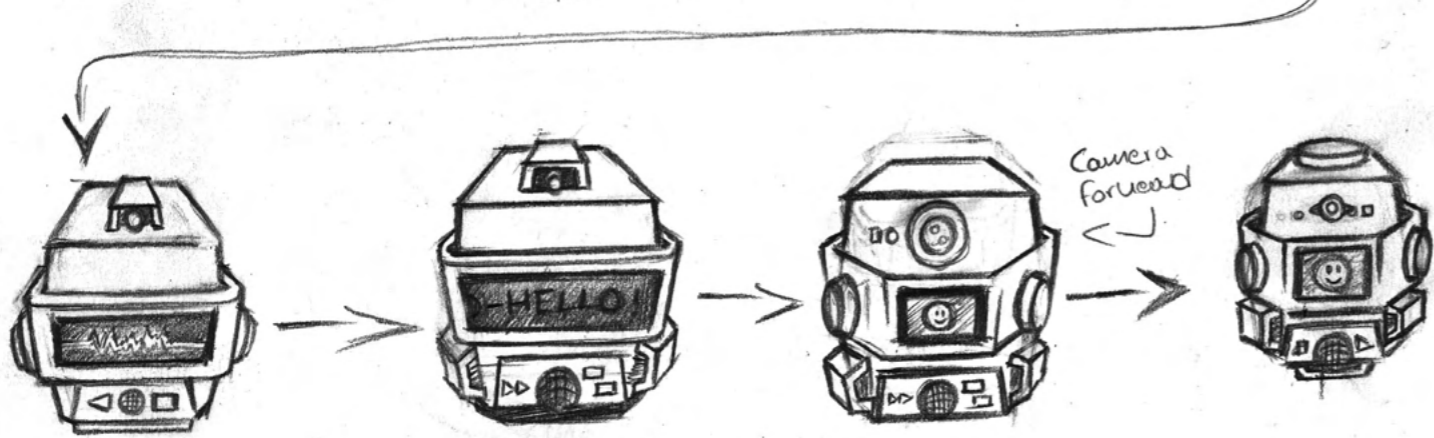


"head design 2"



