

Portfolio of Work - Cat Rees

by Cat Rees

Submission date: 19-Jan-2026 09:44AM (UTC+0000)

Submission ID: 273699817

File name: 66193_Cat_Rees_Portfolio_of_Work_-_Cat_Rees_718541_1855597386.docx (36.25M)

Word count: 33

Character count: 202

Cat Rees – 2501800 – January 19 2026 - Visual Studies
Portfolio of Work

Visual studies assignment - Portfolio of Work

Includes:

Compositing

Anatomy

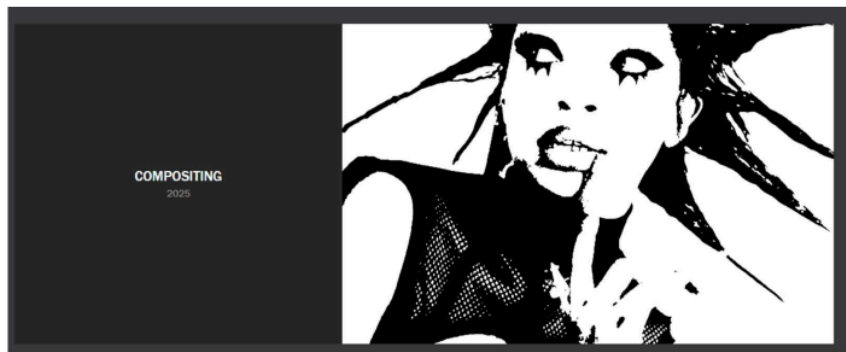
Moodboard

Gesture Drawing

Colour Theory

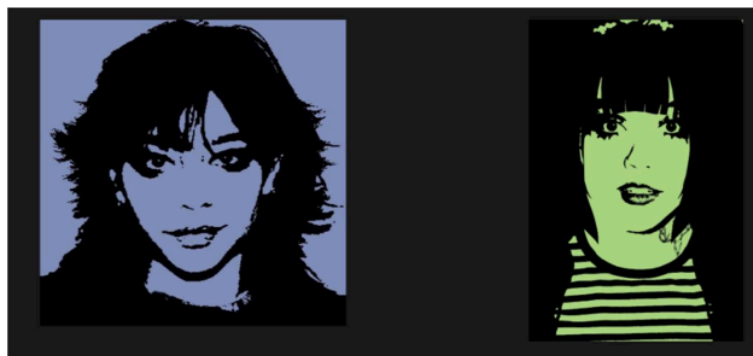
Perspective Drawing

Available here: [Cathryn Rees](#)



I experimented with photobashing by creating my original characters in a realistic style. I saw a tutorial online on how to photobash a portrait so I wanted to try it myself. I used Photoshop for this, after collecting different images for the facial expressions and some different eye shapes, along with hair and accessories and clothes, I uploaded the images into Photoshop and lowered the saturation. Then I experimented with the curves level so that any grey parts of the image were gone so it was left with a black outline.

For this experiment, I was aiming for an "uncanny" and creepy look, almost like an old mugshot. I was inspired by the game "Who's Lila?" which is a horror game that has a similar style.



Photobashing classwork



Although this was another jokingly made photo bash in class, I really like how it turned out. I had to make a poster concept for the Five Nights at Freddy's 2 movie but only with Withered Freddy.

I chose an image of Freddy where he's looking directly at the viewer, I also included a background of the office in the Pizzeria so that it creates a setting that Freddy is about to attack the viewer.

I don't know much about Five Nights at Freddy's but I do know that the player watches the animatronics through a camera, so I added an old film filter over the top and set it to overlay so that it looks like the camera is breaking.

To finish the poster, I followed a basic poster layout and put a quote on the top and the logo and release date at the bottom. Since I had to use Freddy and the animatronics can't talk in the game, I went with Freddy's laugh that people often describe as sounding like "hor hor hor" and put that for his quote.



"Ganon, graveyard, handbag, crows, pen"

This was the only photo bashing activity I did in class that I kept the same since it's my favourite one. After hearing the prompts "Ganon", "graveyard" and "pen" I immediately had an idea.

I made it so that Ganon has written Link's name on either his grave or some random grave to manifest Link's death with a pink gel pen. The image I used of Ganon perfectly shows the emotion I was looking for as Ganon is maniacally laughing over after writing Link's name on a grave.

To include the crows I added a murder of crows flying above the graveyard to make it look like Ganon laughed so loudly that it made the birds fly away.

Adding the handbag made the whole thing come together more. It looks like the handbag either belongs to Ganon, or he scared someone off and they dropped their handbag in fear.



"Zombie, burger king, warehouse"

I was given different prompts at random in order to create something with photobashing. With the first prompt "zombie, burger king and warehouse" I had an idea to make a false advert for Burger King and make it look like it was made by a zombie to lure people into a warehouse, similar to the letters the zombies send in Plants VS Zombies. I started by making a background with a repeated pattern of burgers. Then I found a portrait that was going to be the zombie and changed the colour of the image to make it green. To make the person appear more like a zombie, I found an image of a brain texture and placed it over the hat to make it look like their brain is showing. I also added bruises around the eyes and purple bruises on the nose for highlights, along with covering one eye with black to make it look like it's missing.

Then I used a halftone filter to add a screen printed effect to make it look more like a poster. After this I forgot that the final prompt was a warehouse, this was when I got the idea to make the poster look like it was made by a zombie.

To finish the poster I found Burger King's slogan which is "have it your way" along with where the location of the food would be. I took inspiration from Plants VS Zombies when the zombies fake a letter to the plants from their mom and sign it off with "mom (not the zombies)". I made it so it said "@ your local (and totally safe) warehouse!" so that it looks slightly suspicious but the zombies think it looks legit.



