



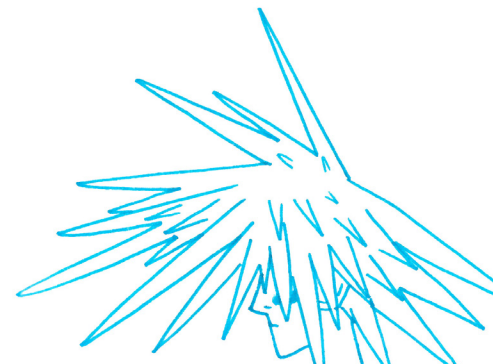
Paupilla, or simply Paula.

I was born in 1997 in A Coruña (Galicia, Spain). Like any other child, I started to learn through pictograms and abstract drawings. Since then, I've been improving more this ability than the number's skills, what led me on 2019 to finish the Fine Arts degree in University of Vigo (Spain).

The fantasy, unreal, is a world and a topic that I've always loved to explore. Also the movement and composition of human body, the organic textures and the feelings they emit. In the last years, 2D animation and digital illustration have become my main artistic interests.

The influences come from different spots and directions, but mainly from the audiovisual content that I've been collecting through time (TV series, cartoons, films...). Also from my moods and inner thoughts.

Above all I seek to enjoy and empathize with people through drawing. When the words get stuck in my throat, I think it's my best way to express myself.