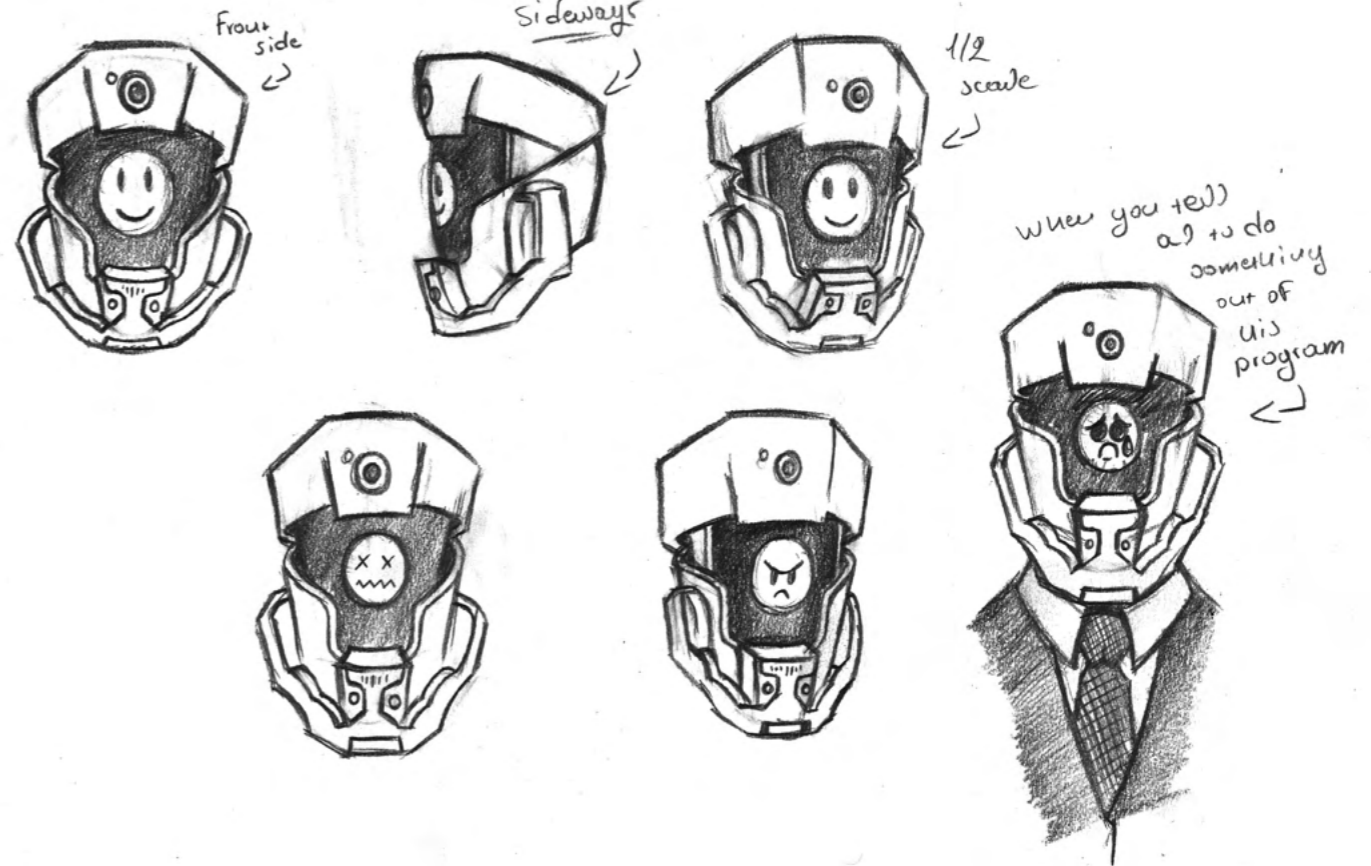
camera for eye

radio mouth



camera forehead

"Final head design"