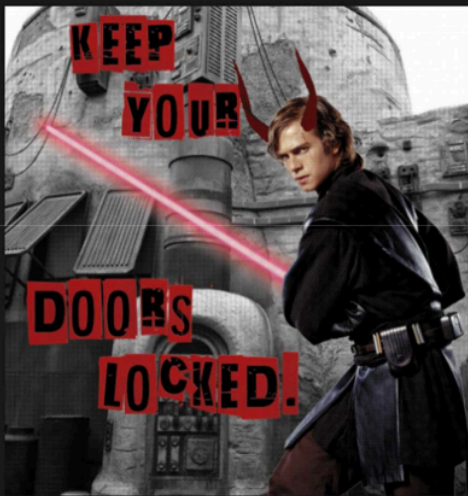
"Parade, tv, post apocalyptic"

For this prompt I struggled a lot with figuring out what I wanted to do. Originally I wanted to find a typical parade and cover everyone's faces with TVs but then I wasn't sure on how I was going to add the post apocalyptic prompt to it.

After looking more at parades I remembered that My Chemical Romance has a song called Welcome to the Black Parade and they have an official uniform for the music video.

I found an image of a scene from the music video with everyone in the uniform and marching. Then I tried to cover their faces with a TV but found it too difficult for me to use the distort tool to make the TV line up with the angle everyone was standing in.

Instead I decided to make the image look like it's a news headline. Since Welcome to the Black Parade was My Chemical Romance's last song I included it in the headline, along with the name of a song that appears on their last album - Famous Last Words.



"Lightsaber, house, devil"

I don't know much about Star Wars but after being given the prompts "lightsaber, house and devil" I remembered the scene where Anakin kills some children and wanted to make something based on that.

I made the background a house from Tatooine for the house part of the prompt to make it look like the poster is part of the Star Wars universe. For the devil part I added devil horns to Anakin's head and changed the colour to a bright red to match his lightsaber and the colour of the text to make him appear more sinister than he already is.



"Waterfall, ant, Jason voorhes"

At first I wasn't sure on what to do for this prompt. In class I added an image of a waterfall and put an image of an ant in the corner, making it huge along with a tiny Jason Voorhes at the top but I wasn't happy with how it looked.

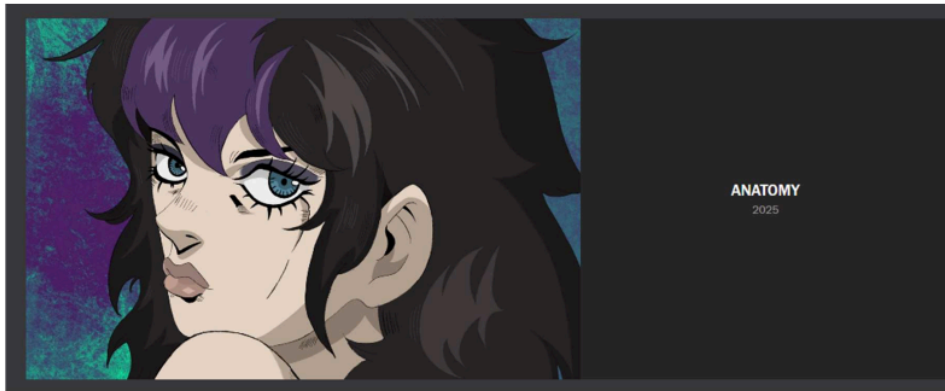
So I started again and this time added Anthony Bourdain instead of an ant. Since Anthony Bourdain is a chef I wanted to make it an advert for a fake event. I made the title slightly misleading and made the date Friday 13 since I couldn't think of another way to add Jason Voorhes.



I made a handmade collage of Ozzy Osbourne a couple of days after he passed. Due to him passing, there were a lot of magazines about him being released so I used pictures from a magazine to create this. I cut out an image of Ozzy from his first album Blizzard of 'Ozz then cut up different headlines to spell out the title of the album. I made sure that the letters were different sizes to make the collage look more handmade.

After the letters were placed I found that it looked plain. I used some stickers I had of bats since Ozzy was usually associated with bats and a heart to match the aesthetic of the collage.

Once the collage was finished, the original colours of the stickers were pink, green and yellow which didn't match the theme of the collage at all. So I scanned in the collage and altered the colours so that the stickers were all a similar shade of blue. I also changed the brightness of the scanned image which made the appearance more eerie.



