

# KRISTINA KARA

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## Media

- 3D (modeling and animation)
- Illustration
- Concept Art
- Photography
- Graphic Design
- Video

## Skills

- |                         |                 |
|-------------------------|-----------------|
| - 3D modeling/animation | - Photoshop     |
| - Cinema 4D             | - Illustrator   |
| - Maya                  | - InDesign      |
| - ZBrush                | - Lightroom     |
| - DazStudio             | - After Effects |
| - Marvelous Designer    | - Premiere Pro  |

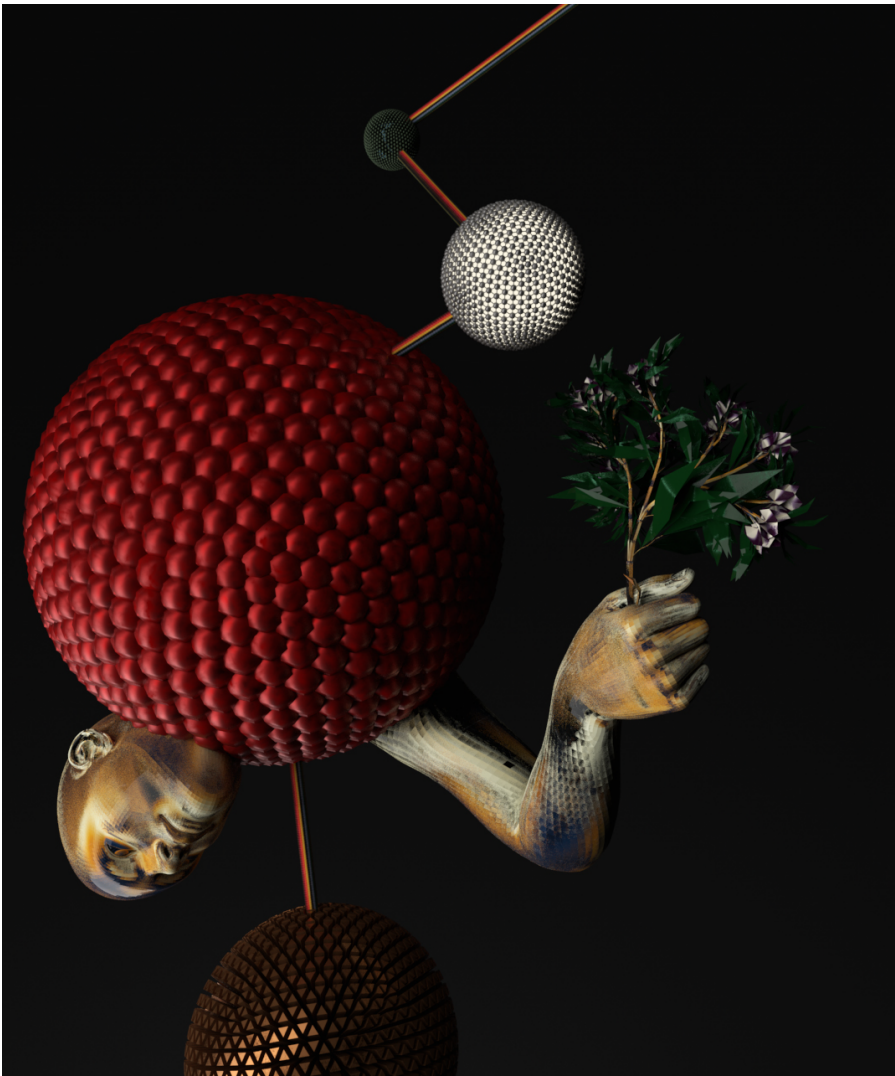
## SENIOR PROJECT: UNFORSEEN GAZE

It's an installation that consists of a series of animations based on the idea of peep holes/privacy with a twist. The viewer gets to look into 3 rooms and observe what's happening in each of them.





## MEMENTO



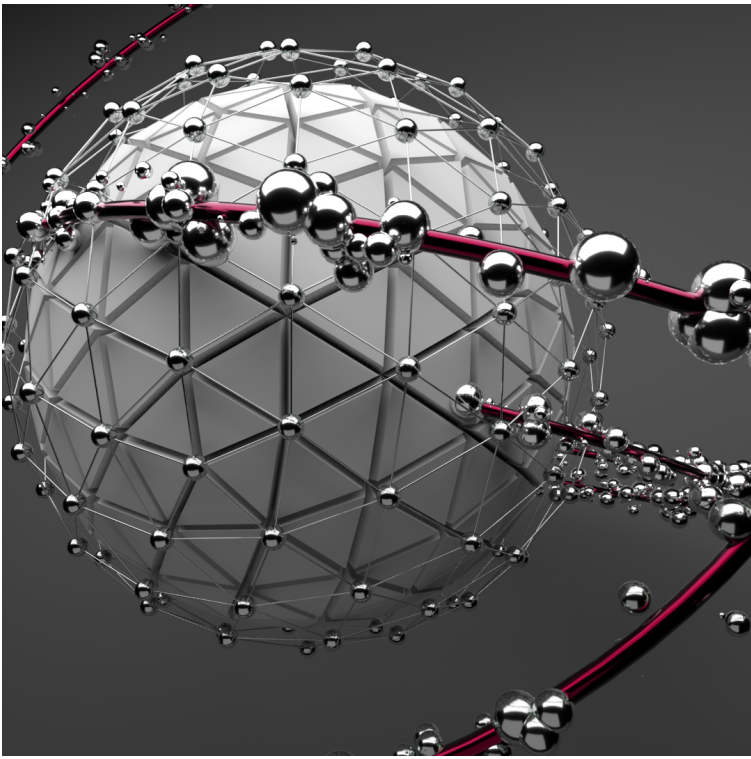
Illustrations that play with the idea of time and the surreal.



