

Character Designer



FREDERIC GIDE
VISUALS FOR VIDEO GAMES

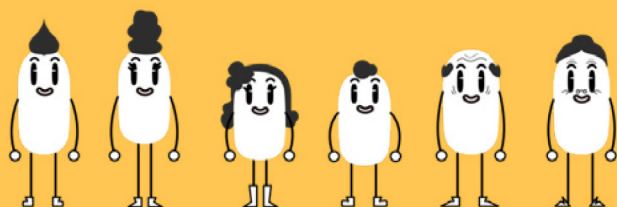
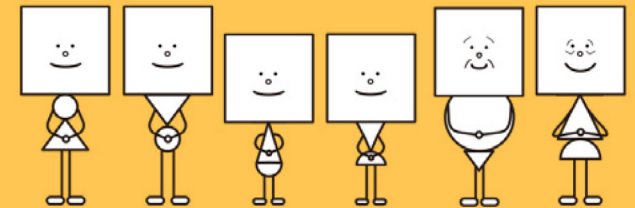
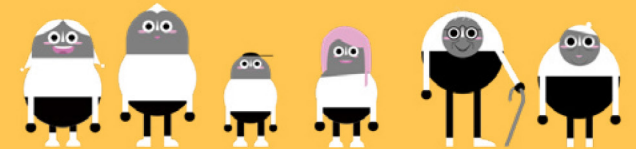
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Mobile Game (Walkr, Fourdesire)



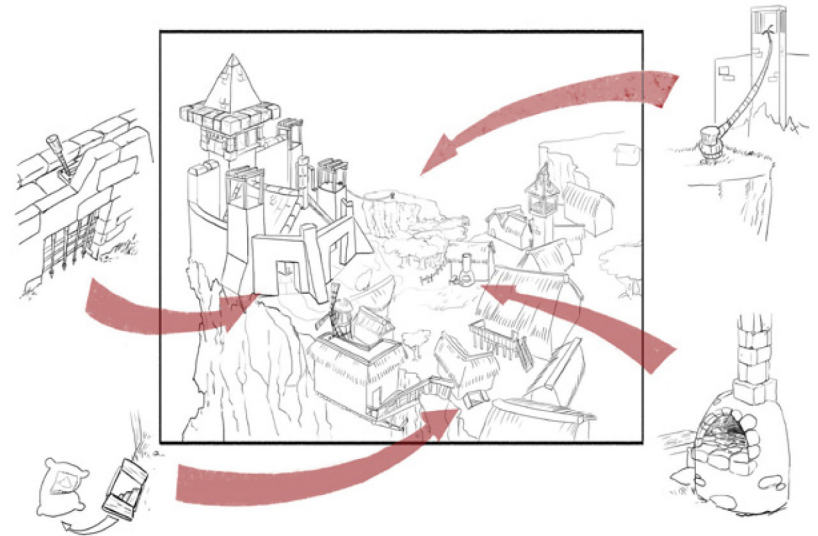
Character design (Animation)



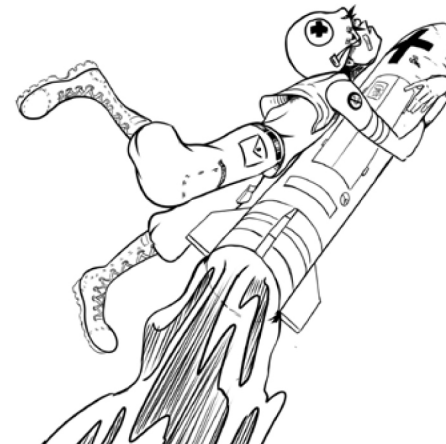
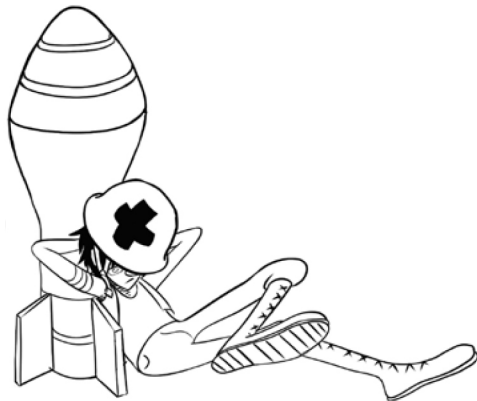
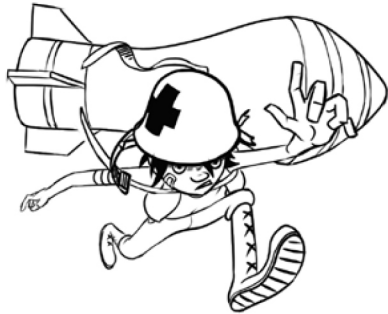
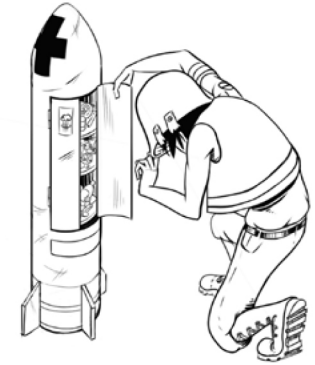
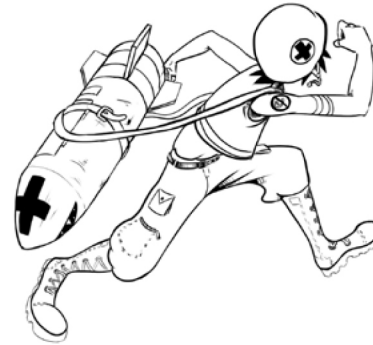
Concept Art (Online game)