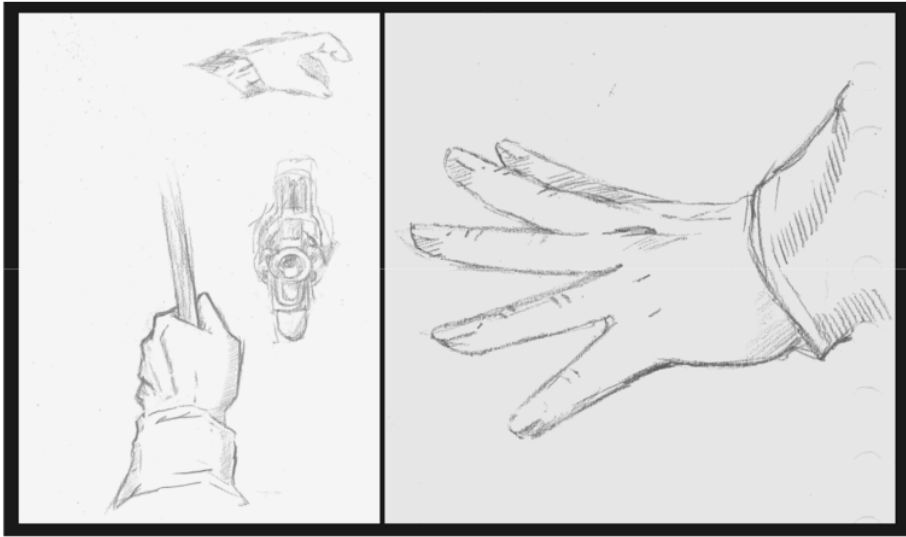
Anatomy and muscle studies

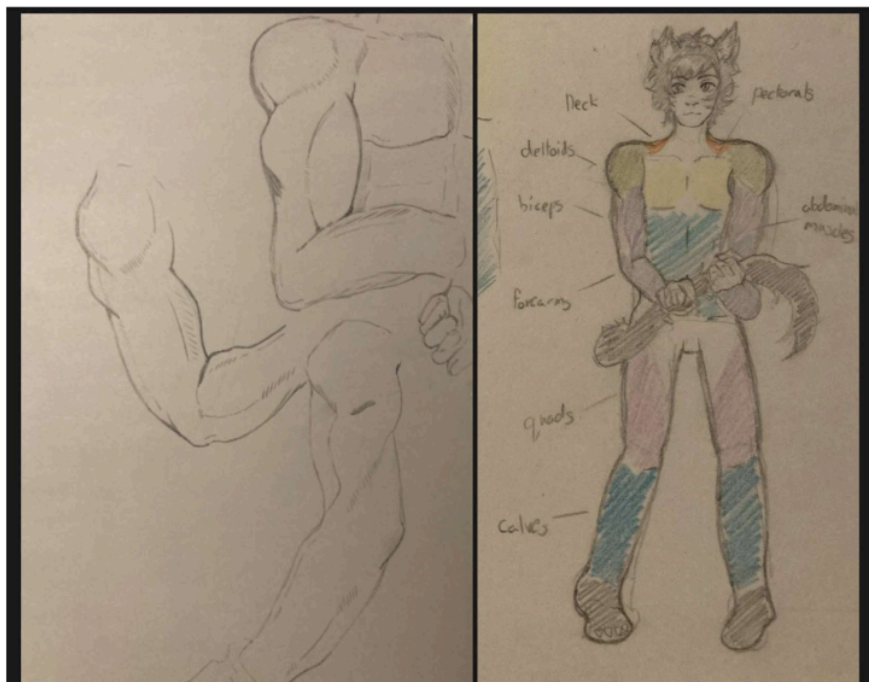
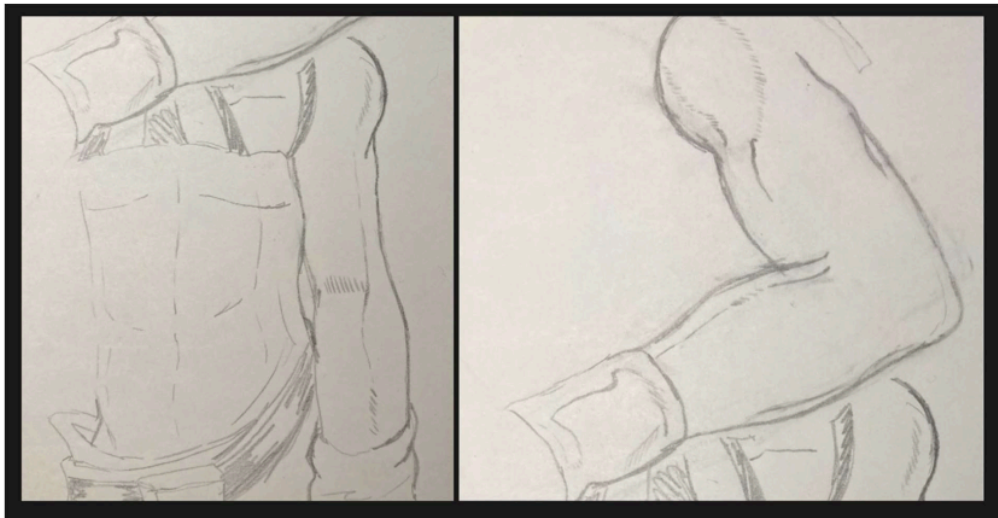
Anatomy studies were done with the help of Jojo's Bizarre Adventure manga panels as references. The stylistic lines for the shading in the arms helped define the muscles more and guides where each muscle is. Following this, it became more clear on the proportions of the arms and where the muscles are aligned.

Although the overall style of the manga is very cartoon like, the guidelines for the muscles and the creases in the fingers create a more realistic look to them by adding more detail

I mainly draw women so I tend to struggle with the more blocky structure in male anatomy. I normally to do a lot of my drawings without references as I tend to have a specific pose in mind that I can't word properly to find a reference of, so properly studying anatomy has helped me understand how the body is shaped more.







Original characters

I love creating my own original characters. I enjoy planning out their designs and personalities then bringing them to life. I also like to study their designs after to make sure everything clashes together and nothing seems out of place. Adding subtle creative parts to the designs that matches with a specific theme or characteristic that I assigned them with is also something I find myself doing a lot that I enjoy.

Creating original characters for different medias that I like is something that I like to do as well. This also helps with design studies as I need to make sure that the character doesn't stand out too much, whether it being they're over designed or not designed enough to fit into the universe properly. Eg: my character for Jojo's Bizarre Adventure, Lupa, was interesting to design as I had to make sure she would stick out and have a unique design to match the group of villains that she is apart of.



Experimenting with shadows/realism

I found a technique on Pinterest of using the curve tool in Photoshop to erase the colour and leave the image with a thick black outline. After experimenting with drawing it I found that it was easy to show realistic features by making the features the same colour.

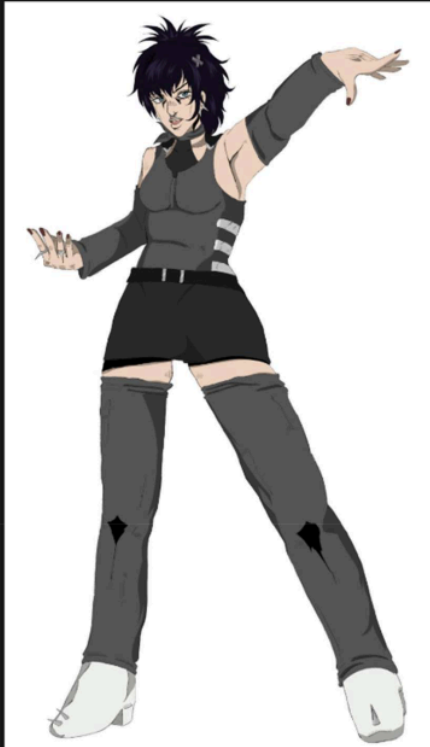


One of the first tasks from the semester was to draw someone in class. I decided to go for a semi realistic style when I was drawing Kat. I really liked how this turned out, but I noticed I made her nose slightly too big. For some reason, I started with the nose when drawing Kat after roughly sketching out her face shape.