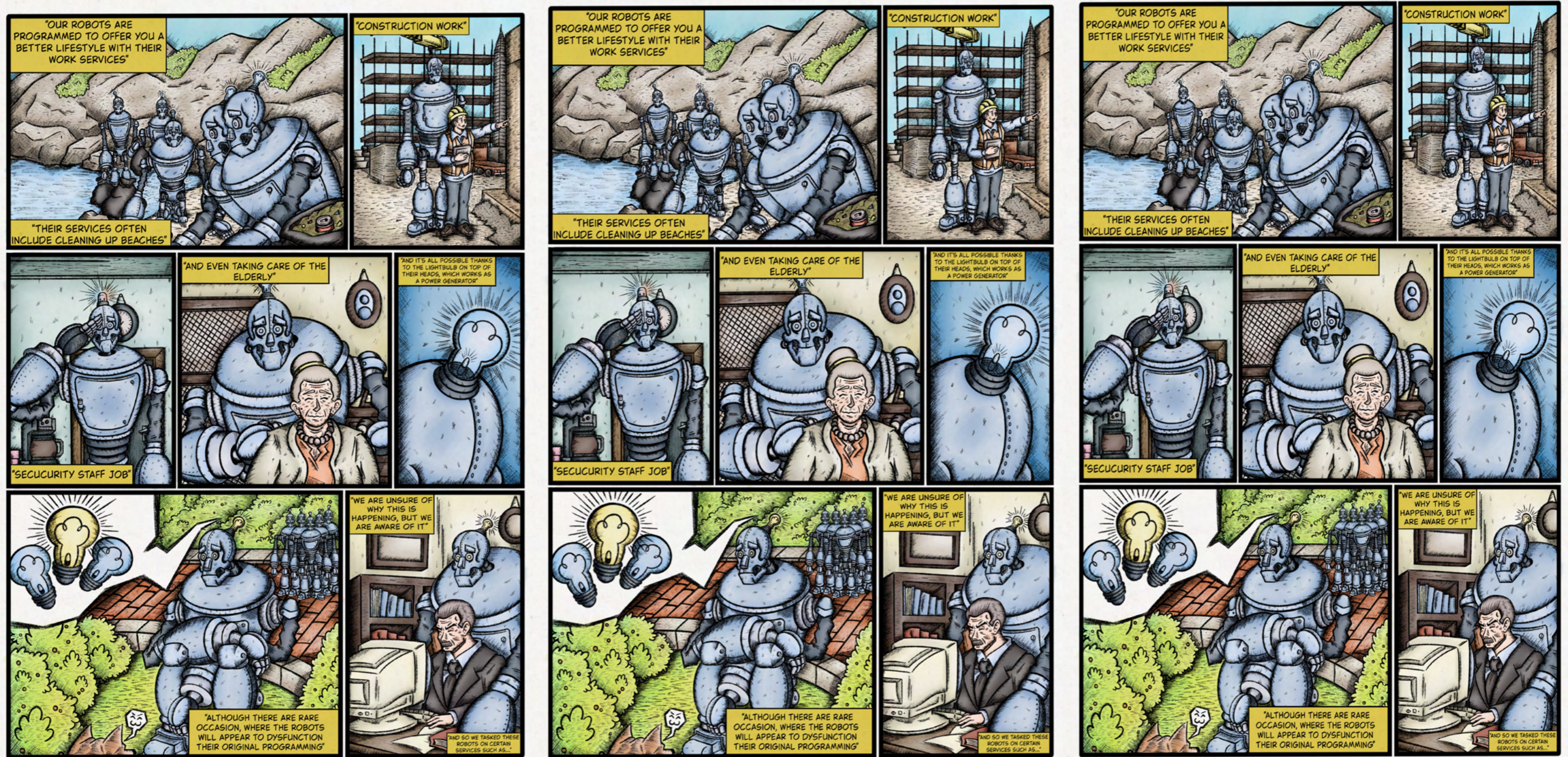


front side

sideways

1/2 scale

when you tell a) to do something out of his program



