



PORTFOLIO

By Büşra Bilir



WELCOME TO MY GAME DESIGN PORTFOLIO

Welcome to my game design portfolio. This collection represents the culmination of my passion for game design and my dedication to creating immersive and innovative experiences. Within this portfolio, you will find a diverse array of works that illustrate my creative journey and technical skills.

Included in this portfolio are:

Sketchbook: includes portrait anatomy and other sketches.

Illustrations: Detailed artwork that brings my ideas to life with vibrant colors and precise details.

Character Design: Comprehensive looks at the character I have created, showcasing the development from initial concepts to final renderings.

Digital Sketches: Digitally rendered versions of my sketches, demonstrating the transition from traditional to digital media and the refinement process.

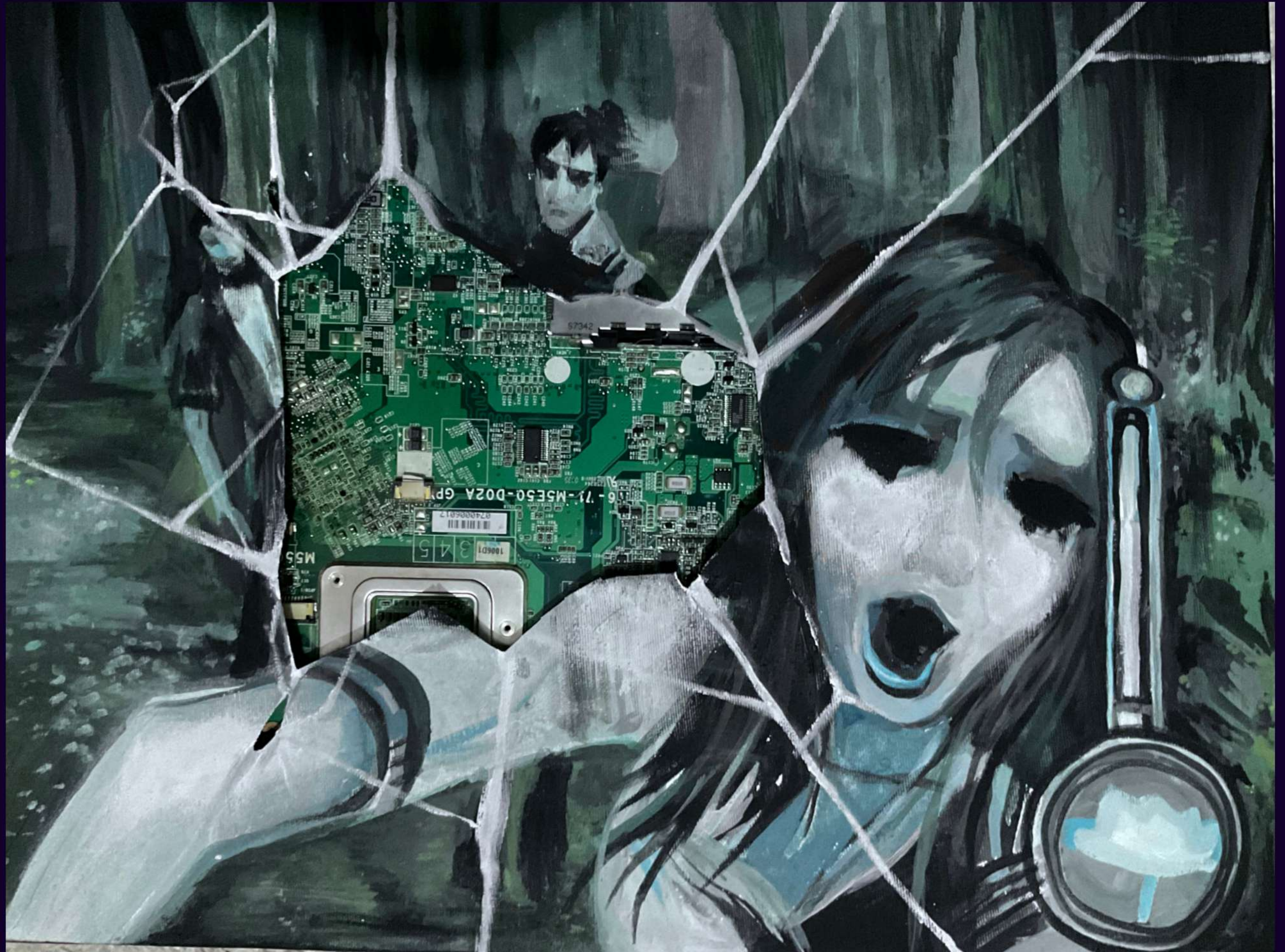
Painting: An artistic piece that explore various themes and aesthetics, contributing to the visual storytelling of my projects.

