

Portfolio

Johanna Muckenhirn

CONTACT & CV
page 01

ILLUSTRATION
page 02–08

3D MODELING
page 09–12

GRAPHIC DESIGN
page 13–15

Johanna Muckenhirn

I am an Illustration student from the Black Forest near Freiburg.

My main focus is on Character Design.

Working as a graphic designer and my Bachelor's degree in Architecture have established a sound basis regarding my layout and design skills. And while my inner "Monk" cringes when things are not properly aligned and loves structure in graphic design, there is always some playful aspect in my illustrations.

I also enjoy getting my hands involved in the creative process – and that does not only apply to drawing – it means that I will happily spend a week with glue on my hands to build a board game from scratch, love handicrafts such as knitting or sewing and went candle-dipping in Denmark.

CONTACT

Johanna Muckenhirn
Münstertal, Germany

+49 176 64729354
johanna.muckenhirn@gmail.com
joh.muckenhirn.de/en
linkedin.com/in/johanna-muckenhirn
xing.com/profile/johanna_muckenhirn



Curriculum Vitae

EDUCATION & WORK

since 10/2019 (*expected year of graduation: 2023)*
BACHELOR OF ARTS
DESIGN | ILLUSTRATION
Macromedia University of Applied Sciences
Freiburg im Breisgau

08/2016 – 09/2019
GRAPHIC DESIGN
Verlag für Neue Medien GmbH
Eschbach

10/2013 – 08/2016
BACHELOR OF SCIENCE
ARCHITECTURE
Karlsruhe Institute of Technology
Karlsruhe

09/2005 – 06/2013
HIGH SCHOOL | A-LEVELS
Faust-Gymnasium Staufen
Staufen im Breisgau

SKILLS

SOFTWARE

Adobe CC	Illustrator	Blender / basics
	InDesign	Procreate
	Photoshop	

LANGUAGES

German	first language
English	fluent in speaking and writing
French	basic knowledge / DELF A1
Dutch	basic knowledge / A1.1
Spanish	basic knowledge / A1
Latin	Latinum

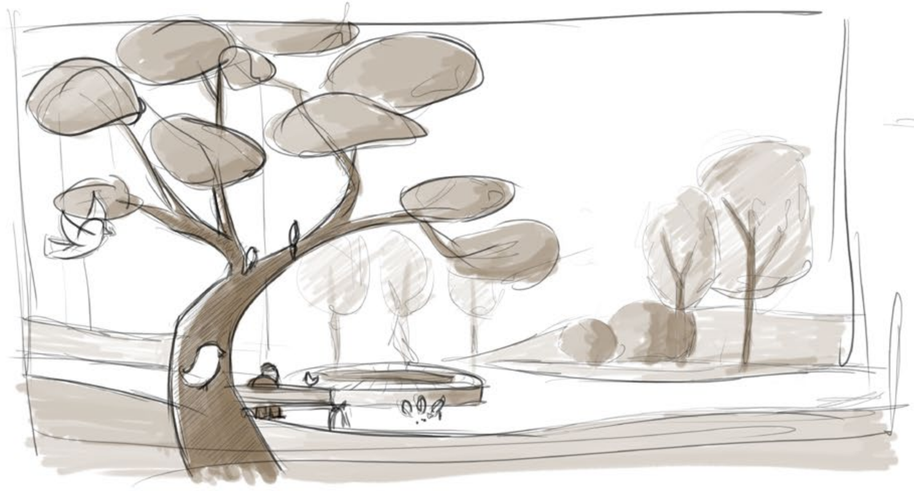














Oskar – The Pigeon Man

Character Design

Creative Fields: Illustration
Type: Semester Project
Software: Adobe Photoshop

Memories are a fleeting thing. But Oskar is determined to keep them alive.

Pen and journal at the ready, Oskar keeps to his routine everyday. Dressed in his signature corduroy pants and flat cap, he walks by the bakery on 5th Street, picks up a croissant and continues on to the park to people-watch and talk to the birds.

To jog his memory, he shares his thoughts with the pigeons, mixing what he sees at the park with his own past.