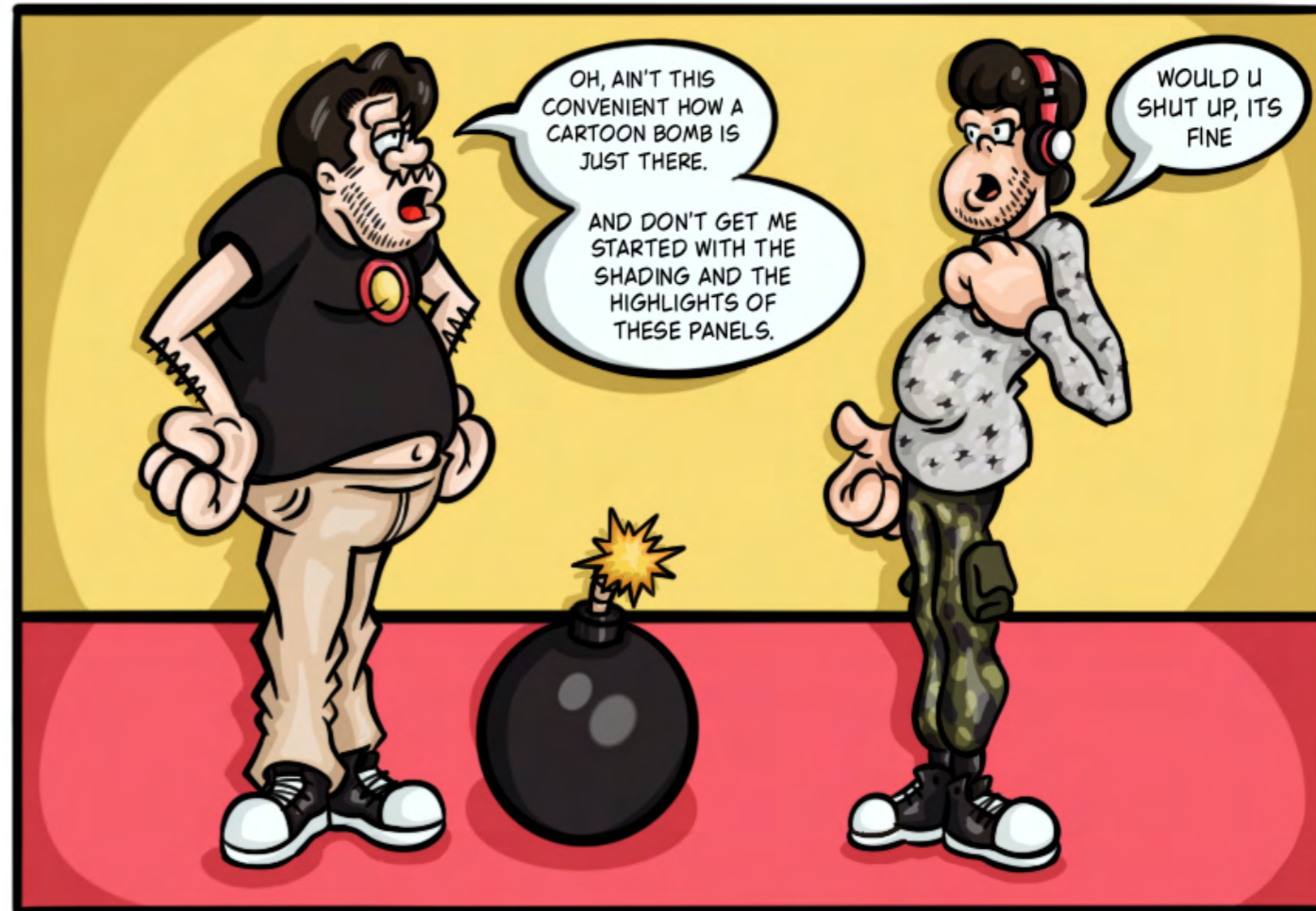
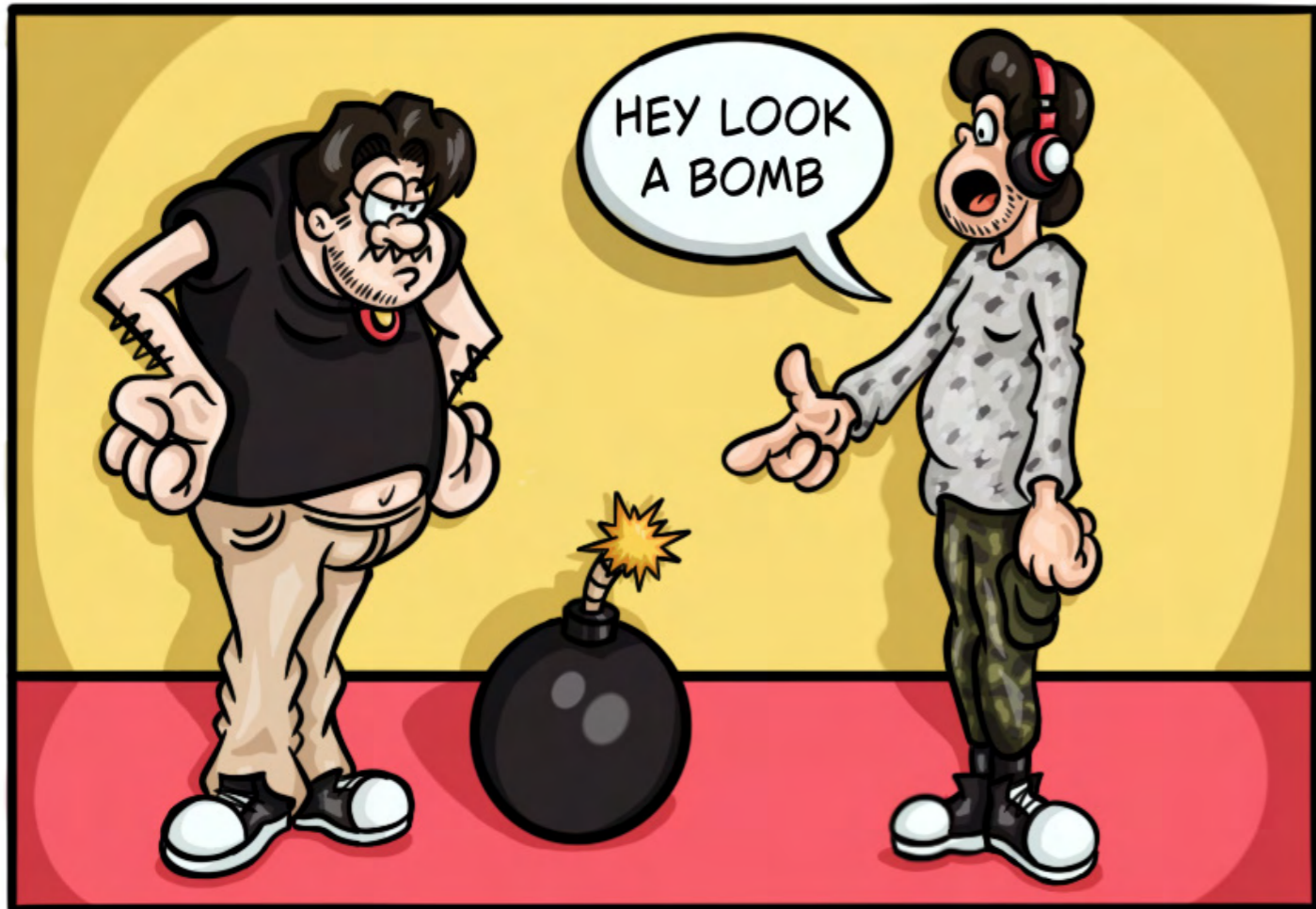
## Dysfunctional