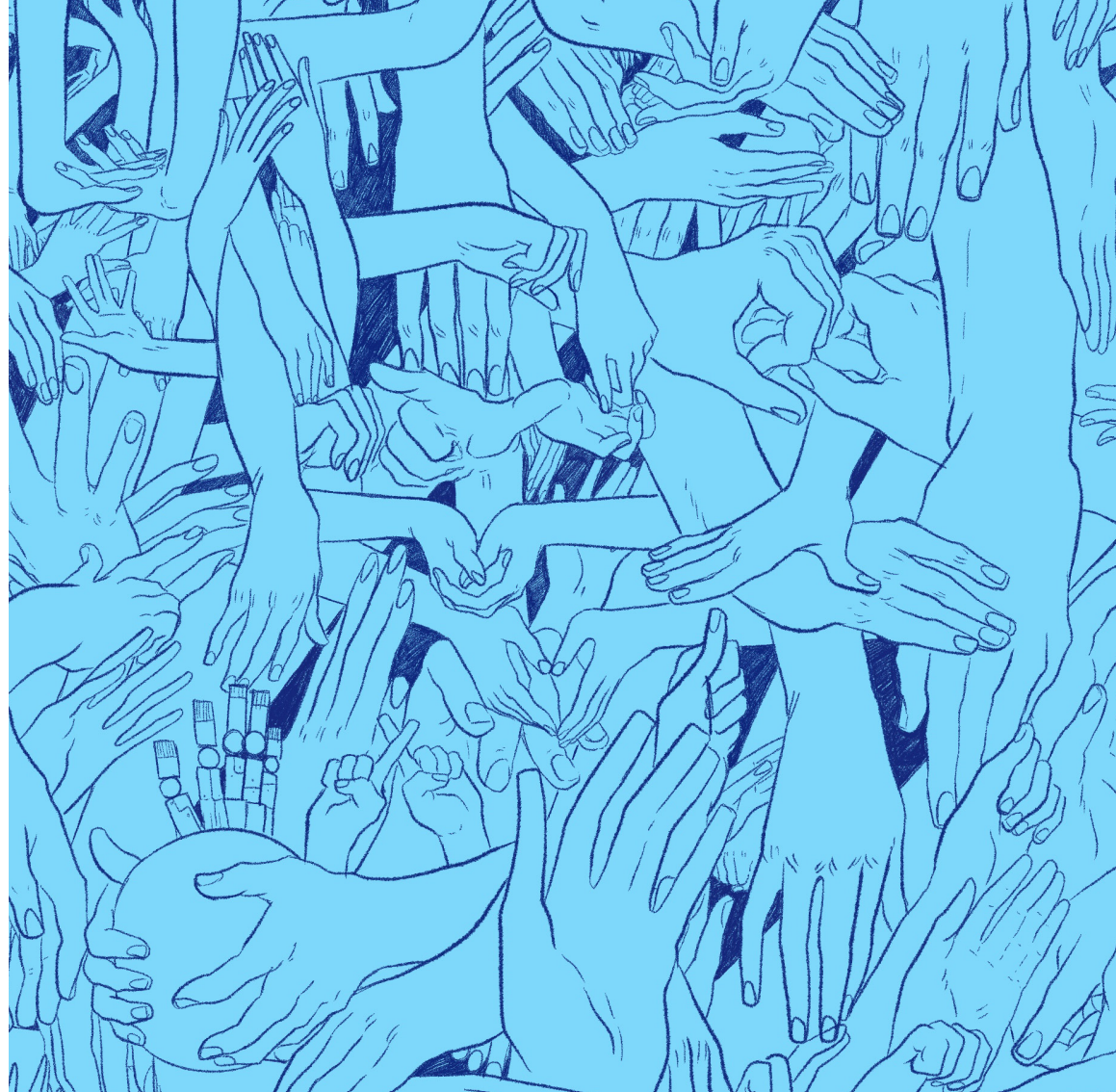


# Miscellany

A little sample of sketches, ideas and thoughts accumulated during the last two years, all of them connected by similar shades.

**Year: 2019- 2020**

**Personal project**

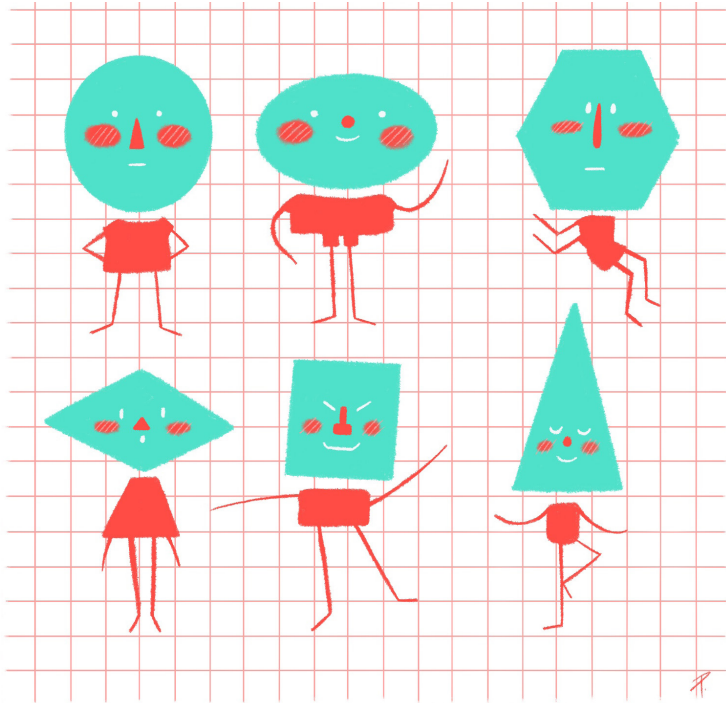






*"¿Is it recording yet?", 2020*  
Different perspectives of a lens.  
Digital Illustration.





***Geometrics***, 2020  
Digital sketch for textile design.



***"Distant roads are callin' me"***, 2020  
Inspired by the song "No time" by The Guess Who, 1969.

*Acid rain*, 2020

A look to the future, maybe.  
Digital illustration.



