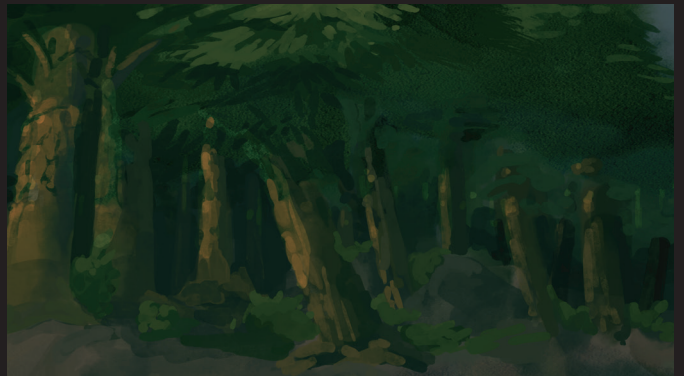


PORTFOLIO

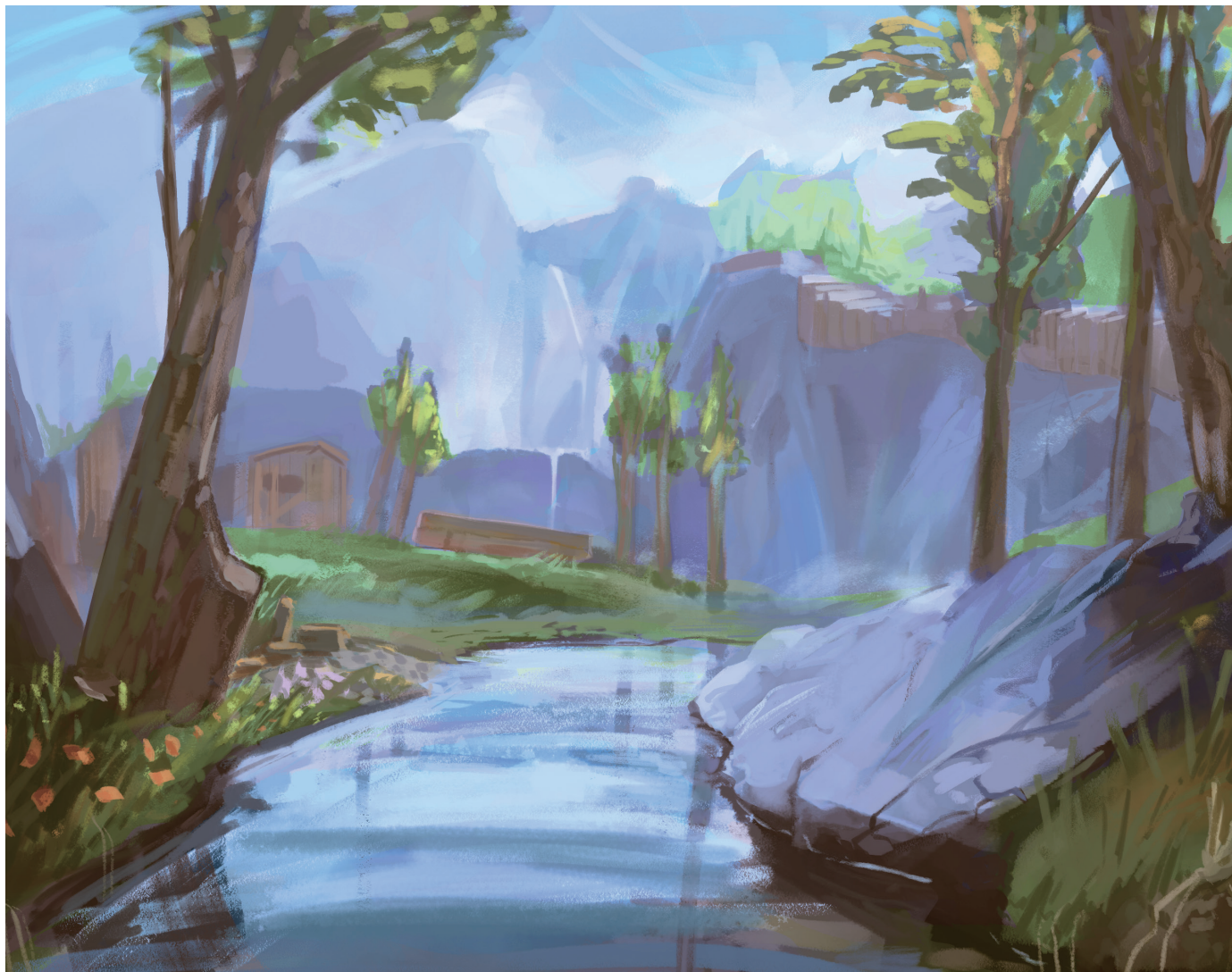
Avery Noble - Timbertown

2024-2025







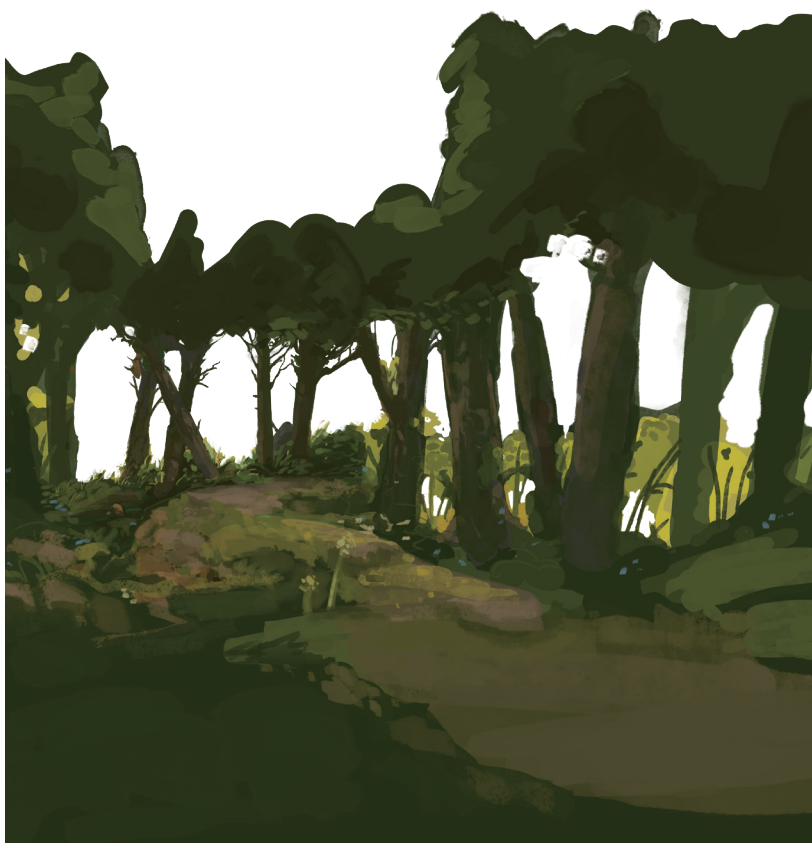


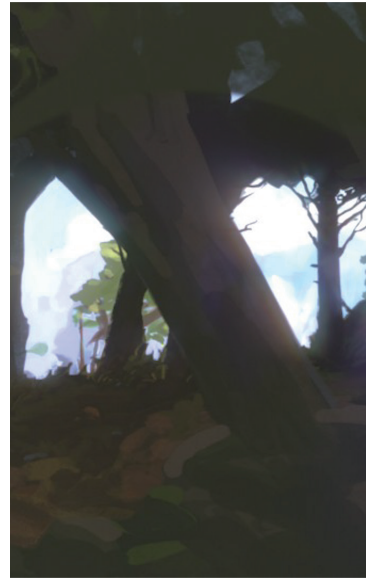
FINAL BACKGROUND PAINTING 2024

MULTIPLANE LAYER 04 2024

The multiplanes in timbertown were assembled in blender so I could fly a virtual camera through the scene with natural movement and accurate light information.