Photography: A selection of photographs that capture unique perspectives and scenes, enhancing the visual narrative and providing additional creative inspiration.

HORROR GAME

THIS WORK ON CANVAS IS ABOUT BREAKING THE FOURTH WALL OF HORROR GAMES. THE CHARACTER IN THE PAINTING IS A HORROR ELEMENT THAT REALLY WANTS TO ATTACK US BY BREAKING THE SCREEN. TO MAKE THE BREAKING OF THE COMPUTER SCREEN MORE REALISTIC, I CUT THE CANVAS AND GLUED A REAL COMPUTER PART TO THE BACK.

35X50 ACRYLIC



DIGI-GIRL



WE SEE MY FIRST PROJECT IN PHOTOGRAPHY, WHERE I BEGAN AS AN AMATEUR, QUESTIONING REALITY. IN THIS PROJECT, I AIMED TO CONVEY THAT THE VIRTUAL IS A REFLECTION OF REALITY, AND THUS, IT IS AS REAL AS REALITY ITSELF.

MEDIEVAL TABLE

IN THIS ARTWORK, I CREATED
A COMPOSITION BY
TRANSFORMING THE OBJECTS
ON MY TABLE INTO MEDIEVAL
OBJECTS. I USED REAL
OBJECTS TO ANALYZE THEIR
TEXTURE.

35X50 PENCIL DRAWING



MADDIE HATTER-MISS DREAM

ON THIS PAGE, YOU CAN SEE MY ILLUSTRATIONS FOCUSED ON CONVEYING EMOTIONS USING DIFFERENT TECHNIQUES. I AIMED TO DEPICT THE INFLUENCE OF DREAMS ON MADNESS THROUGH TWO DIFFERENT ILLUSTRATIONS OF THE SAME CHARACTER.