*"So I don't forget"*, 2020

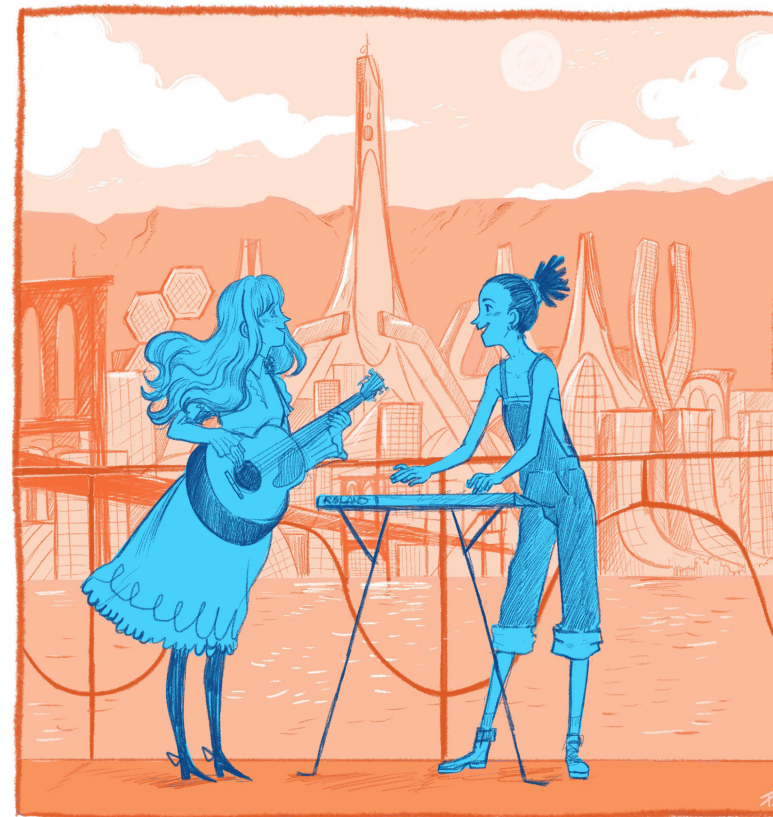
A small unmissable portrait.  
Blue pencil over postit, scanner.





***Sailor V*, 2020**

Illustration based on the manga and namesake character by Naoko Takeuchi, Editorial Kodansha, 1991-1997.



***Carole & Tuesday*, 2020**

Illustration based on the animated and namesake series by Shinichiro Watanabe, Studio Bones, 2019.



## Warriors

Some of them tiny, other ethereal or possessing enormous strenght.

They live between us and make our lives more easier.

A little drawing project built by ideas, words and pictograms given by different people on social media.

The premise of the project is to discover many, many more and collect them as a magic grimoire.

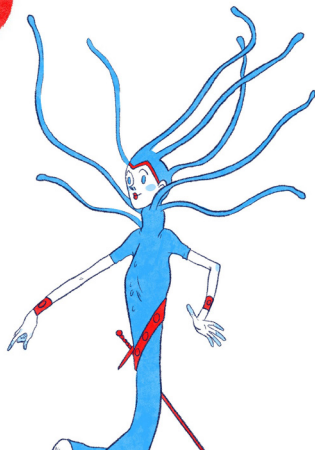
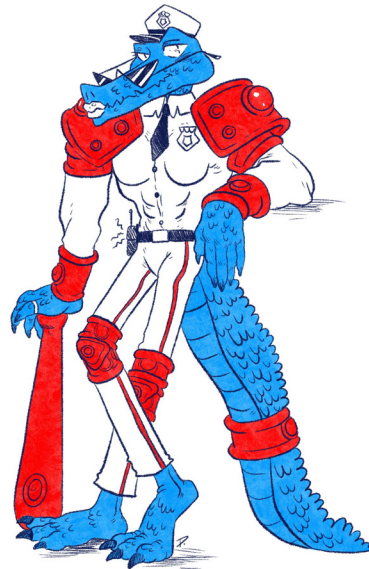
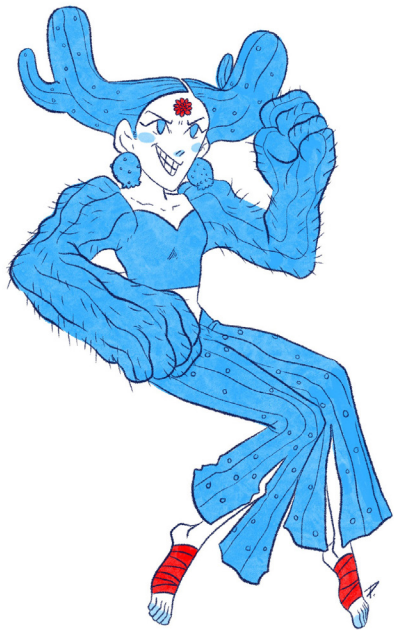
**Year: 2020**