For the first part of Professionalism and Commissions, our task was to create an illustration of our choice that could potentially become a participant in the 2026 Illustration Awards in Lincoln. My subject revolved around storytelling and personal archive, and with that in mind, I decided to create a three-page comic book story that talked about ASD due to my Asperger's diagnosis. The story takes place in an alternate vintage period, as the world possesses enhanced technology. On unknown occasions, some robots begin to gain awareness that alters their original programming. The primary desire of this illustration was to reflect the equality between the autistic and allistic groups.

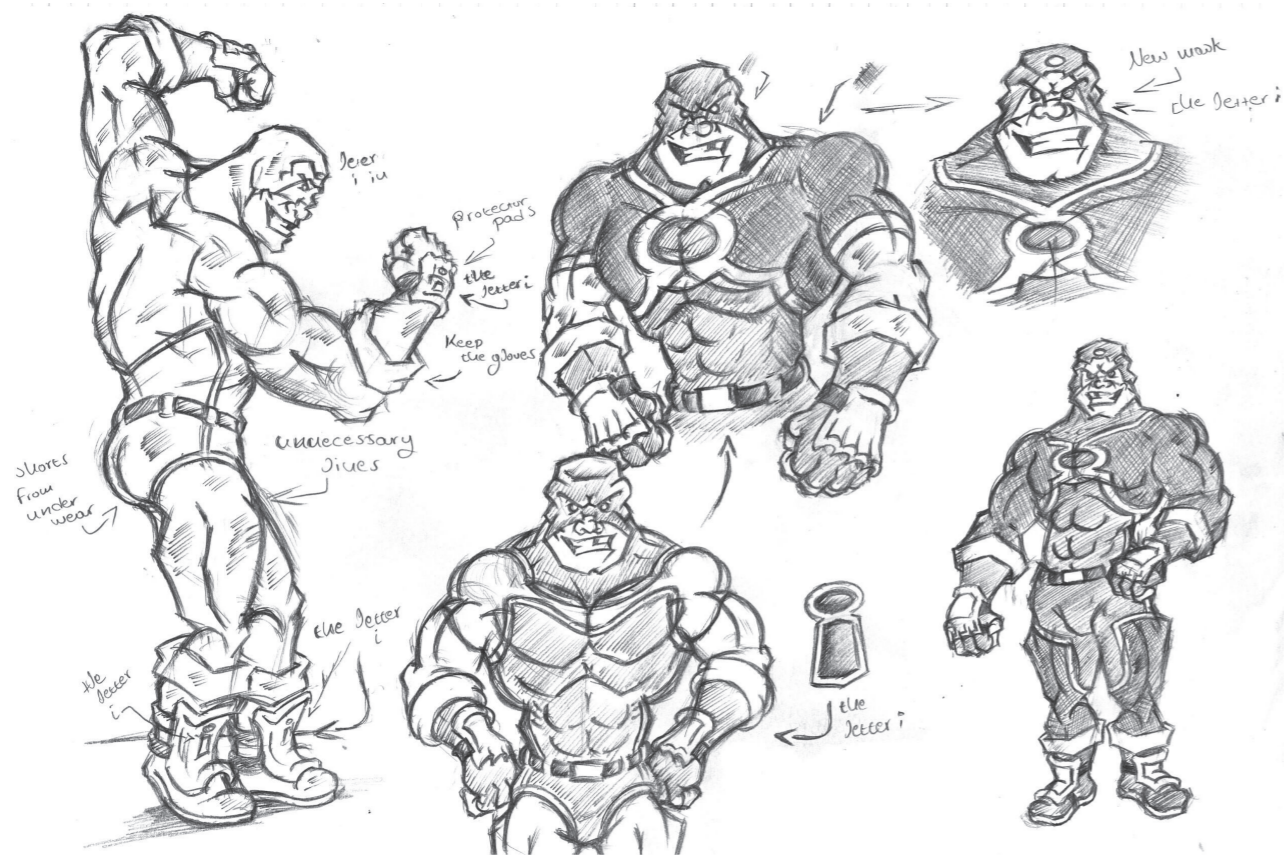


## Self-Promotion

One of our last projects before leaving the University and becoming independent illustrators, was to create a business card that would promote the type of illustrations we wanted to produce to the world. As I am considering to pursue a career in comics, I decided to turn my card into a small comic book with the protagonist being a cartoonish version of myself. Many illustrators often draw themselves as cartoons to advertise their work, and since I have a soft spot for animation, this decision only felt natural.