"Miss Dream" 50x70 Pencil Drawing

"Maddie Hatter" 50x70 Mixed Technique



WORST- DREAM

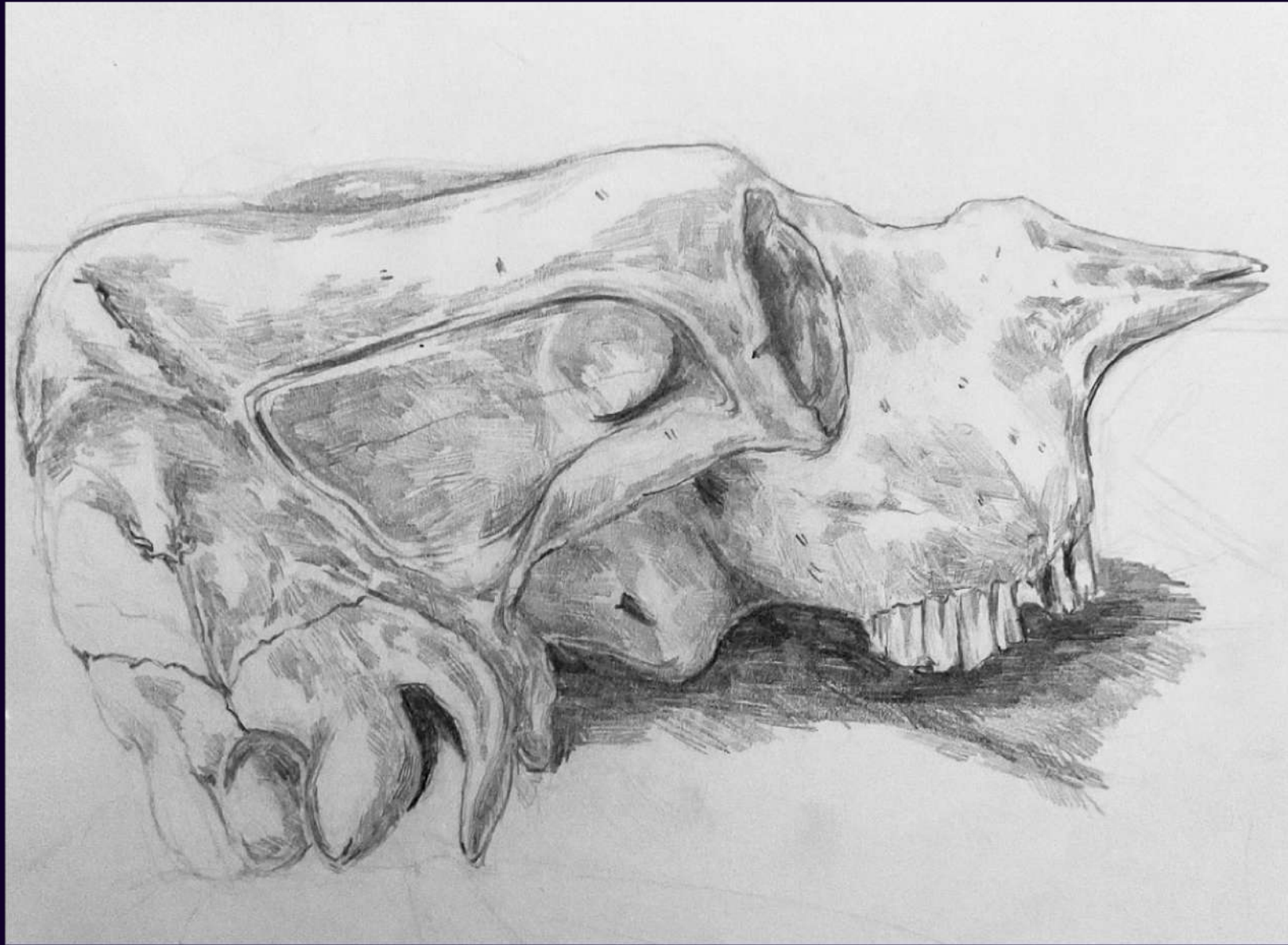
I WAS INSPIRED BY THE "WORST CASE SCENARIO" IN THIS ILLUSTRATION I MADE USING WATERCOLOR. THIS SURREAL WORK, IN WHICH I CRITICIZE AN UNDISCIPLINED LIFESTYLE, INVOLVES TWO CLOSE FRIENDS WHO HAVE A BAD INFLUENCE ON EACH OTHER.

35X50 WATERCOLOR



SKETCHBOOK

THE NEXT THREE PAGES CONTAIN SKETCHES I HAVE CREATED EXPERIMENTALLY USING VARIOUS TECHNIQUES. IN THESE OBSERVATIONAL AND ILLUSTRATED DRAWINGS, I AIMED TO IMPROVE MY CREATIVITY, OBSERVATION AND PENCIL DRAWING TECHNIQUES. IN THESE WORKS, I FOCUSED ON COLOR, MONOCHROME, AND CONTRAST.