**Personal project**

[Link](#)









# Reciprocity

**First prize Xuventude Crea 2019 in Video Creation mode.**

Brief piece of 2D animation that revolves around the way we relate to our fears, represented as a shadow, a monster-looking spectre.

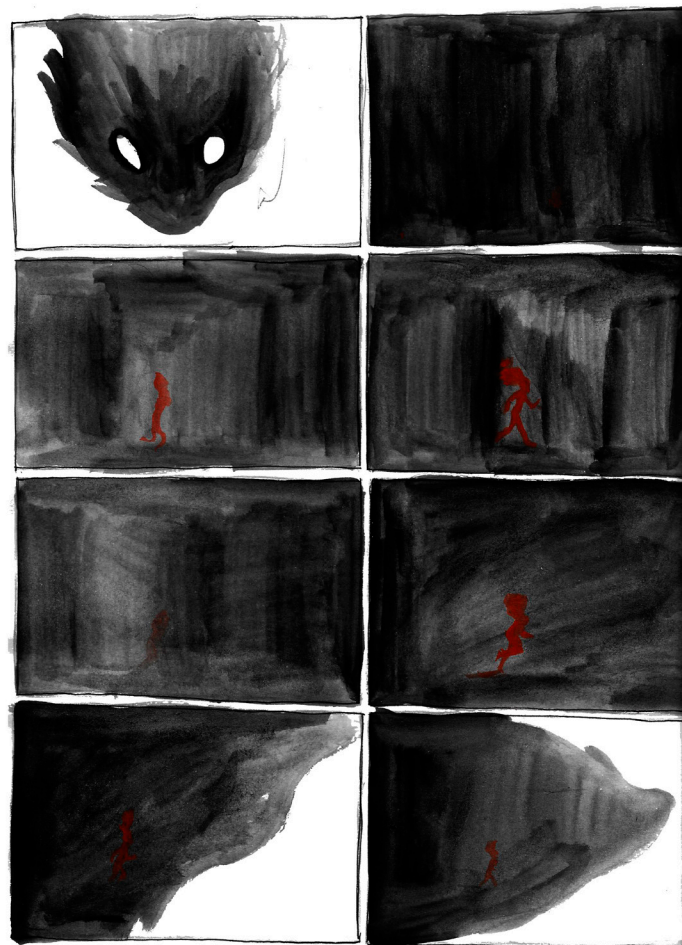
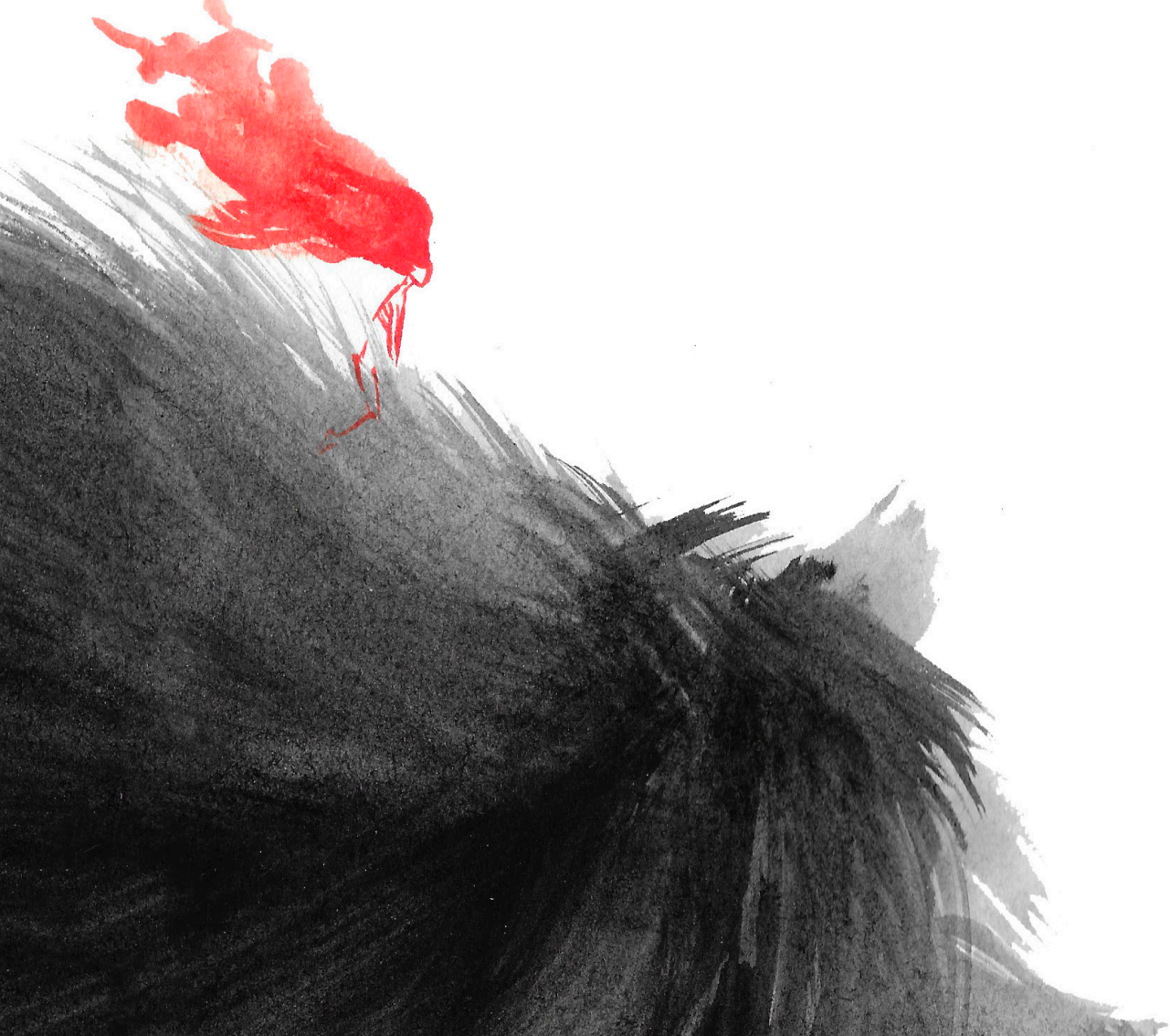
Member of the **collective exhibition "Do final e do comezo 2019"**  
Pazo da Cultura de Pontevedra (Galicia, Spain).

**Year: 2018-2019**  
**Personal project**

[Link](#)









## BANG!

Based on the design of a fictional character, inspired by the styling of the late sixties and the appearance of Twiggy. Two examples of how this design could be transferred to physical applications.