I don't normally draw with a realistic style so I'm surprised with the results. Thankfully, Kat had one of her eyes covered with her hair so I didn't have to worry too much about making her other eye symmetrical, which is something I struggle with doing.

Art style studies

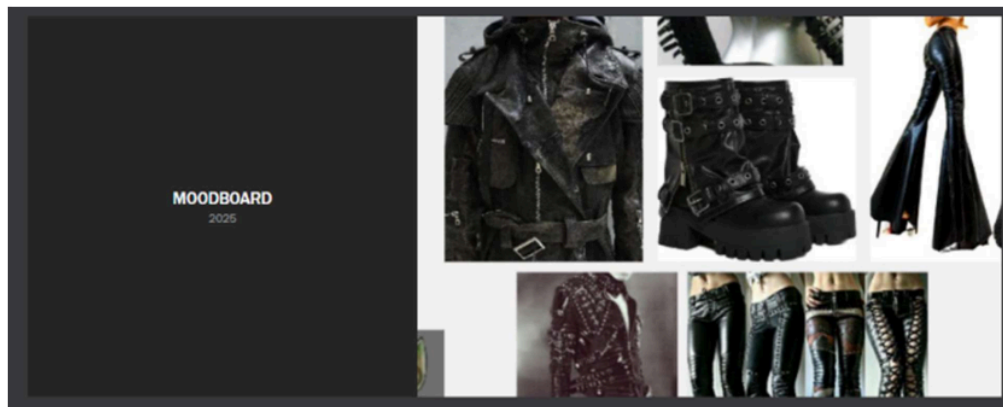
I've mainly done art style studies on Jojo's Bizarre Adventure since the style is so unique and my main inspiration for continuing art. I studied both the anime and manga style since the manga has more detail in the shading. The manga style using cross hatching for the shading and extra lines to add more depth to the panels since it would be difficult to show depth only using black and white, and shading with black usually doesn't work.





I combined both my own style and the Spideverse style to draw Spiderpunk since his design and character revolves around a lot of colour.

I experimented with different brushes and textures for this since I don't normally use bright colours and backgrounds. I added a halftone effect to some areas of the shading and light scribbles in the background by using different images of Spiderpunk to properly follow the art style.



A moodboard for an original game idea.

Frankie Style, a dress up game that turns into a Mortal Kombat style fighting game after completing the first level (picking Frankie's outfit). The game overall feel takes inspiration from Lollipop Chainsaw.

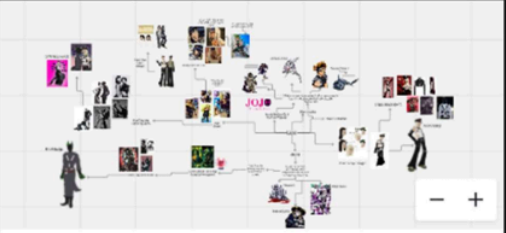
Before coming up with this idea, the main characters Franke and June are my original characters I had made for a college project. I became really attached to these characters and definitely want to do something big with them in the future like include them in a game. Frankie's personality is similar to Juliet's in Lollipop Chainsaw which is what made it become the main inspiration.

This was just an idea I had in mind for the task. It's not personally a type of game I want to include these characters in, I still haven't properly decided on what type of game would suit them yet.

The main inspirations for the aesthetics of the game are Singed's lab in Arcane and Nosferatu. Since Frankie is named after the scientist Frankenstein and the name is a play on word for Frankenstein I want the game to have an eerie horror theme to it.

A mood board for a character design based on the prompts "a demon character who wears leather armour in a dnd style fps with a gatling gun, the character also uses potions and grenades".

This prompt was given during a lecture to start us off with creating mood boards. I really enjoyed doing this and it resulted in me coming up with an idea for a design for this character.



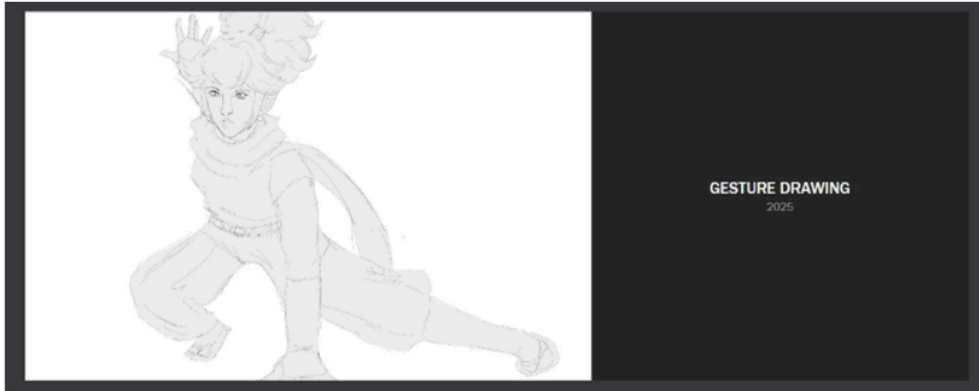
(Click "Open board source" for a clearer view)

A mood board for my Jojo's Bizarre Adventure original character, Lupa. This shows my research into the characters in the series' designs along with the inspiration behind them. With my thought process and reasons behind my decisions for certain aspects.

Lupa is my favourite original character I have made, after designing her I felt like she was truly apart of the series and I captures the designs of Jojo's Bizarre Adventure perfectly.