FINAL SHOTS FROM MULTIPLANE CAMERA MOVE (opposite page) 2025







DEVELOPMENT AND FINAL BACKGROUND PAINTING

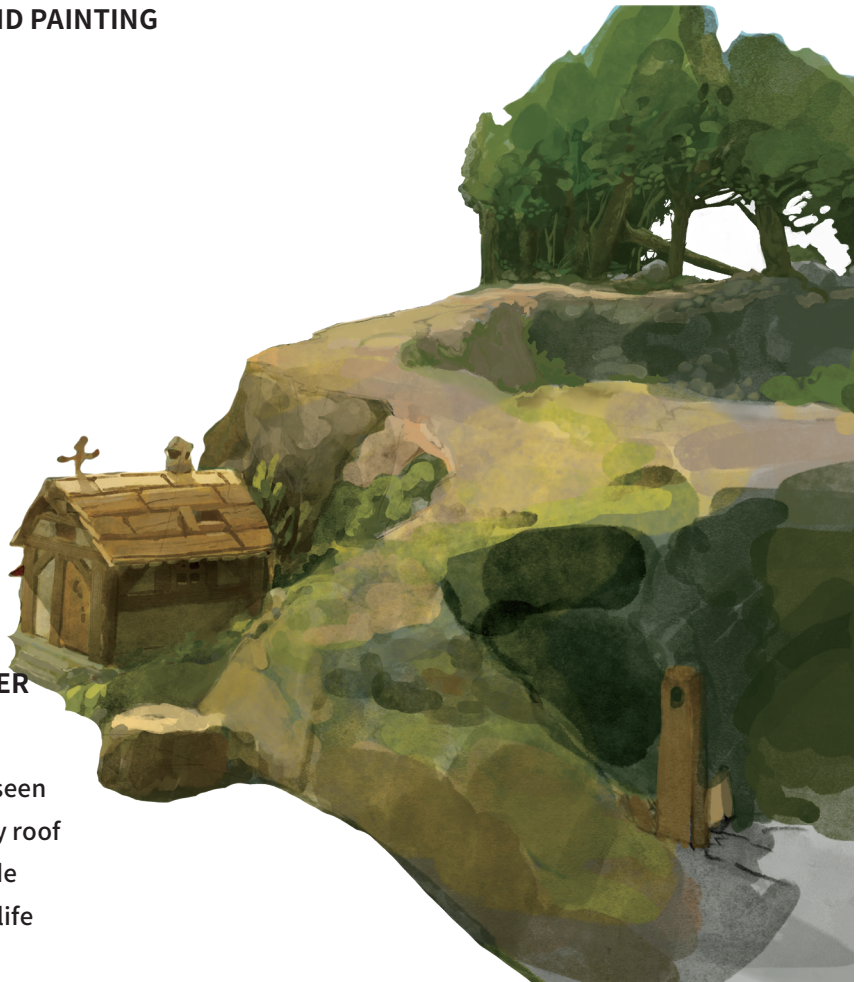
2024-2025

The camera sweeps through this shot on the wind, and the painting needs to sell the effect of a 180 degree camera rotation.

SQUIRREL RESIDENCE LAYER

2024

The squirrel residence is only seen from the outside, but the leaky roof and tudor style framing provide information about the kind of life inside.





FINAL SCENE

2025

Background characters interacting with the environment are carefully composited into frame, sitting within the painting rather than in front of it.



FINAL SCENE

2025

This angle is seen three times throughout the film, in different lighting conditions.



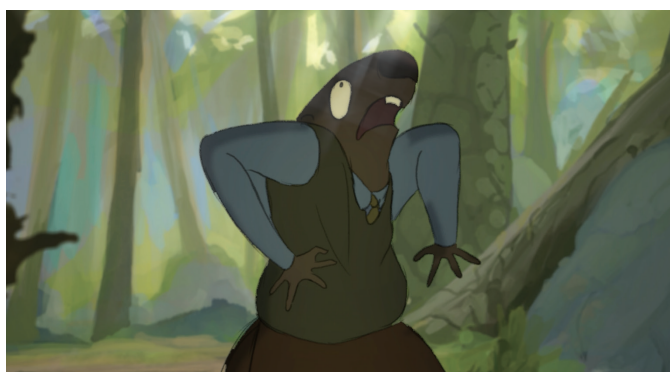
LUMBERJACK DESIGN 2024

The lumberjack, unbothered by the incoming storm, has clever magic that protects the forest he lives in.



LAYOUT 6 FOREGROUND 2024

The trees in Timbertown have been growing and regenerating on top of one another, like pheonixes from their ashes, for enough time to make their stumps immense masses of trunk, branches, and moss.