**Year: 2020**

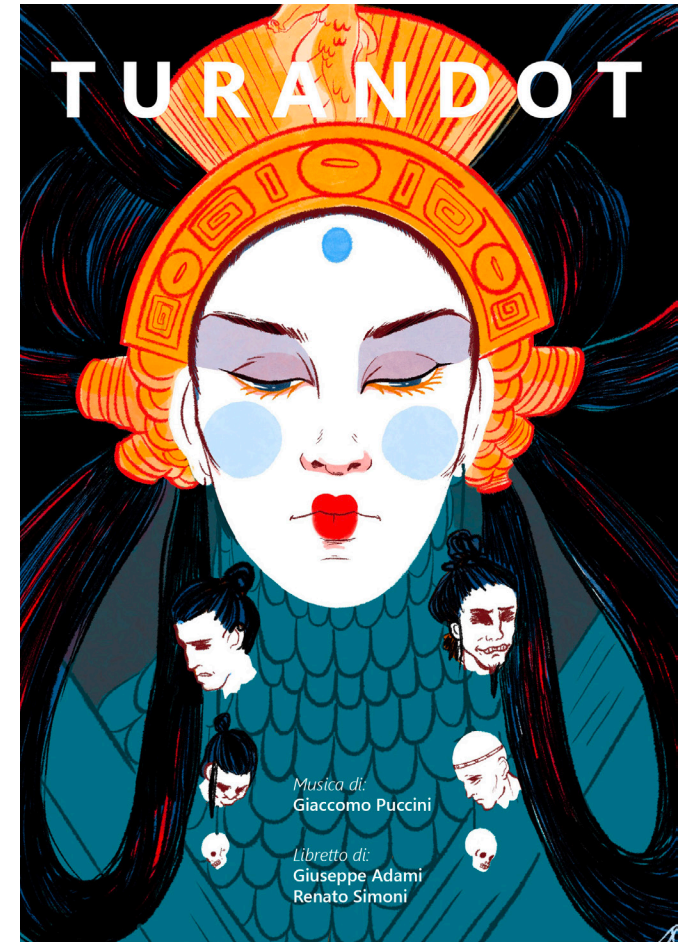
**Personal project**



# Turandot

Poster inspired by the classic opera by Giacomo Puccini and Giuseppe Adami.