# PROJECT INDESTRUCTIBLE

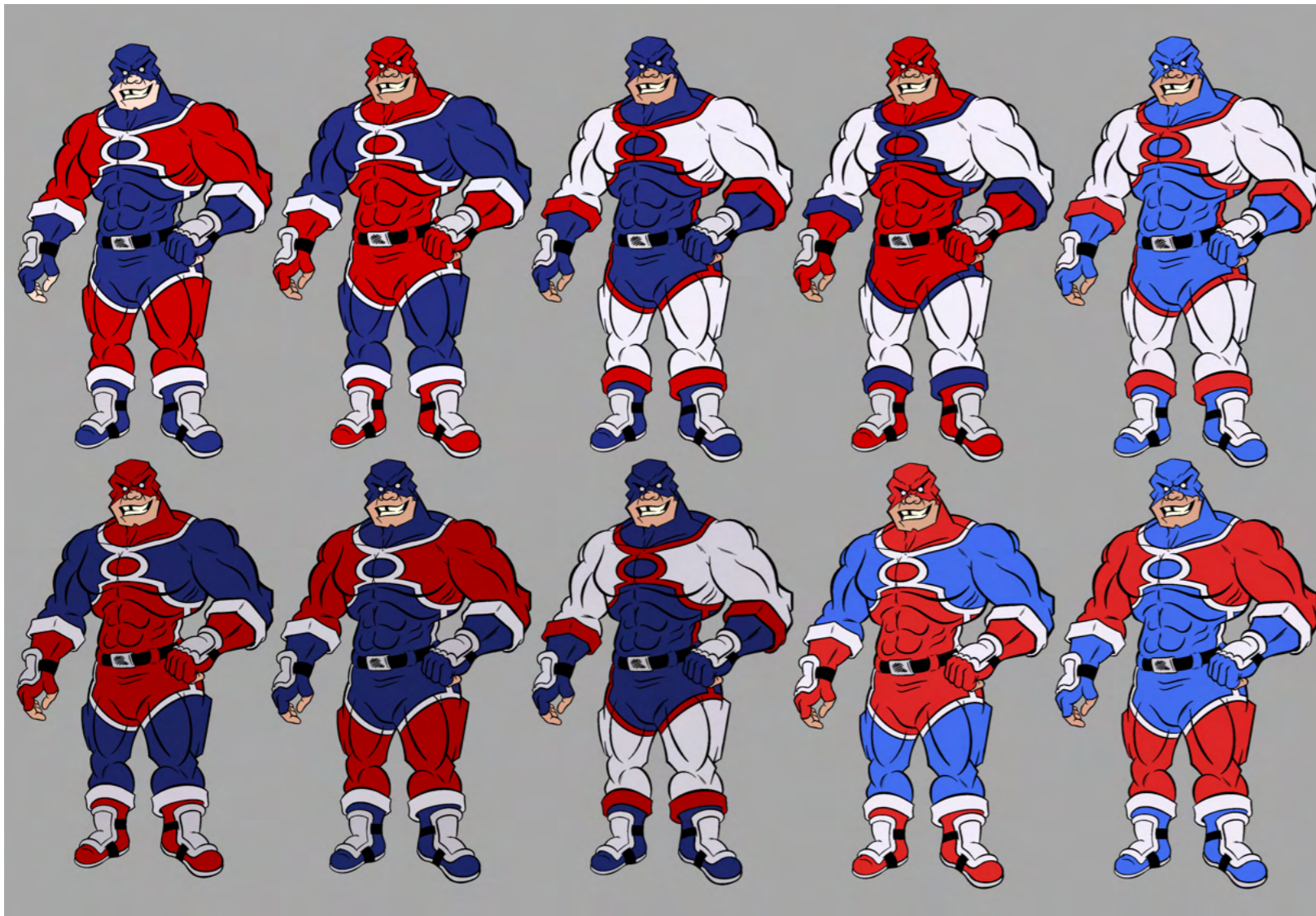