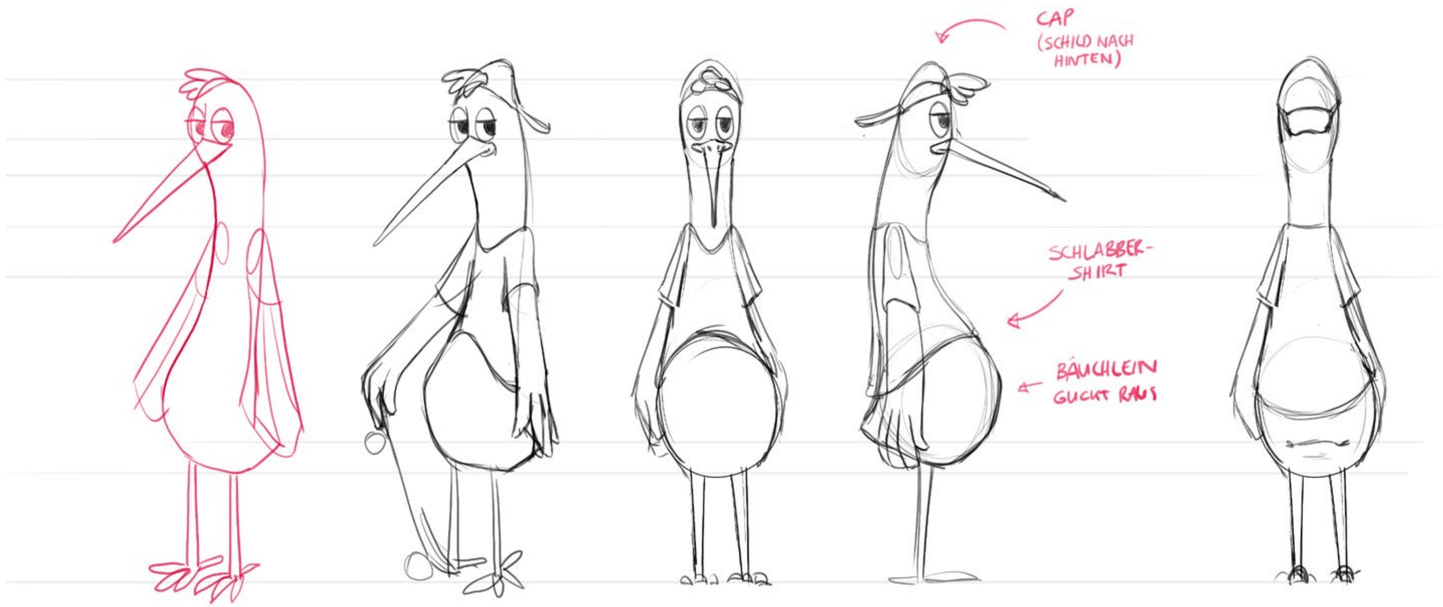
As bits and pieces come back to him, Oskar writes his life down in his red notebook.
What we get is not a story about memories lost but the ones we get to keep – the story Oskar told the birds.

Fred – The Hummingbird Skater

Character Design

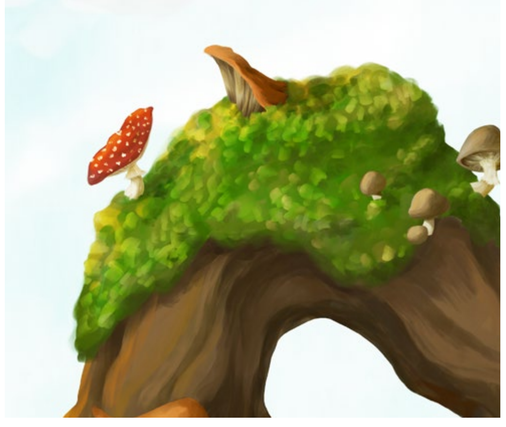
Creative Fields: Illustration
Type: Project
Software: Adobe Photoshop