Year: 2020  
Personal project



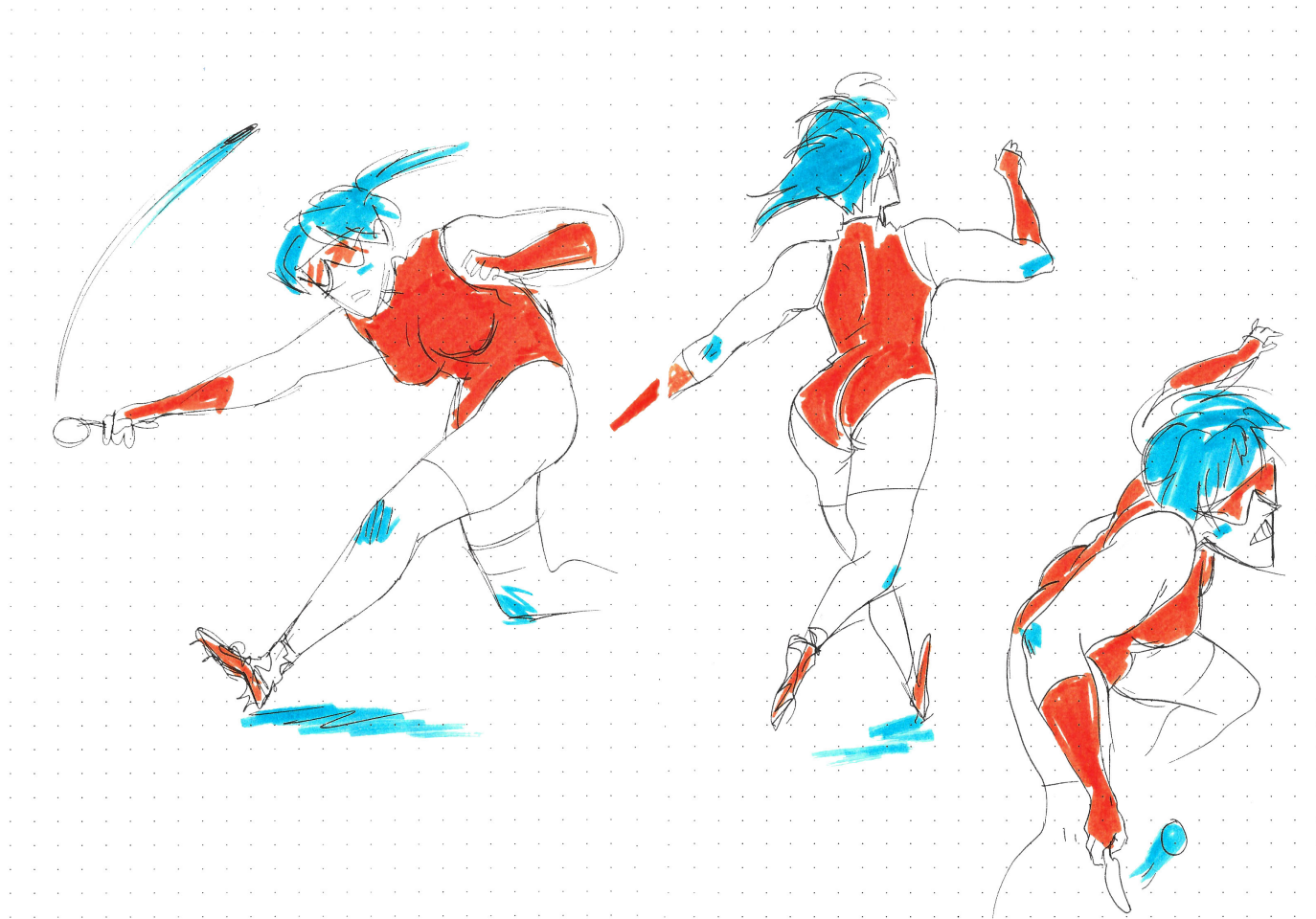
# Concept

Sketches designed for animation exercises  
and character development.