FINAL SCENE
2025

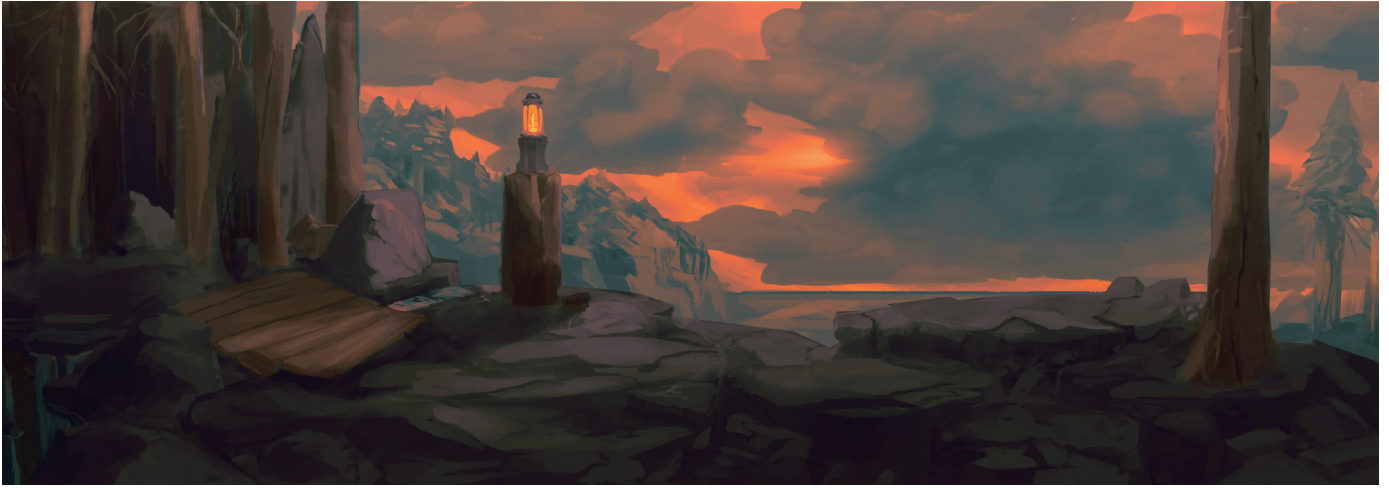
FINAL SCENE
2025

Finishing a scene requires making light choices that provide clarity and context.

FINAL SCENE
2025

The Lumberjack's props needed to be designed to maintain the magical mystery at the center of the story. Detailing his bag with charms and bells help to ritualize his magic.





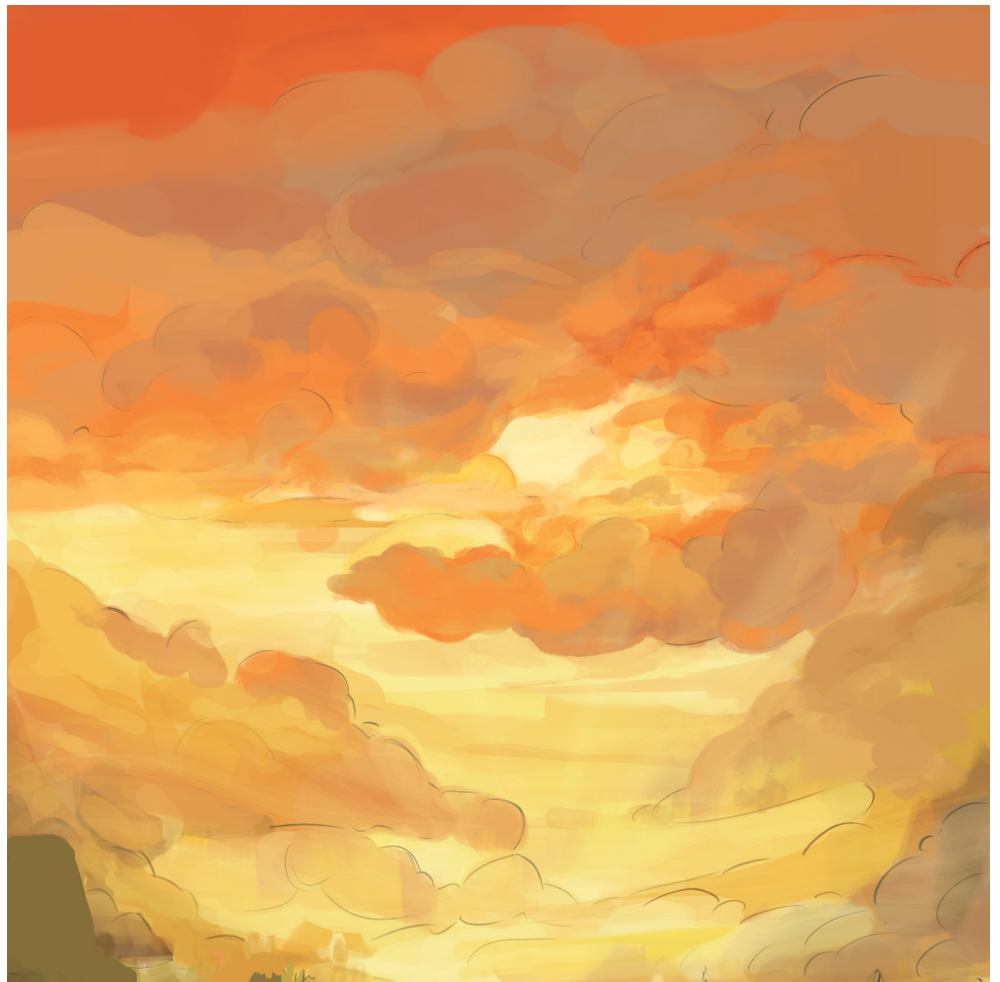
BACKGROUND PAINTINGS (forward and reverse)

