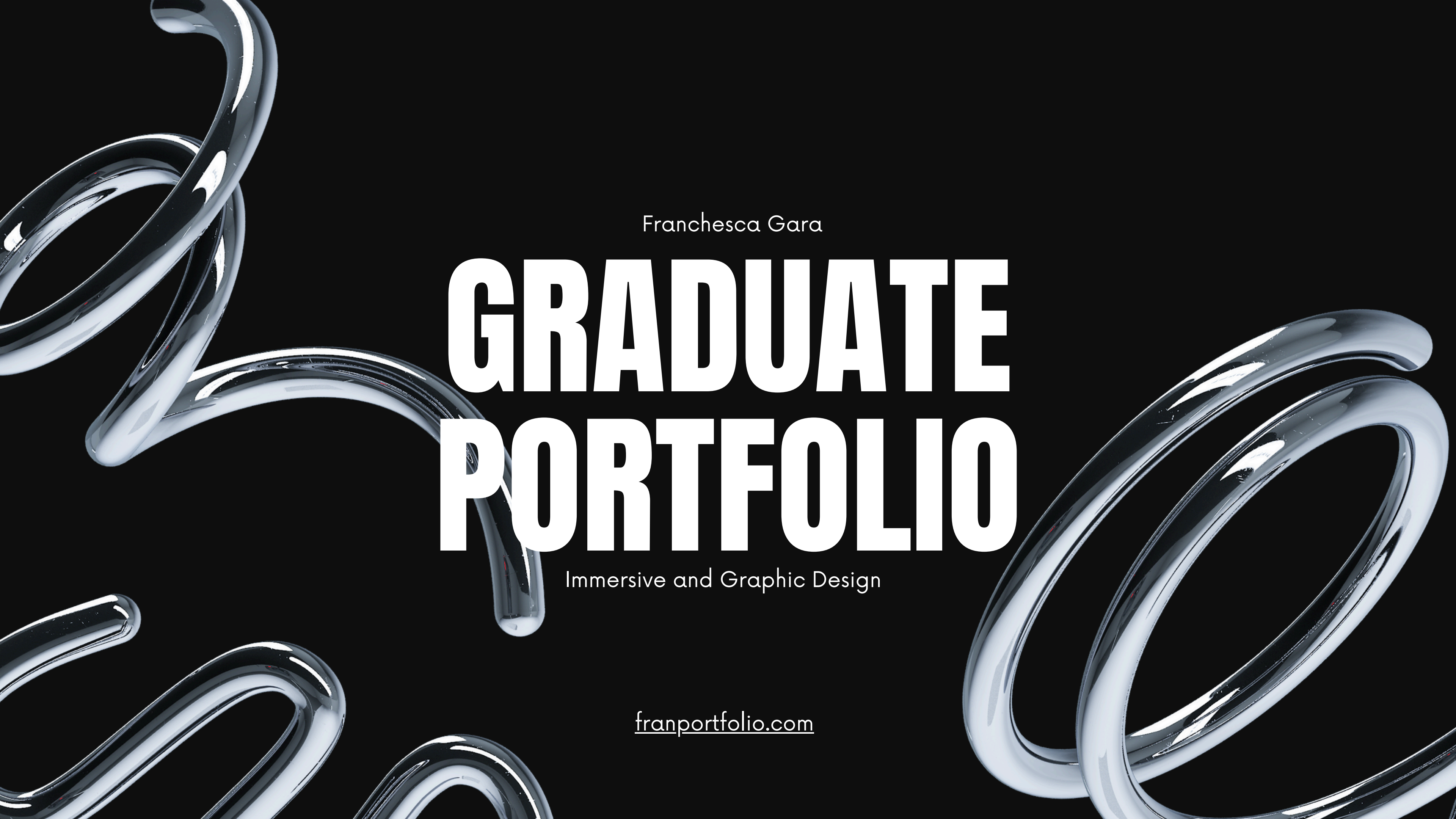




Franchesca Gara

GRADUATE PORTFOLIO

Immersive and Graphic Design

franportfolio.com



HELLO, IM FRAN

My name is Franchesca - Fran for short.