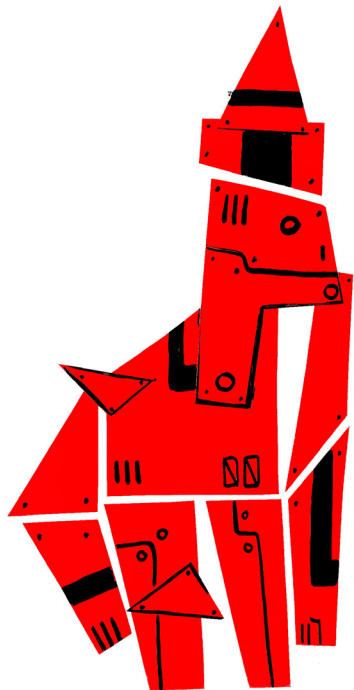
**Year: 2019-2020**

**Personal project**

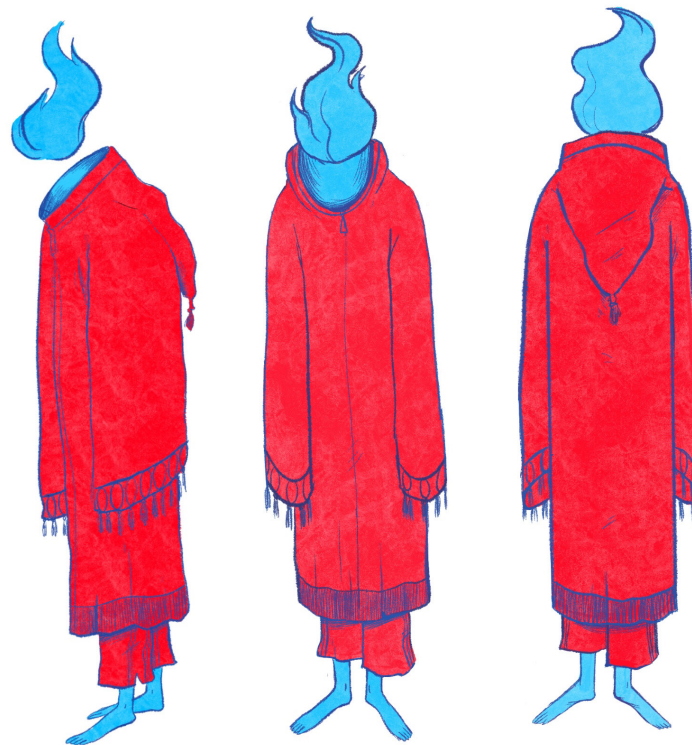
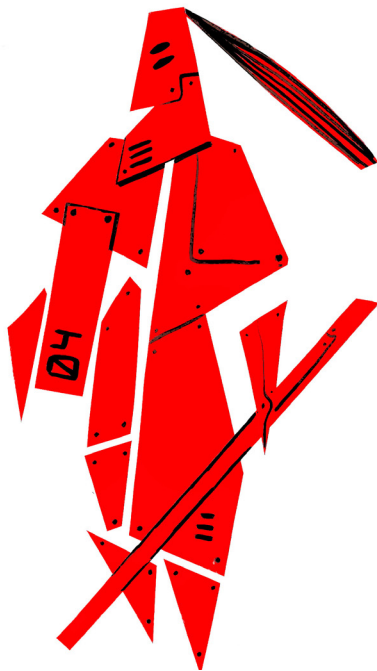
**Carmela Lamela**, 2019  
Poses for "spoon paddel".  
Markers.



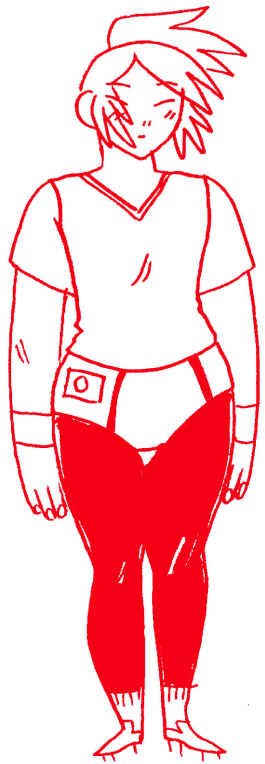




***Androids***, 2019  
 Robotic designs.  
 Adhesive red paper and permanent marker.



***Wildfire monk***, 2018-2019  
 Character design.  
 Digital draw.



*Javelin athlete*, 2019

Red marker.

[Link](#)



*Justice*, 2019

Pose for a 360° exercise, digital.

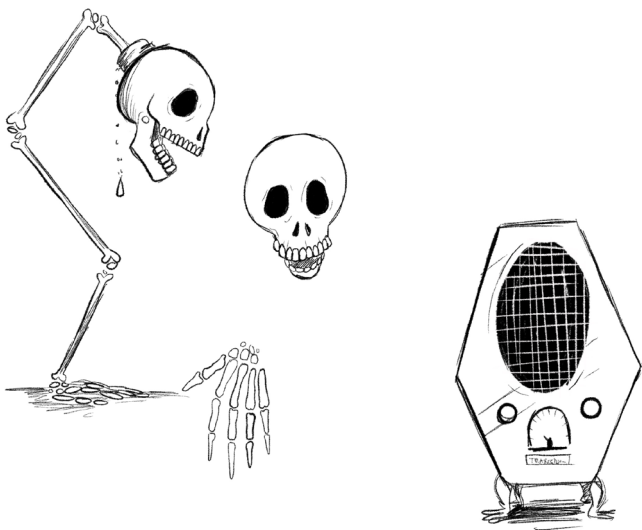
[Link](#)



*Semele's expressions*, 2019

Bic pen, blue marker.





*Vlad's room, 2019*

Concept for the cabin of a young and music lover count Dracula in the 1920s. Design of some props and furniture in the space.



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