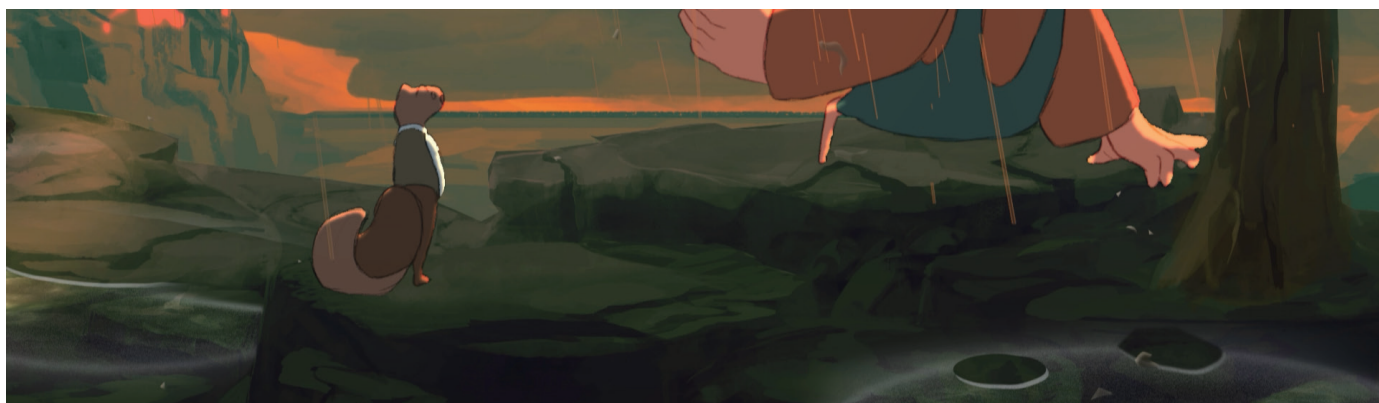
2024-2025

Painting the same scene from a different angle requires an understanding of how the environment is structured in 3D space.

BACKGROUND PAINTING (cropped)

2024





FINAL SCENE

2025

Lightning strikes and pooling up rain water are some of the effects added in post to add immersion.