I am a design graduate majoring in Immersive Design. I enjoy 3D modelling, adding my own cartoony and cute twist. I am a big fan of storytelling which I carry a lot of in my works. With every project I like to create a story. Whether it be answering the 'what if' to creating small narratives to the design. I also do a bit of graphic design work.

If you would like to know more please don't be afraid to reach out! Lets have a chat

+61 403212575
francescagara02@gmail.com



This is a concept for a potential collaboration between McDonalds and the anime Kaiju No. 8

MCDONALDS X KAIJU NO. 8

Modelling
Product Design





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For Major Studio Project, this brief allowed us to explore our design area, Immersive design, and how we can relate it to the Olympics. This this case I was designing for an Olympic clientele, creating mascots for the Brisbane 2032 Olympics.

OLYMPIC MASCOTS

Branding
3D Modelling
Rigging



Concept Development



Final Outcome



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This project followed the brief of creating an asset pack. We were able to choose our own theming of this project, as long we created 5 or more models. Creating an asset pack for a 'ghost theme' party, allowed for additional models to create for the asset pack.

PITY PARTY

Asset Pack
Environment Building



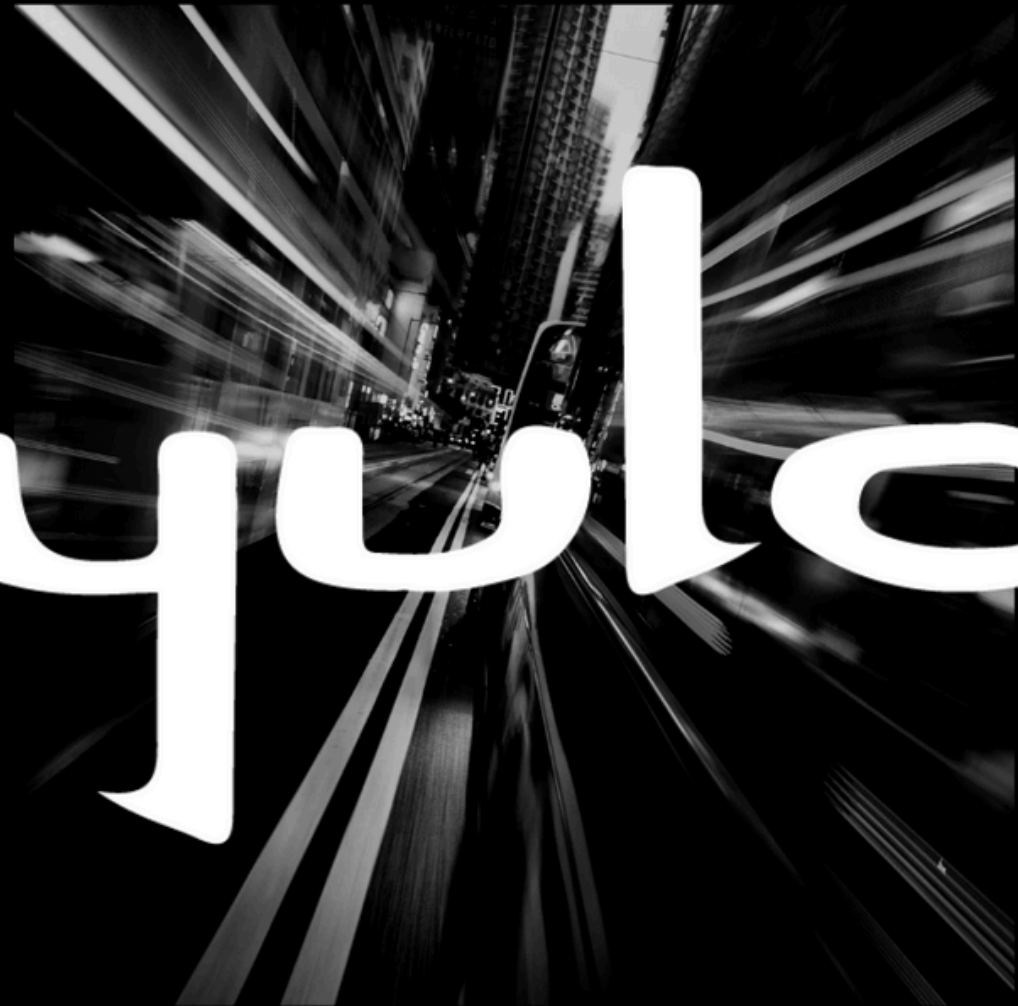


CLICK HERE

A lower case display font that takes the futuristic characteristics of angles and rounded squares complimented by the organic forms. This creates a hybrid typeface that retains the futuristic element while also introducing a soft, almost uneven aesthetic.