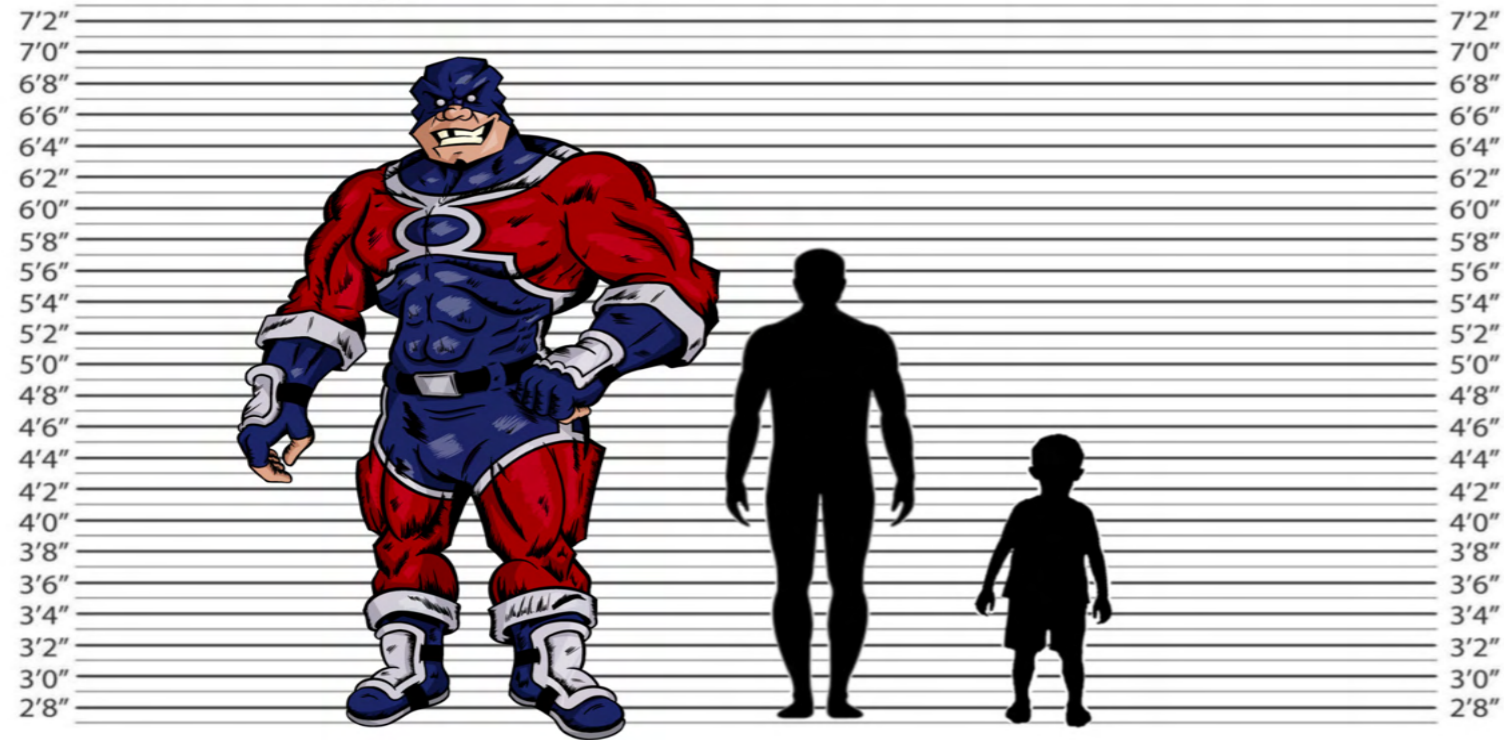