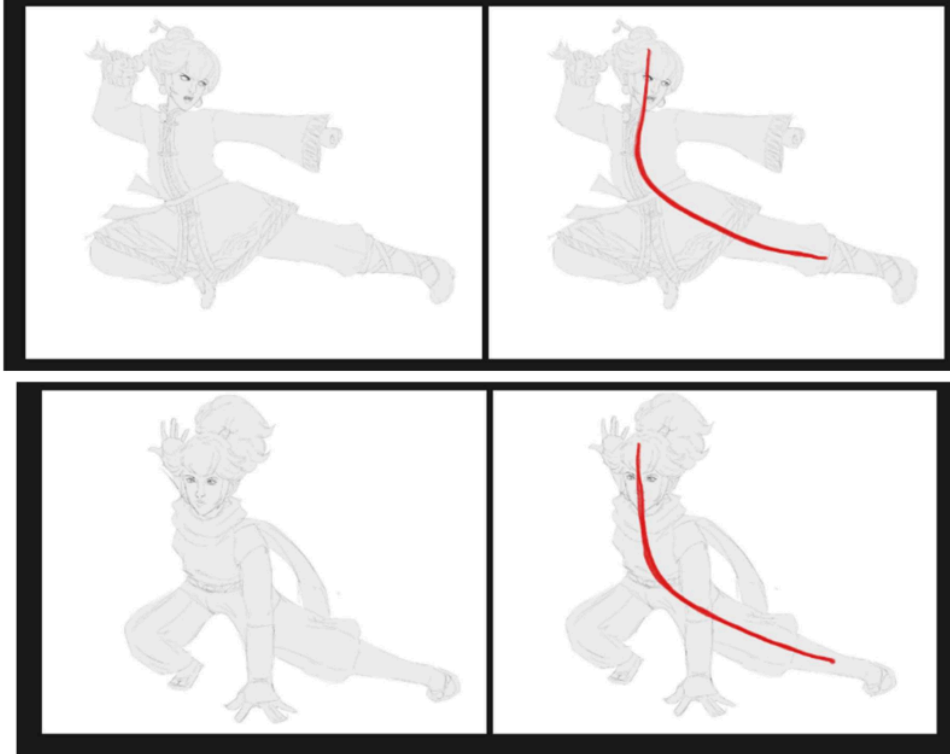
Studying the art style from the manga and anime also gave me more inspiration for designing backgrounds to make my drawings more interesting.

Lupa
Modified 13 hours ago



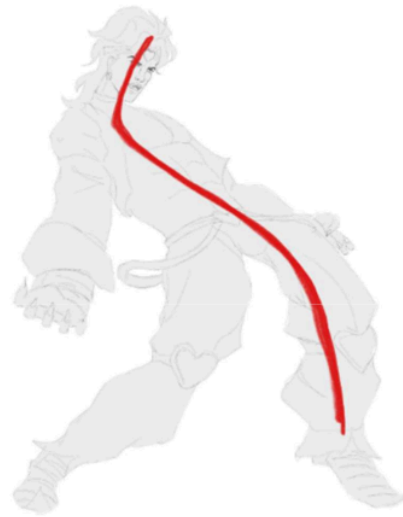
Line of action: line of action shows the flow and fluidity of a pose to show there is movement happening in the still frame. Adding a line of action as a taster also helps with making the pose less stiff to better show the action. I started experimenting with line of action by using images from "Princess Peach: Showtime!" after playing the game for a little bit, Peaches kung fu and ninja outfit gave me inspiration for a starting point for sketches to experiment with.

I wasn't entirely confident with starting on working with line of action but I found it surprisingly helpful as an easy guidance for drawing poses. I started the sketch by drawing a curved line starting from her head down to her right leg that's being used to kick. Then, following the reference. I didn't worry about getting the hand or facial proportions correct at first, what my main focus was was making sure the pose followed the line of action.



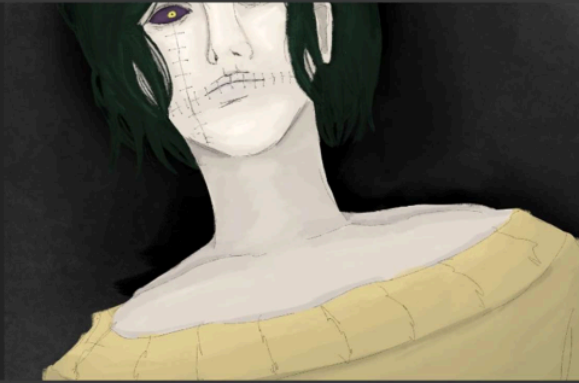
Another experiment I did for working with line of action is drawing a Jojo pose from Jojo's Bizarre Adventure. The poses are known for being dramatic so I chose Dio's signature pose as it includes him leaning back with his arms out, which I found perfect for working with line of action.

To my surprise, this turned out better than I had expected. I was getting more used to using the line of action as a guidance which made it useful for working out the proportions and angle of the pose. Since I also struggle to draw male features and bodies, I was surprised with how satisfied I was with how it turned out.



COLOUR THEORY

2025



Experiment with working with shadows, original background was a sunset inspired from a picture I took from outside my window. The colours of the sunset give a calm feeling compared to the shadow silhouette. Changing the colour to a dark yellow shade changes the feeling to an eerie one which better matches the shadow as the character is performing a science experiment on a live rat.

The silhouette also clearly shows what is happening in the image, which adds to the scene as it makes the character appear more creepy.



I experimented with lighting where the light is shining directly on the person's face. Although I liked how this turned out, it wasn't exactly what I was aiming for. Since it was a first attempt with this specific lighting I didn't think too much of it, especially because I like how it turned out.

Something I would do to improve this would be to make the nose and chin areas lighter as that's where the face has its natural highlights. I used an image for reference where the picture was taken with a camera flash so the entire face was white from the flash. The lighting I was going for was from a torch flash so I improvised from the reference and added shadows around the nose and at the top of the forehead where the hair is.

Colour theory in character design can often determine what their personality is like:

Princess Daisy has a warm, orange colour palette. Orange is commonly associated with joy and confidence which match Daisy's upbeat and adventurous personality.

Princess Peach wears a pink dress and pink is often associated with love and femininity. Peach is supposedly Mario's love interest and she is soft spoken and dainty.

Princess Rosalina has a cold, blue colour scheme. Blue can be associated with calmness and can be seen as a royal colour. This matches Rosalina's quietness and her role in the cosmos.