FINAL SCENE

2025

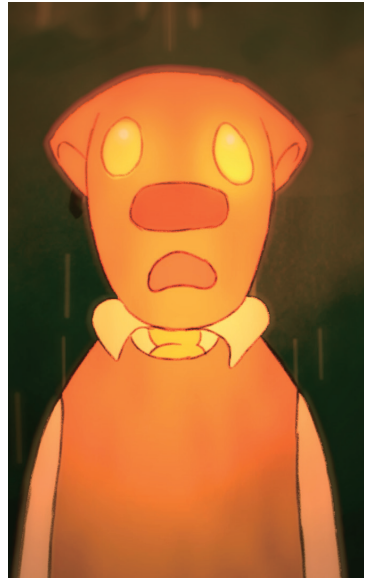


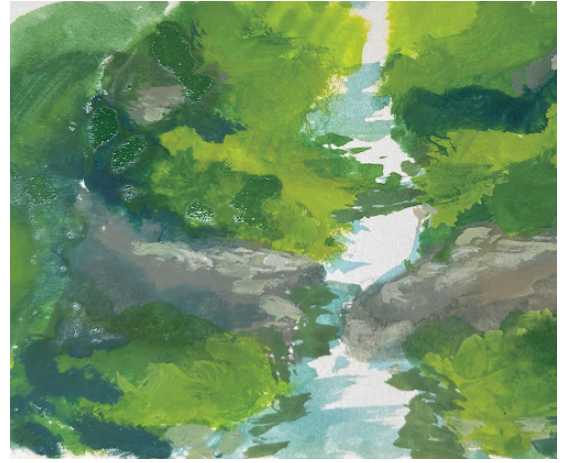
INSPIRATION PHOTOS 2023-2024

This story highlights the power of seeing things from a new angle; seeing something so powerful it snaps you out of an emotional spiral or recontextualizes your worries.