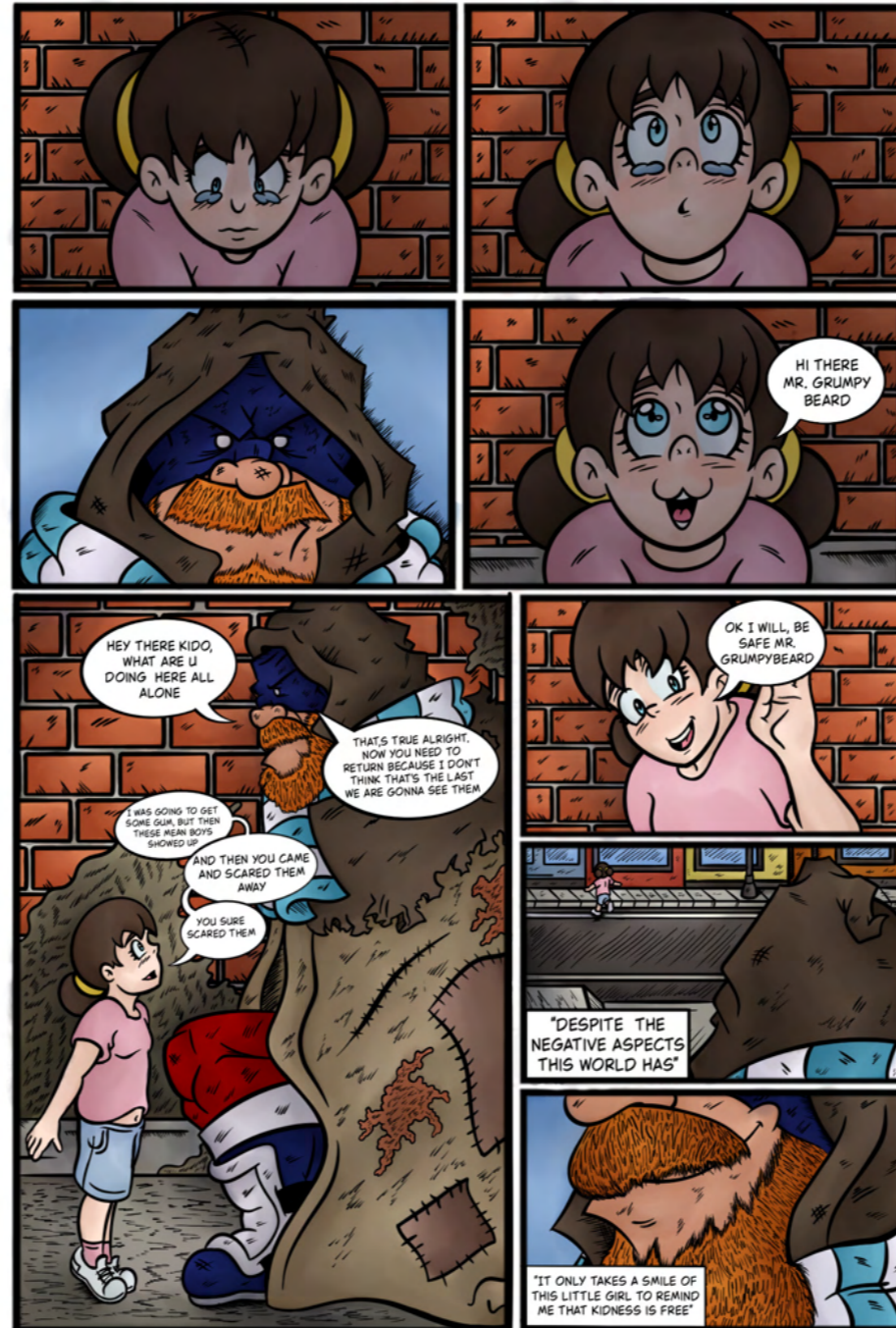
## Project Indestructible

Negotiated Illustration gave us the chance to create our own brief, allowing us to become independent and gain the skills needed for the profession we wanted to pursue in our illustration careers. My interest was to design characters with deep themes and purpose, and to illustrate stories that would appeal to my targeted demographic. With that in mind, I decided to design a comic book about a superhero who went rogue, named Indestructible. The comic book was meant to serve as an introduction to the world that the narrative takes place in, focusing more on storytelling rather than action, at least for this supposed first issue of the series.



# Height Chart Reference





The comic is approximately 32 pages in total, and only three of them were planned to be fully illustrated. The reason behind this decision was mostly time management, as the creative development of comic books takes time and I needed to balance it out with my other tasks. My approach to the finalised pages was to showcase the hero during his prime period and compare him to his current broken state. Each chapter depicts the emotional trauma of the protagonist and hints his superhero origin story.



**stavros\_2k4**



**stavrosstoilidis20wixsite.com**



**stavros.stoilidis.2023@gmail.com**



**07761844553**

WOULD  
GOING  
RING"