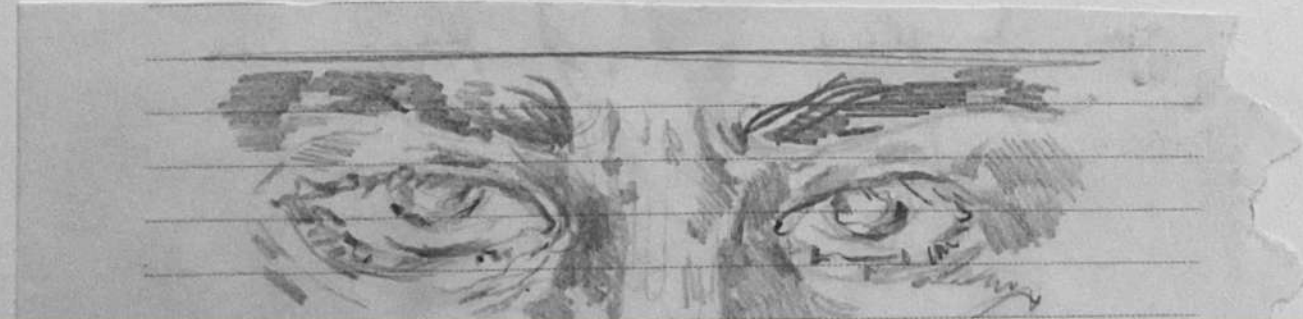
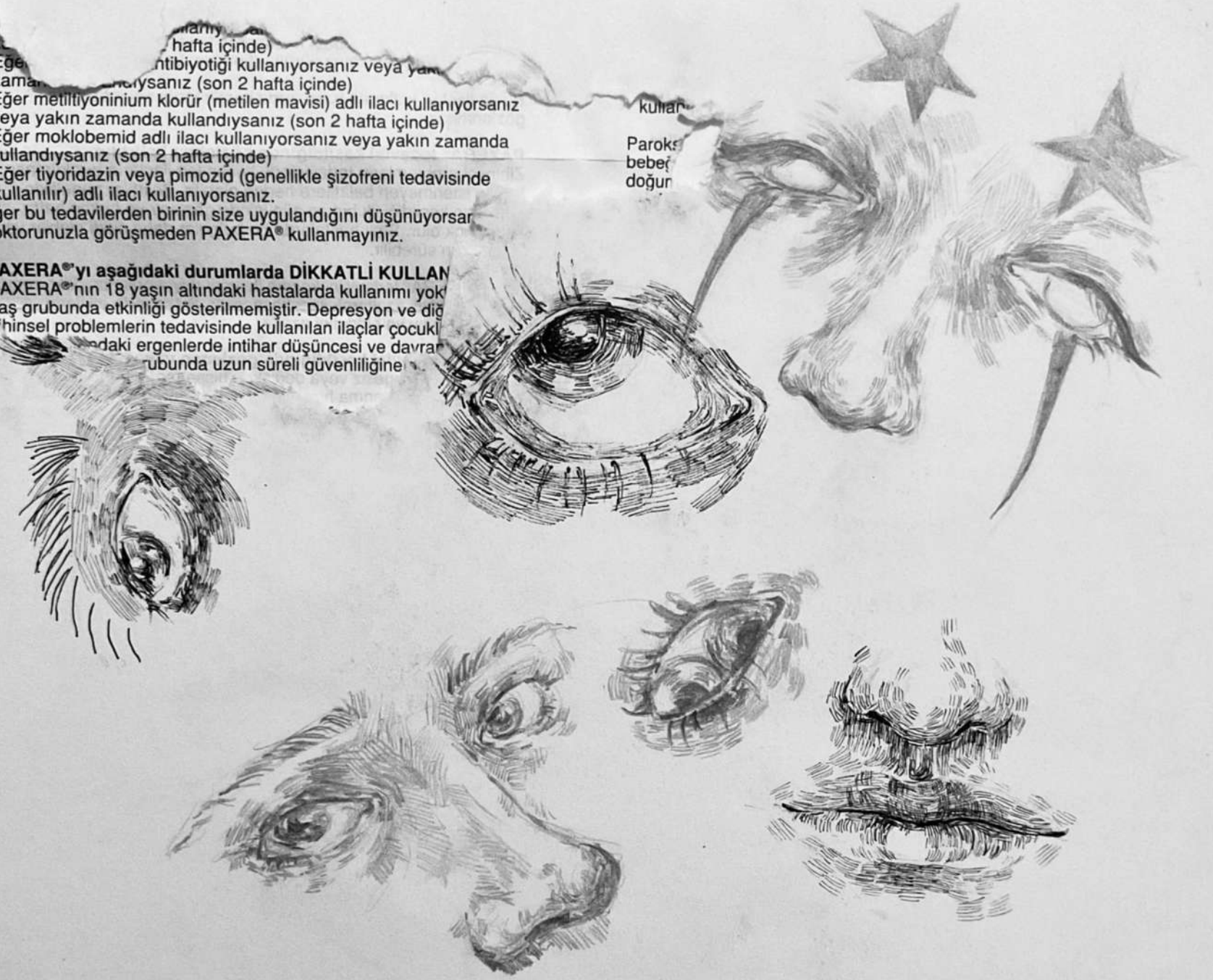
ne aksilik ve
niden gelen ilham perisi