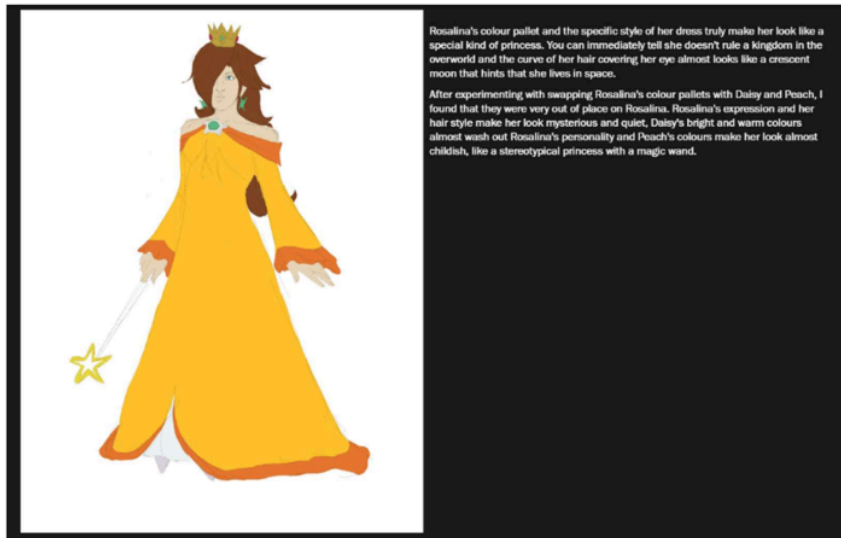


I made some quick sketches of the three princesses and swapped their colour palettes around to see if the colour theory would still apply.

As Daisy's expression in her base sprite has a happy smile with her hands on her hips, making her look confident swapping Peach and Rosalina's colour schemes with Daisy didn't look entirely right. This is probably because I'm used to seeing her with her brown hair and orange dress, but these colours truly highlight Daisy's personality the most.

My personal favourite colour palette out of the three princesses is Rosalina's so I thought that Daisy suited her colours the most. But her big smile and pose almost looked out of place, as the blue makes her look calm and quiet.

Peaches' colour palette suited Daisy a lot, her pose and expression both clash with the colour of the dress, making her look even more royal than she does in her original dress.





Rosalina and Daisy's colour pallets perfectly matched Peach. Her pose shows that she is a polite and collected princess and even with Daisy's colour pallet it still showed Peach's personality.

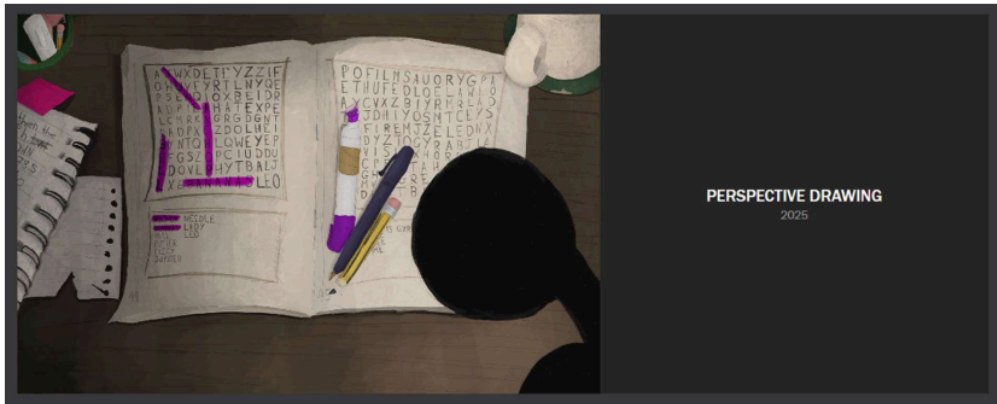
Since I was drawing the princesses in my style, I found it difficult to work out how I was going to draw Peach's fringe in my style. Since her fringe in her official render is exaggerated in the shape of a heart, I didn't want to exaggerate it too much as it would look out of place in my style. I managed to find a way to combine my style with the way Nintendo styles Peach's hair, with the shape of her fringe and the flicks at the ends of her hair.

In Genshin Impact they tend to avoid making a lot of characters with dark skin and end up whitewashing them in game a lot due to them being a Chinese company. I made some edits slightly darkening the skin and making it a warmer tone.

Even the white characters are very pale which almost makes them look ill, this amount of paleness only works with characters that are dead or not human. Adding a warmer tone to these characters makes the skin clashes better with the dark colours in their palettes, also makes them look more alive since they're borderline grey.







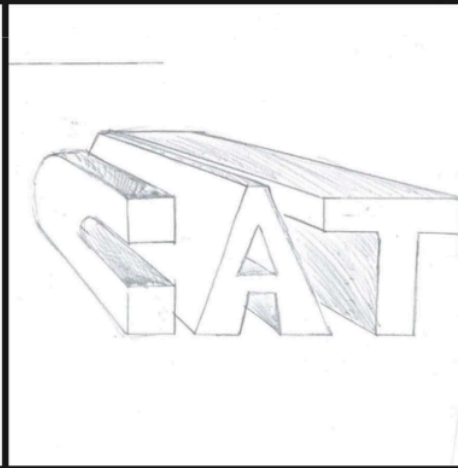
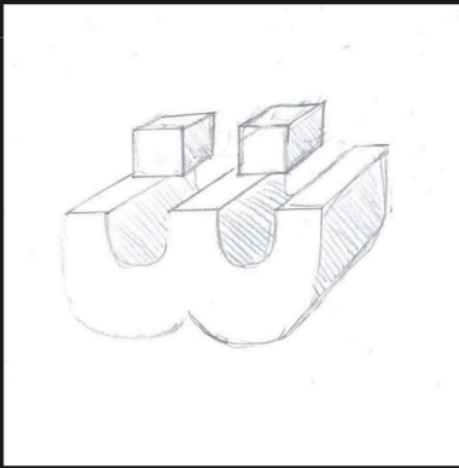
PERSPECTIVE DRAWING

