



Hi! My name is Polina, and I am applying to an Animation Major in BSBI, because I love art and its power, obviously.

My main interest was always in games and creating characters that would be authentic to the story portrayed. Games have been a great part of my life since 5 years old, and I cannot overexaggerate the influence it had on me, in truth, still have. The accent is on stories of course. Those are the reason I want to pursue animation, because of all the animated series and the stories shown there. Sounds corny, but this is just a simple truth.

Here in my portfolio I showed 2 projects that I worked on: a 3D character design for a game and 4 illustration for a DnD campaign for my friends. I chose them because that's what I felt most showed my area of interest as of now and because I had most fun creating those, of course :)



Having a detailed character description from a client, I have designed a character for their game. A sketch and a 3D model, that is ready to be animated and used in the game.





monk and
cleric of Lathander

Lin



druid and cleric of Selune

Demi



Cassandra

ranger/archer and a wife (as of now, also a widow) of his Majesty King Julian II



Julian

warlock, killed by his own patron for breaking their pact [marrying outside of the Waroka, Hells Realm]