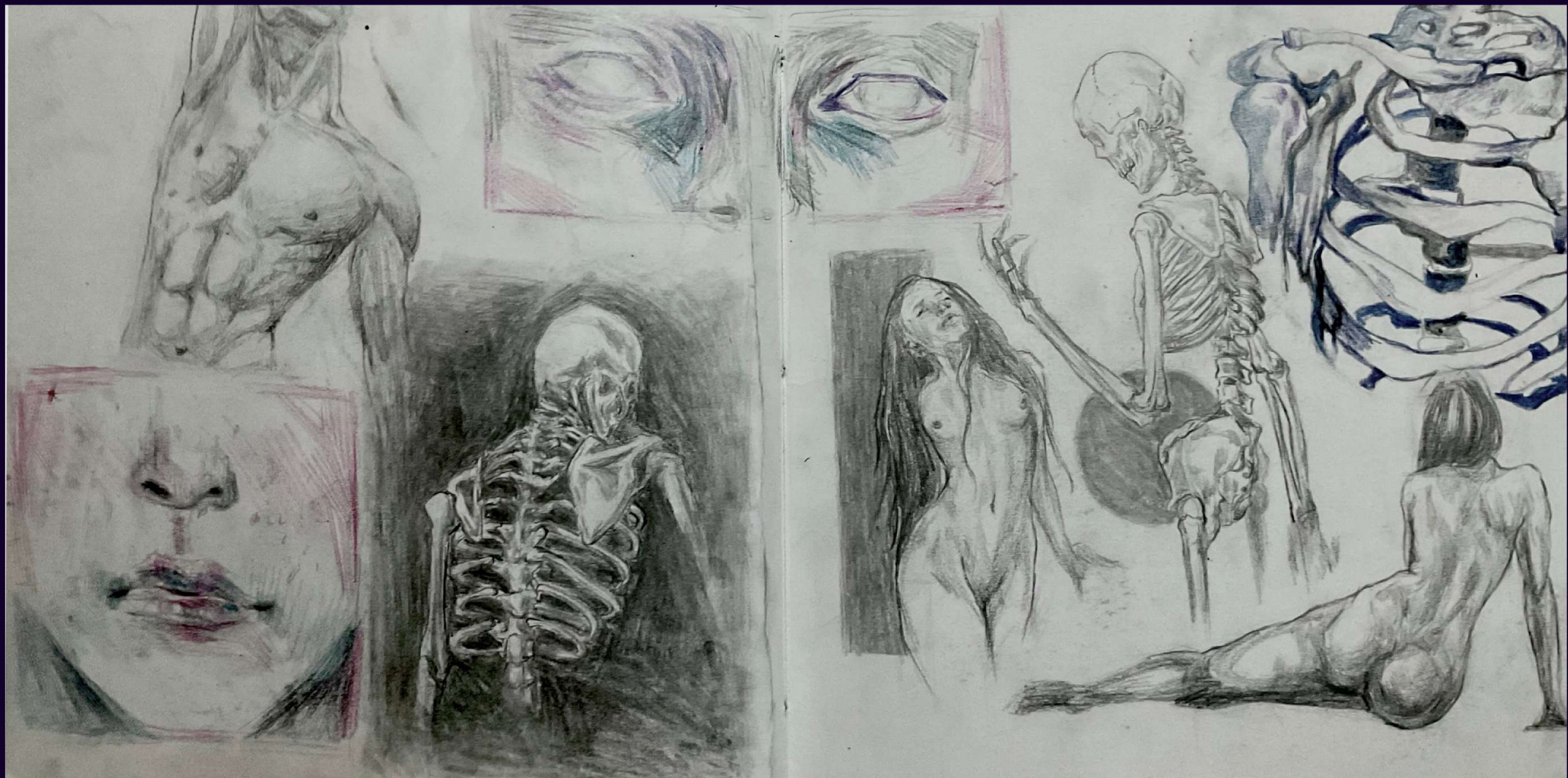


- Eğer antibiyotik kullanıyorsanız veya yakın zamanda kullanıyorsanız (son 2 hafta içinde)
 - Eğer metilfenitazin klorür (metilen mavisi) adlı ilacı kullanıyorsanız veya yakın zamanda kullandysanız (son 2 hafta içinde)
 - Eğer moklobemid adlı ilacı kullanıyorsanız veya yakın zamanda kullandysanız (son 2 hafta içinde)
 - Eğer tiyoridazin veya pimozid (genellikle şizofreni tedavisinde kullanılır) adlı ilacı kullanıyorsanız.
