



grace fong

<http://www.fongmingyun.com/>

E-Mail: gfong@seas.upenn.edu

modeling

Self Portrait March 2009

High-poly count model of my head, made in Maya, textured with Photoshop and ZBrush.

concept & illustration

"The Tailor's Daughter," Character Design February 2009

Drawn in pencil, colored in Photoshop. Main character designed for a fairytale-inspired, animated, short.

"The Tailor's Daughter," Environment Design February 2009

Drawn in pencil, colored in Photoshop. Sketches of an interior and exterior environment for a fairytale-inspired, animated, short.

"Head to Heart" July 2008

Painted entirely in Photoshop for a competition between DeviantART and AnimeExpo, inspired by Japanese culture.

"Horus" November 2008

Colored pencil, 12"x18". Inspired by ancient Egyptian motifs.

"Dies Irae" July 2008

Pencil, 12"x18". Fan art of the Death Note series, written by Tsugumi Ohba.

"Playtime" November 2006

Soft pastel, 30"x40" ea. Won Juror's Award in the UPenn Undergraduate Art Show.

figure drawing

"Heidi" April 2008

Soft pastel, 19"x25".

"Mark," and "The Couple" March 2008

Black and white charcoal, 19"x25".

Croquis Varies

Charcoal on newsprint, various sizes.

sculpture

Filleted Figure March 2009

Plastalina, 18" tall.

"Lucient" March 2007

Plastalina, 10" tall.

animation

"Kandagroo" October 2007

Animation in Maya focusing on character-object interaction and walking.