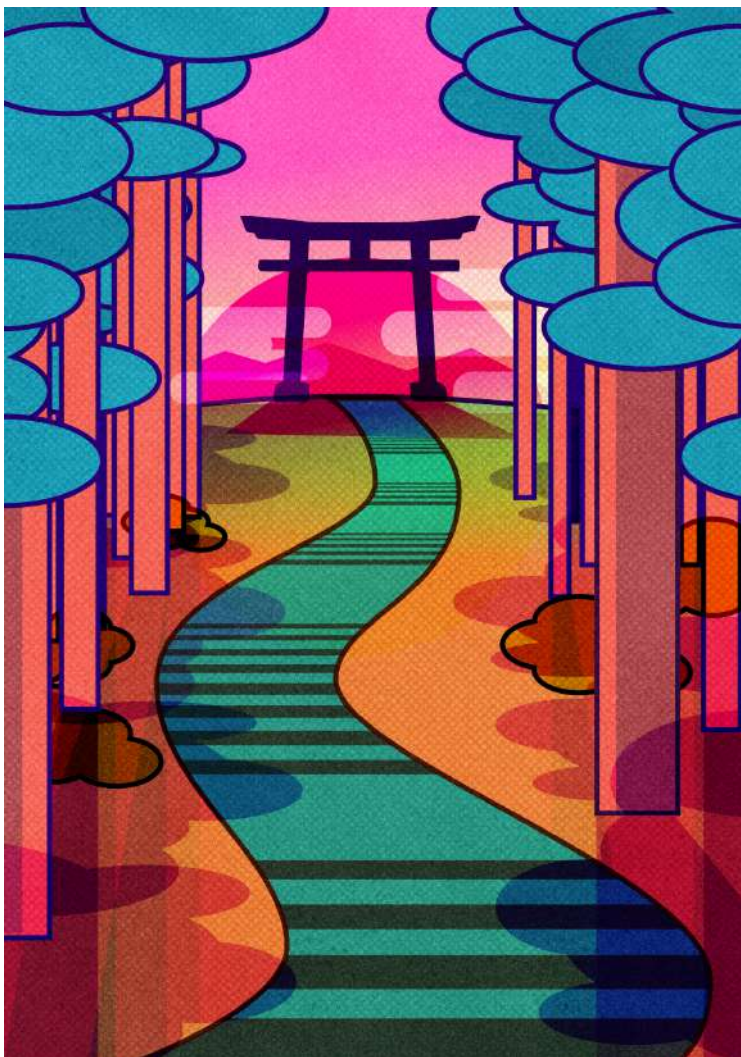




Osamu Watanabe
Portfolio 2021

Graphic / illustration/ Design

Graphic/Illustration



Kumano Kodo

May.2021

Illustration graphic made for an art project, "Take me to-"
curated by Jan-Henning.

I made some illustrations that somehow related to stories they
give and the story taken from a certain place in the world.

The website will be available soon.



A fisherman in Plum Bottle

Another artwork for same story for the Project "Take me to..."

The story is about the son of a Japanese plum farmer, who has a wife and is deciding whether to take over his father's farm in the near future or to pursue his career in the city.



Tokyo University

Jan.2021

Illustration for the University of Tokyo staff recruitment brochure. All images show something related to the University.

I made 65 different clip illustrations in total.



NIJI

Nov.2020

Illustration for a song from "Krypton men"
Feeling with a view in the night, morning,
people, city, nature, sky, stars, all those
elements passing by.





Illustration for Bookcover

March.2020

The book tells the story of Takehiko Kurushima, an educator who, during the Meiji, Taisho and Showa eras in Japan, conducted "oral storytelling" throughout Japan and around the world, sharing his teachings with children through children's stories.







Illustration for TV program

March.2020

The world is full of treasures(things you want)

Illustrations for one of tv series in Japan,one of series which introduces stories behind a british antique jewellery and history around its era.



The Last Writing

Feb.2020

The illustration for banner image in a Note blog,
https://note.com/write_books

They are writing not having supper.



Illustration for Magazine

Feb.2020

Takarajima Inakagurashinohon(Book about living in countryside)
Illustrating many different country lives in different places, in
mountain or at near ocean etc.



Illustration for Magazine

Feb.2020

illustration for a magazine, TRANSIT vol.47, special article about Baltic countries(Estonia,Latvia,Lithuania)

<http://www.transit.ne.jp/contents/magazine/transit47.php>

ベトナム人との働き方 丸わかり

ベトナム 人材事典

ベトナム一般



ベトナム料理事典

ベトナム人



特定技能



エンジニア



技能実習生



留学生



介護人材

Illustration for Website

Nov.2019

Vector illustrations for a website of company which offers Vietnamese trainings to work in Japan.

<http://edicavn.com/jiten/>

Design/Logo



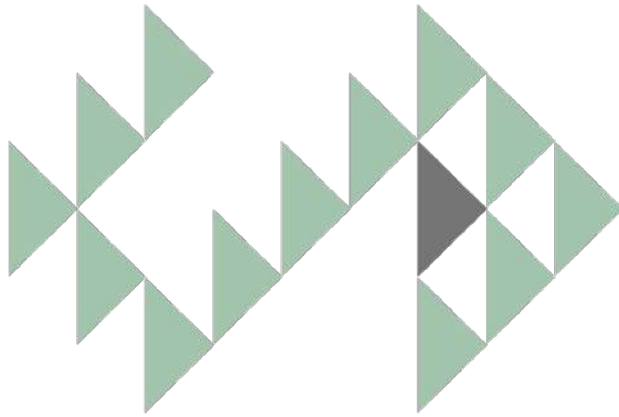
TAKTART

Logo Design for "TAKTART"

April.2020

The Logo for a company called "TAKTART".
The company offers DJ catering services.