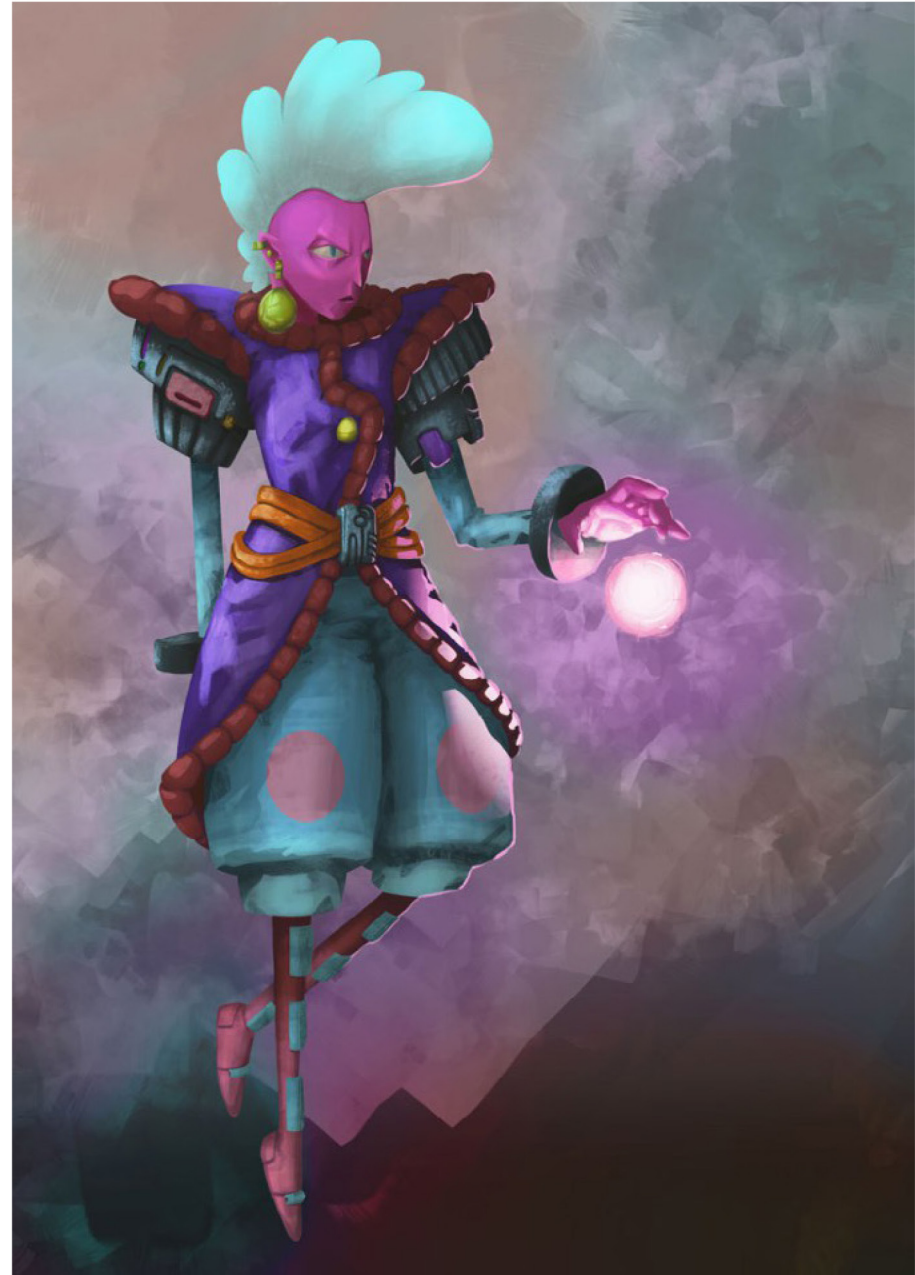
* school exercise



*Left to Right: Cartoonish towards more realistic



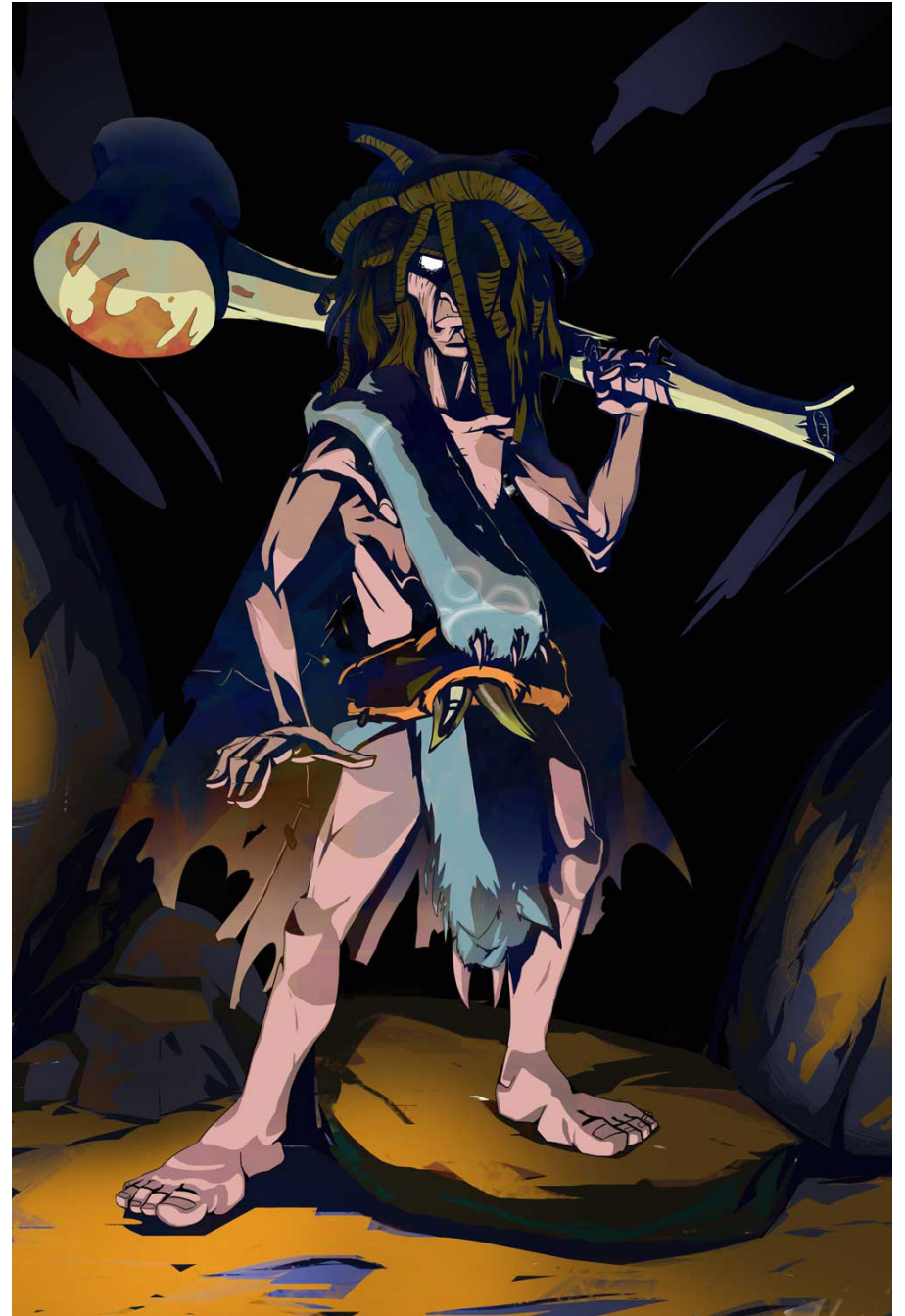
Character design



*Against:
Kaioshin
-Dragonball
Z-

*Left:
Kaneda
-Akira-

Character Design Challenges



SHANGO

RYTHMIC INVASION



Personal game project (prototype)