CYVLON

Display Font



cyulon

a b c d e f g h i j k l m n

o p q r s t u v w x y z

[CLICK HERE](#)

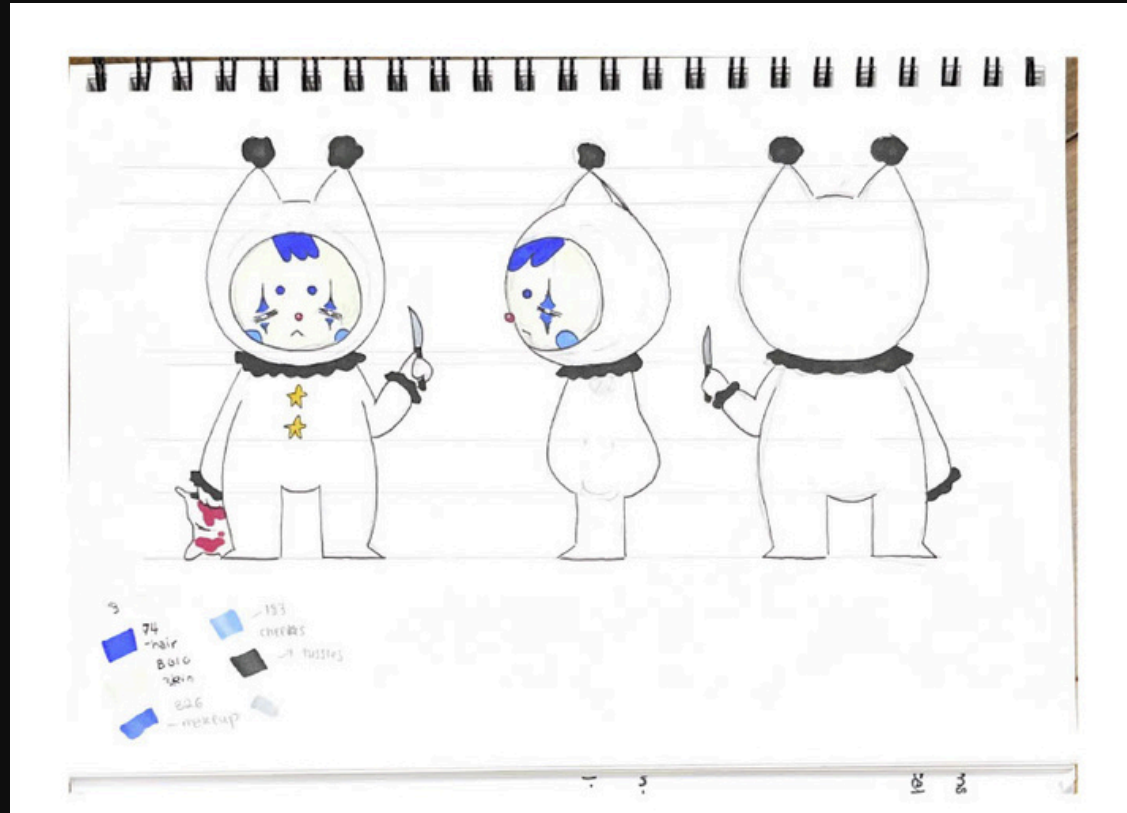
This project was an assignment brief during my first year at Griffith University. The brief required us to pick a certain topic then model accordingly. In this case, creating a character design and then modelling it. This also required us to find style inspirations, highlighting our process.

LENNY THE CLOWN

Game Character Design
Modelling



Concept Developments





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This project explored creating an interactive environment using Unreal Engine. The interactive elements included audio cues, cutscenes and environment interactions.

SLEET.MP4

Interactive Environment





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