SWIMMY

Logo Design for "SWIMMY"

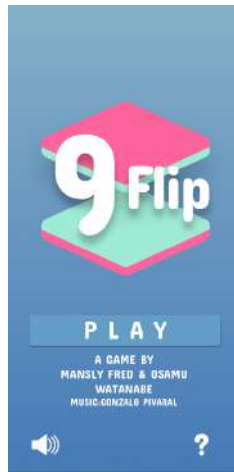
August.2020

"Small things come together, create a big thing"

Simple and smart shape.

The logo for the first-class architect office "Swimmy Kenchikusha", where is professional in architecture regulations.

Design/UI



UI Design for "9Flip"

August.2020

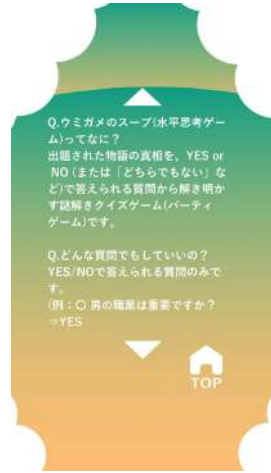
User Interface design for the game, 9Flip.
Developed by Mansly(<http://manslyfred.de/>).

The rule of the game is simple, just move on square or flip the complete row and column the tile is in.

The game is playable on Windows and Android mobile.

<https://play.google.com/store/apps/details?id=com.MaOw.NineFlip>





UI Design for “Umigame no Soup”

June.2020

User Interface design for the mobile LTP game, “Umigame no Soup”. LTP, Lateral thinking puzzles are strange situations in which you are given a little information and then have to find the explanation.

<https://play.google.com/store/apps/details?id=com.Umigame>



3D Graphic



Hikingman

April.2021

This is 3D model that I wanted to make from my drawing of character. Making 3D model has more potential to show other sides, e.g. animation, in different poses, rendering in different lights.



Link to the video



Gambit

January.2021

This was a 3D model that I have tried my best in 3D modeling for the first time. I tried 3D sculpting a famous actress and finished it as coloring and texturing to make one scene.



Detective-Stylezed Lowpoly Model

June.2021

This was a 3D model that I have sculpted and retopologized into low polygon 3D model. I played it with adding a gun and an animation.



<- to Youtube video

Animation- Detective-Stylized
Lowpoly Model

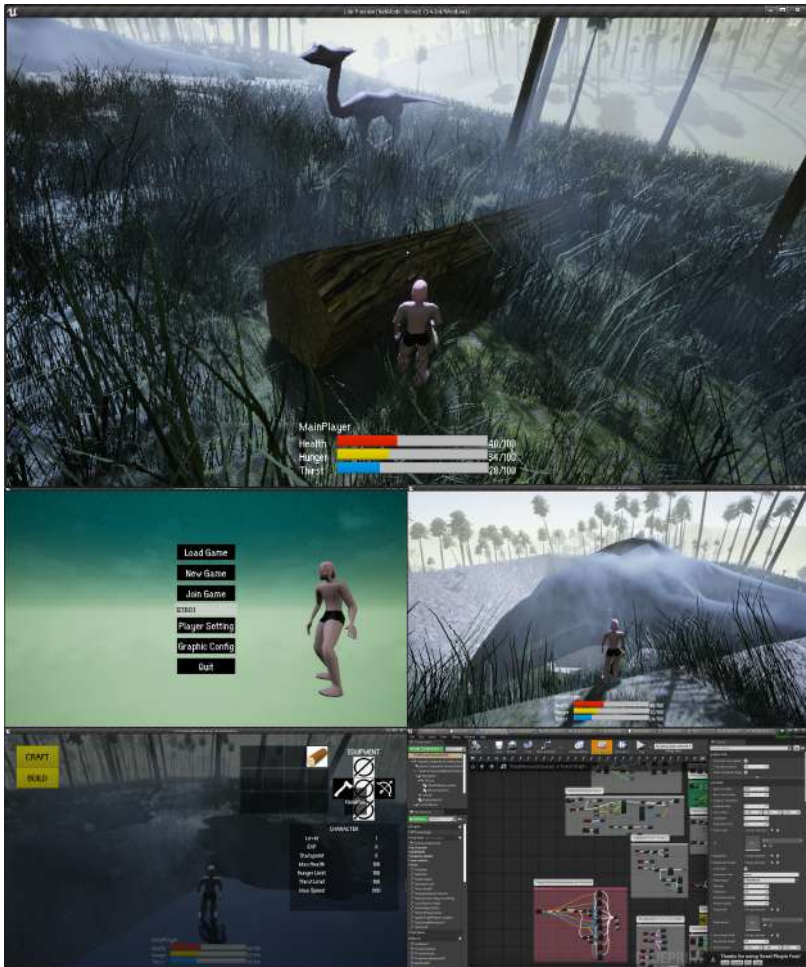


Lowpoly Fantasy Character Model



[Link to the video](#)

Game Making



I started learning game making since last year.
Published one simple game made by Unity end of last year.
Since then I changed to Unreal Engine from this year for better 3D graphics.
Now I am making a survival action game with Unreal Engine and my 3D models.



[Link to the my Devlog video](#)



Osamu Watanabe
Portfolio 2021

Graphic / illustration / Design

Osamu Watanabe

Graphic Artist living in Berlin since 2019.
Loves multicultural diversity in Berlin.

Graphic/Illustration/UI/Web/Design

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