- Eğer bu tedavilerden birinin size uygulandığını düşünüyorsanız doktorunuzla görüşmeden PAXERA® kullanmayınız.

PAXERA®'yı aşağıdaki durumlarda DİKKATLİ KULLAN
PAXERA®'nın 18 yaşın altındaki hastalarda kullanımı yok
yaş grubunda etkinliği gösterilmemiştir. Depresyon ve diğ
hinsel problemlerin tedavisinde kullanılan ilaçlar çocukl
daki ergenlerde intihar düşüncesi ve davranış
ubunda uzun süreli güvenliğine

kullan
Paroks
bebeğ
doğun

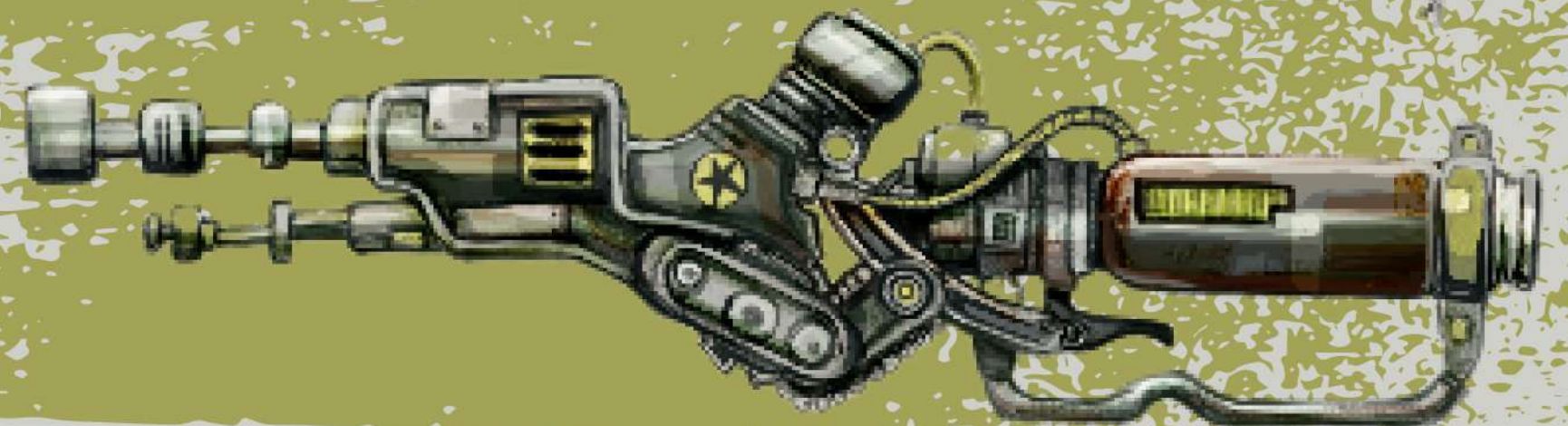
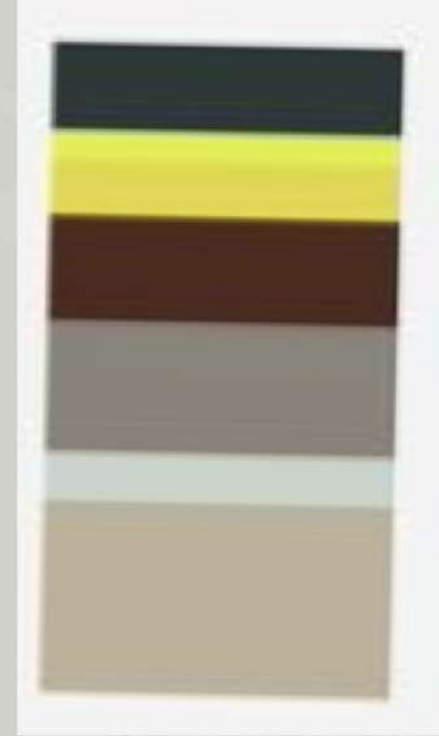