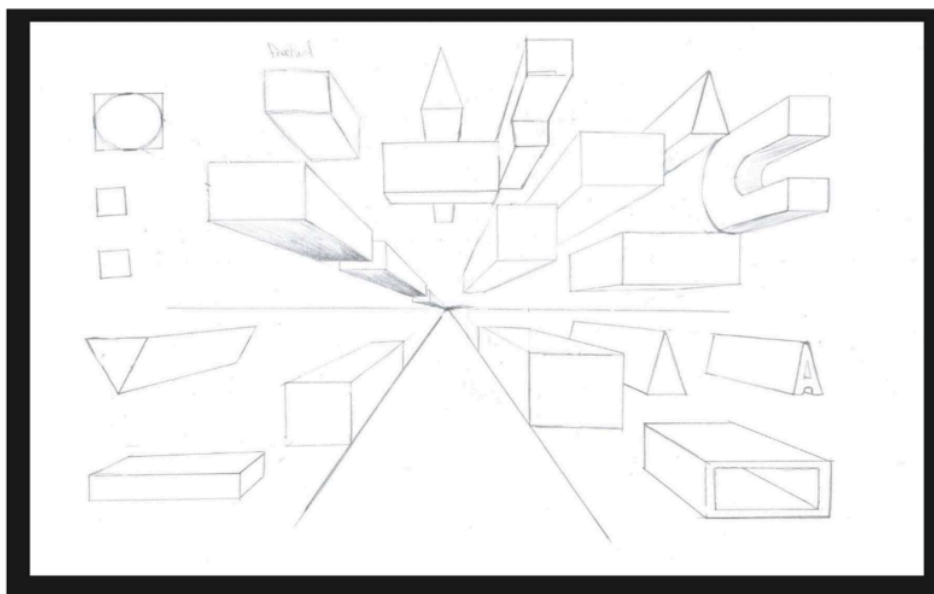
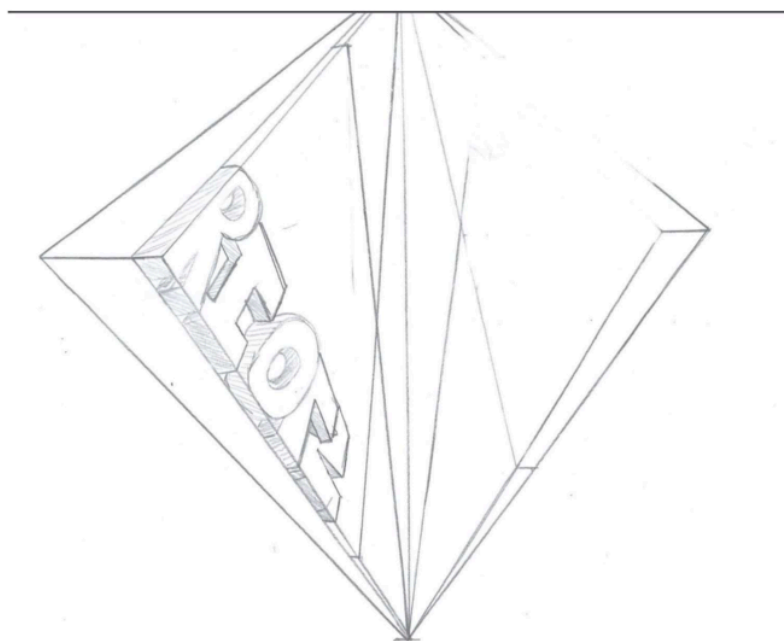
2025

Perspective practise

This was my first time doing proper studies on different perspectives, I had attempted this method before but always struggled with figuring out how it works. Along with that, I'm also not used to drawing backgrounds and things at different angles. I always avoid them since I find them difficult to do.

After experimenting more with using a vanishing point and horizon line, I found drawing perspective to be slightly easier. But I still struggle a lot with it, especially three point perspective as I can never remember which is which and how to properly start it.

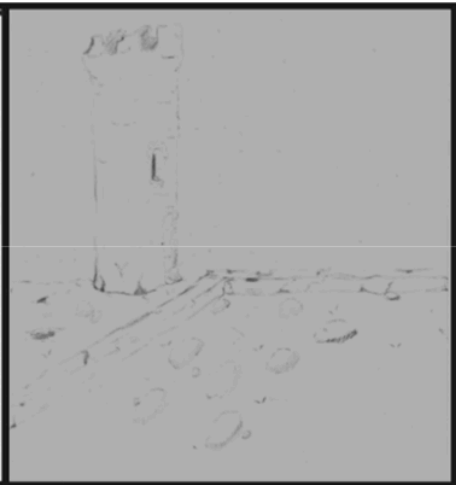
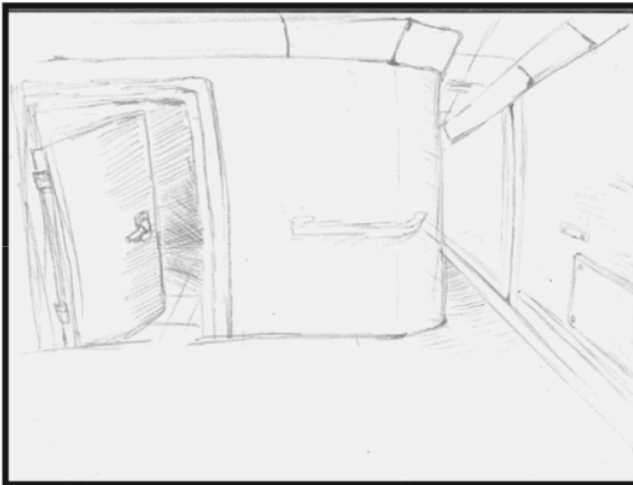
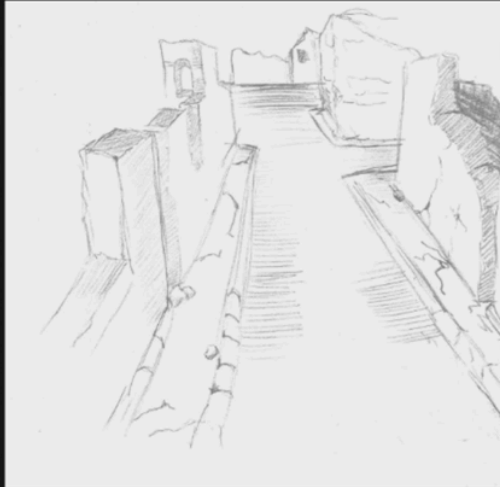
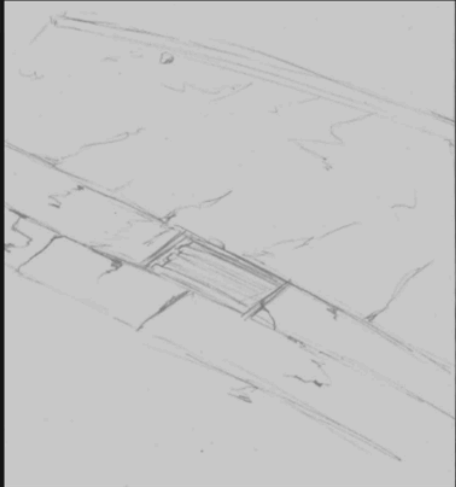