FINAL SCENE (opposite page) 2025





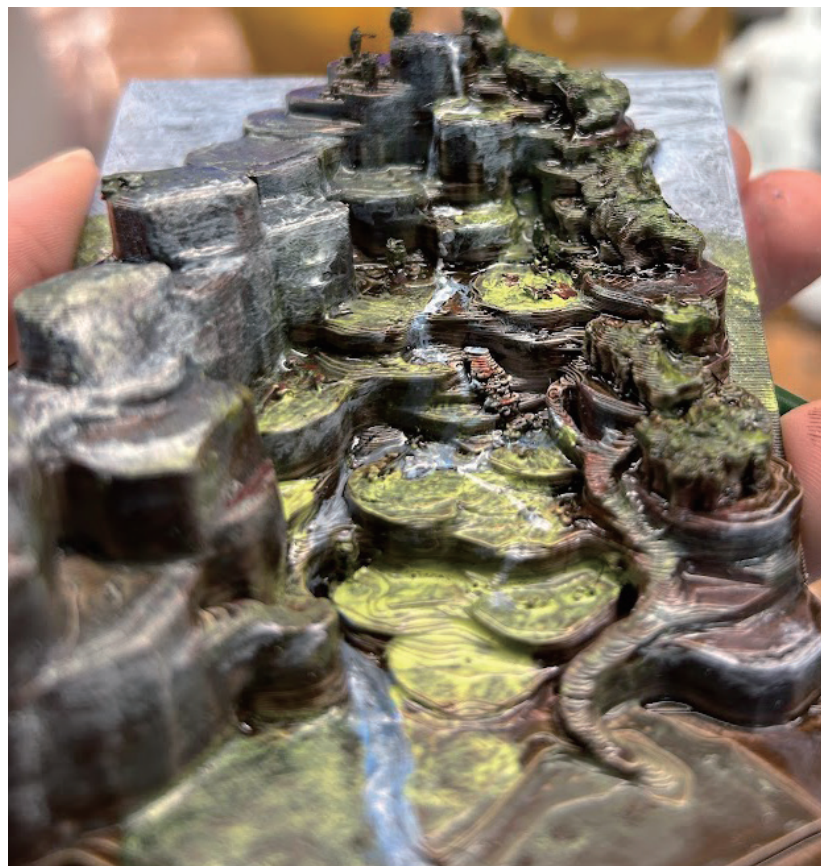


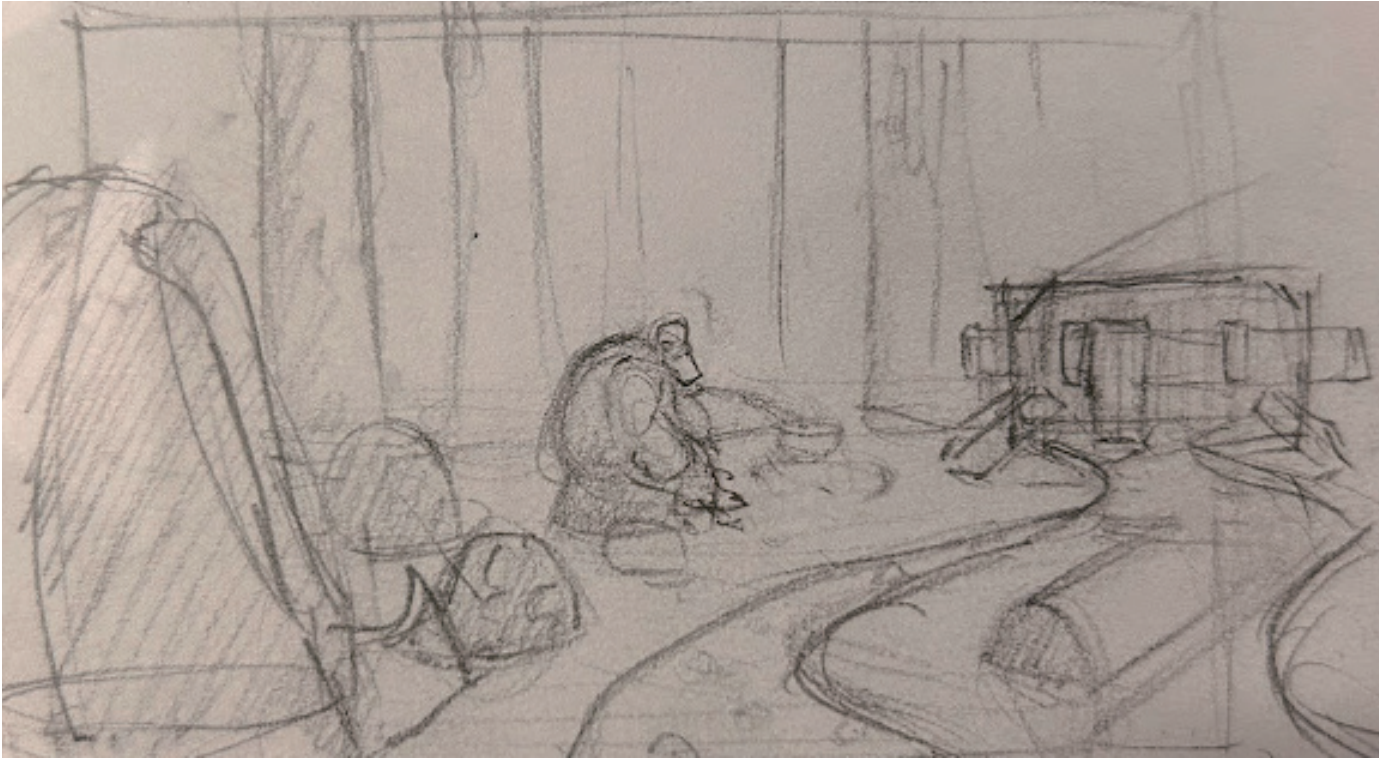
INSPIRATION PHOTOS 2024

Getting to experience nature through a visual development lens was and continues to be the highlight of my experience making this film.

MAQUETTE OF TIMBERTOWN 2024

Informing my designs with 3D information was helpful for painting backgrounds with atmosphere.





THUMBNAIL SKETCHES

2024

Sometimes, all it takes is a thumbnail that captures something unexpected to inspire a piece all the way to its final form. The serenity in my early sketches of the lumberjack is something I constantly referred back to. This project reminds me that development will often be a collaboration between the artist I was, and the artist I am.



Avery Noble
BFA ANIMATION 2021-2026

Seeing my thesis project through from start to finish has taught me more about myself, the communities closest to my heart, and the artist I aspire to become. We live in unprecedented times, and to make art informed by that context is to engage in the global conversation.

I intend for the work in this portfolio to serve as an example of my aesthetic point of view when it comes to the tools of illustration and design: atmosphere, temperature, light, texture, composition, and story. This project and all visual material used in it was made by me. Pursuing an education in the arts has provided me the rare experience of having my hands on every step of a large scale project, which I do not take for granted. To make art for a living is indeed a great privilage, but this can't detract from the importance of artistic endeavors, perhaps now more than ever.

worksgrisaille@gmail.com
averythenoble.com
@worksgrisaille