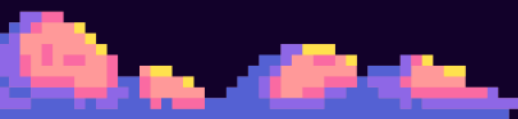




BAM PATCHWORK

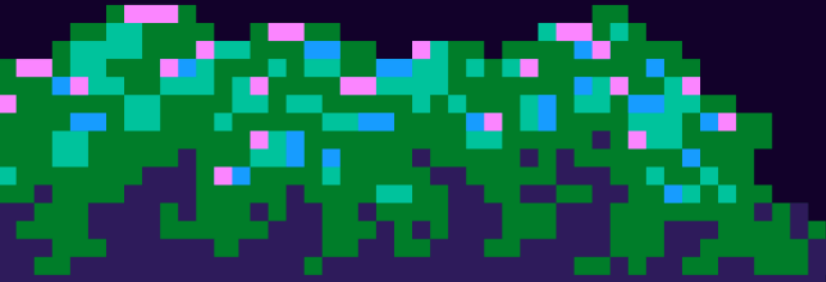
IN A POST-APOCALYPTIC WORLD, BAM, A PROFESSIONAL THIEF, NAVIGATES THE CHAOS WITH UNMATCHED SKILL. HER SIGNATURE LOOK: HANDMADE RABBIT EARS WITH A HIDDEN ANTENNA, ENABLING COMMUNICATION WITH HER GANG. AMID THE RUINS, BAM'S AGILITY AND CUNNING MAKE HER A BEACON OF HOPE, AS SHE LEADS HER CREW THROUGH THE DESOLATE LANDSCAPE, PROVING THAT EVEN IN THE BLEAKEST TIMES, **INGENUITY** AND **DETERMINATION** CAN PREVAIL.





EACH SECTION OF MY PORTFOLIO OFFERS A GLIMPSE INTO THE DIFFERENT STAGES OF MY CREATIVE PROCESS. THE SKETCHES REPRESENT THE RAW BEGINNINGS, WHERE IDEAS TAKE SHAPE. THE ILLUSTRATIONS AND PAINTINGS ADD DEPTH AND DETAIL, BRINGING CONCEPTS TO VIVID LIFE. CHARACTER DESIGNS DEMONSTRATE MY ABILITY TO CREATE COMPELLING AND DYNAMIC PERSONAS, WHILE DIGITAL SKETCHES HIGHLIGHT MY VERSATILITY IN BOTH TRADITIONAL AND DIGITAL MEDIUMS.

THANK YOU FOR EXPLORING MY PORTFOLIO. I HOPE IT PROVIDES INSIGHT INTO MY SKILLS AND THE PASSION I BRING TO GAME DESIGN. EACH PIECE HAS BEEN THOUGHTFULLY CRAFTED TO SHOWCASE MY ABILITIES AND MY COMMITMENT TO PUSHING THE BOUNDARIES OF THE GAMING EXPERIENCE.





THANK
YOU