Landscape practise

Since I'm not used to doing perspective, I don't have a lot of experience doing landscape drawing either. I made some quick sketches of landscapes from manga panels from Jojo's Bizarre Adventure. The art style helps highlight where the shadows are which was a good guidance for one of my first attempts.

As it's one of my first attempt, I'm not entirely happy with how some of them look, due to them being quick sketches and practise some parts are very disproportionate. However, I'm definitely interested in continuing with practising landscape drawings in order to find a method that suits me best and improve comfortably.

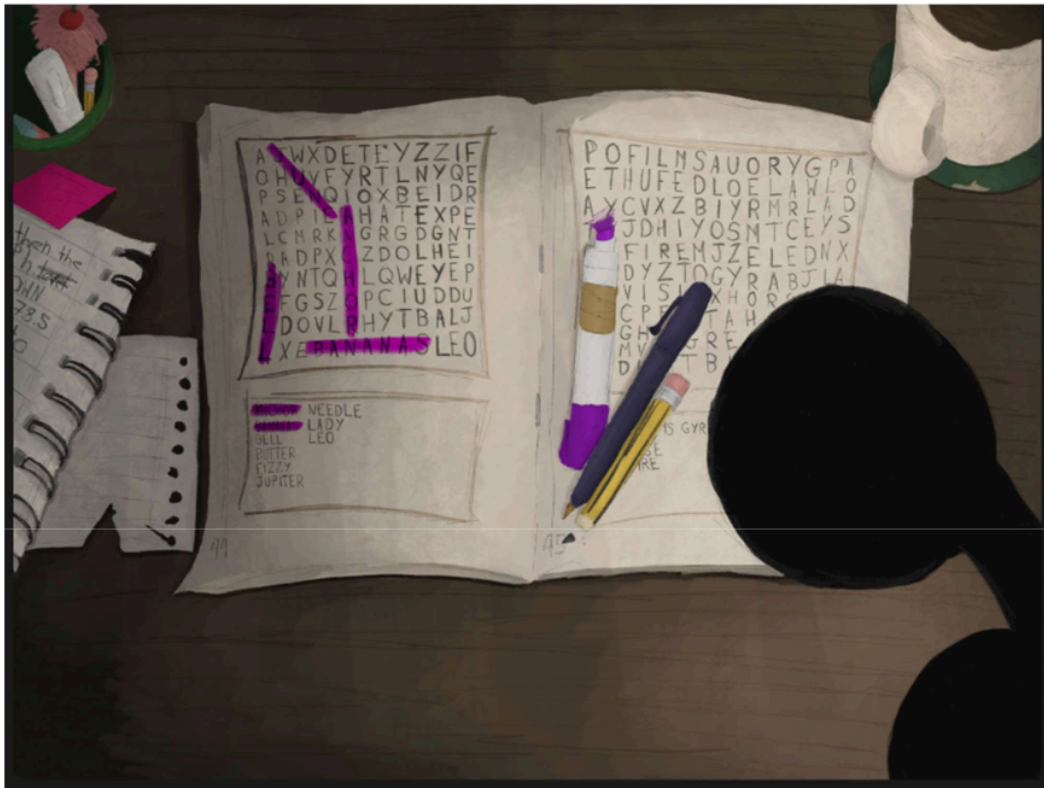


Concept art

I am really interested in concept art as a whole, but more interested in the character design part of it. I got inspiration for this piece when I was in the middle of completing a cross word puzzle. I wanted to try working with a specific lighting to make it look like the whole room is dark apart from the desk lamp. I took a picture for a reference from a birds eye view of the puzzle book with my phone's flashlight in the corner to properly show how the lighting would work.

To my surprise, I am really satisfied with how this turned out. But something I noticed was that I didn't achieve the exact lighting I was aiming for. If I wanted the scenery to be darker I should have used darker colours in the top and bottom left corners of the canvas. However, I didn't want it to be too dark so that the objects on the table weren't visible, in my reference image, the light only made the book visible.

Apart from that error, I really like how this concept turned out and would like to continue using my own images as references for more concept art in the future.



Portfolio of Work - Cat Rees

GRADEMARK REPORT

FINAL GRADE

72 / 100

GENERAL COMMENTS

CW1: 78%

CW2: 66%

Overall: 72%

This submission demonstrates a strong level of understanding and engagement across both components of the module, resulting in an overall mark that reflects consistent performance.

The portfolio (CW1) is particularly successful, showing confident application of practical skills, thoughtful development, and a clear progression of ideas. In contrast, the presentation element (CW2), while still effective, is slightly less resolved in terms of communication and overall cohesion.

There is good evidence of visual awareness and intent, but further refinement in how the work is structured, annotated, and presented would help to elevate the clarity and impact.

Moving forward, placing greater emphasis on the presentation and communication of work alongside technical development will support a more balanced and higher-level outcome overall.

PAGE 2

PAGE 3

PAGE 4

PAGE 5

PAGE 6

PAGE 7

PAGE 8

PAGE 9

PAGE 10

PAGE 11

PAGE 12

PAGE 13

PAGE 14

PAGE 15

PAGE 16

PAGE 17

PAGE 18

PAGE 19

PAGE 20

PAGE 21

PAGE 22

PAGE 23

PAGE 24

PAGE 25

PAGE 26