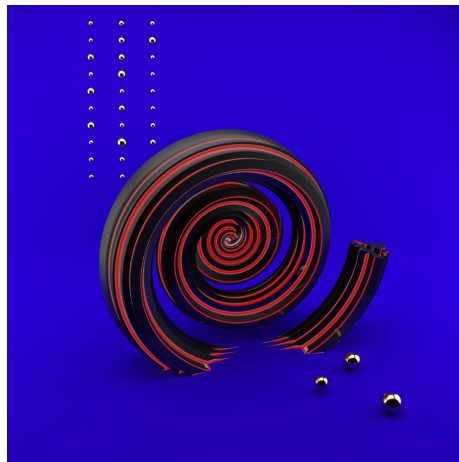
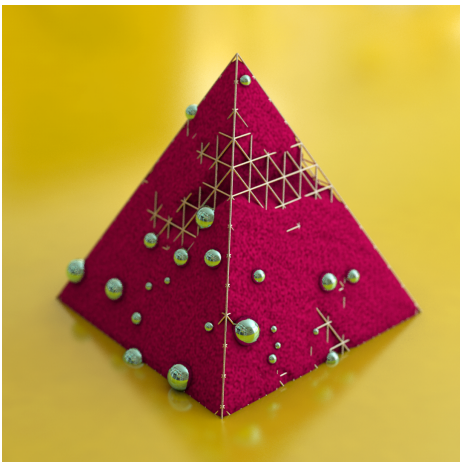
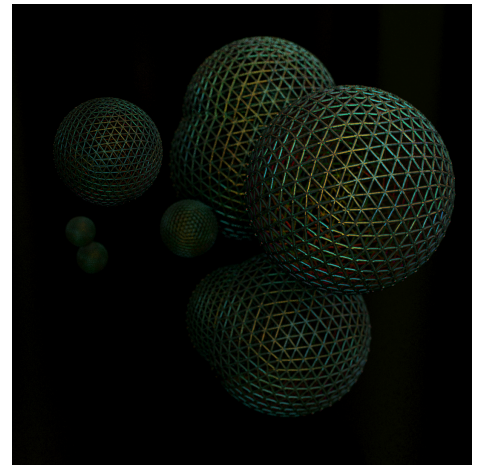
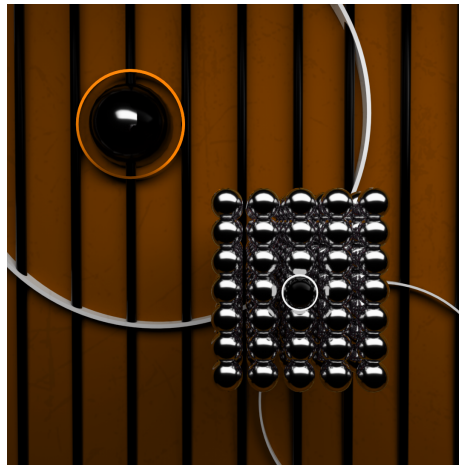
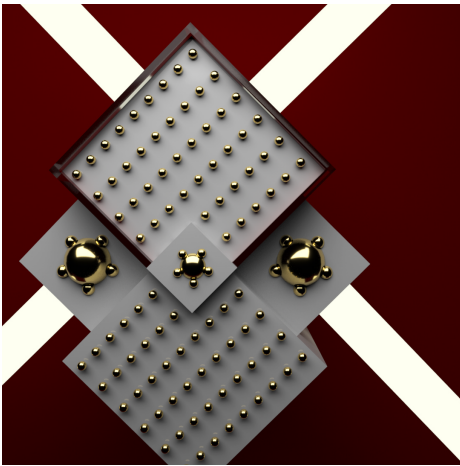
## TRANCE

Image to the moody album cover illustrations.

## ABSTRACT GEOMETRY

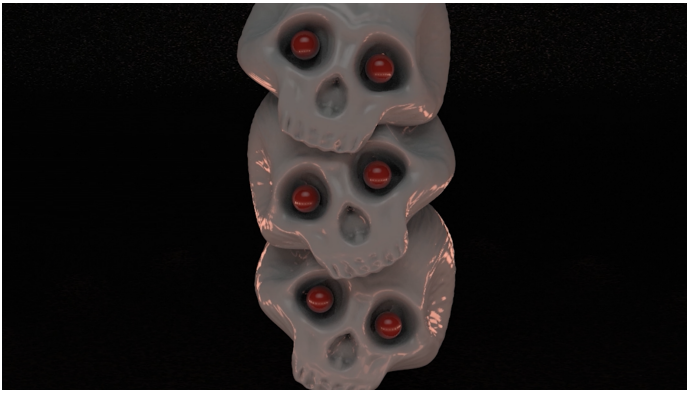


A series of illustrations based on geometric shapes. The idea was to create interesting designs that are simplistic by nature.





## PARALYSIS



Short 3D animation. The camera is the viewer. It replicates the feeling of being in a nightmare. After each scene, “the viewer” is running down the same stairs faster and faster, trying to escape.