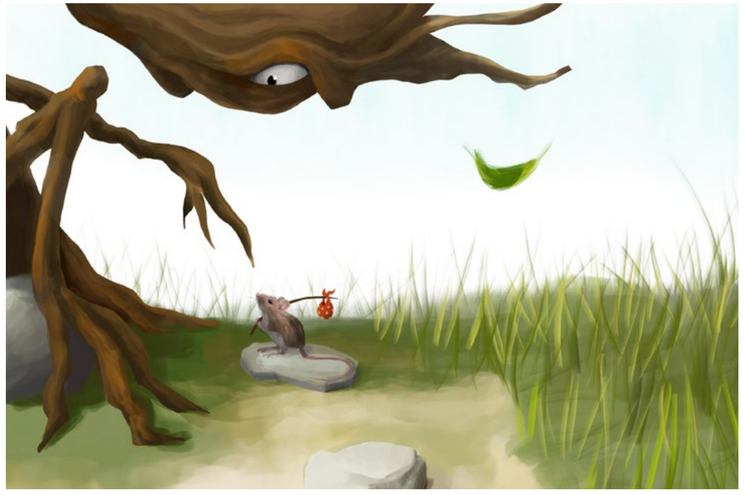












Wurzelviech (wood creature)

Character Design & sketches

Creative Fields: Illustration
Type: Project
Software: Adobe Photoshop

„Where are you going, little traveling-rat? Tell me about the world."

Firmly rooted in place, this gnarled tree does not get to see a lot of the world and he has gathered moss quite literally.

But there are times when someone comes by who can tell him about the big wide world.

Other sketches: a mangrove who is scared of water and an angry tree stump being captured by fairies



Character Design & Digital Painting

Creative Fields: Illustration
Type: Personal Work
Software: Adobe Photoshop



Ellie

Character Design & Digital Painting

Creative Fields: Illustration
Type: Personal Work
Software: Adobe Photoshop, Procreate











Pigeon Inc.

Cooperative board game

Creative Fields: Illustration, Board Game Design
Type: Semester Project
Software: Adobe Photoshop, Adobe InDesign

Ps Id

Four pigeons on a mission – trying to deliver a message while outmaneuvering the exterminator who is hot on their heels. (Game mechanics / Design of a rulebook, illustrating & creating a board, a box (custom inlay & card holders), cards and playing pieces)





Fast wie im Märchen

Illustrations that are „almost" like the fairytale

Creative Fields: Illustration
Type: Semester Project
Software: Adobe Photoshop

A fun „behind the scenes" of the tales of our childhood in form of 28 illustrations.

So this is the awkward situation when Red Riding Hood catches a wolf trying on her grandma's dresses:





Bo's Boards

Low poly style model of a small surfboard workshop

Creative Fields: 3D Modeling
Type: Semester Project
Software: Blender











Pippi Longstocking

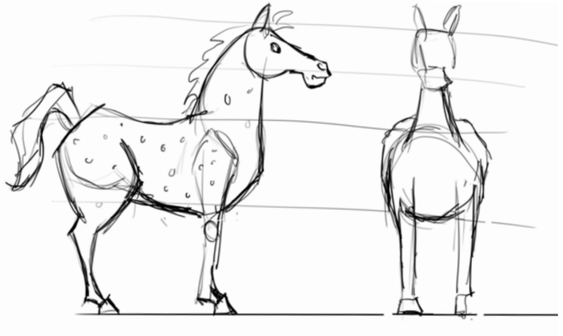
Low poly style model of Pippi, Little Buddy and Mr. Nilsson

Creative Fields: 3D Modeling
Type: Course Assignment
Software: Blender

She's got a house,
An old and funny house,
A monkey and a horse...

For this assignment I chose to recreate Astrid Lindgren's famous book character Pippi Longstocking as a 3D version.

Pippi was also rigged and animated for simple movements such as a basic walk cycle.



Movie Night

3D model and short animation

Creative Fields: 3D Modeling
Type: Semester Project
Software: Blender

A movie night is the perfect second date. Or is it?

In this case it definitely means experiencing the lovely awkwardness of feeling the situation out and spending the evening on the sofa together.

This project included a storyboard, 3D modeling the environment and the characters, as well as rigging them and a simple animation of the „Film ab!" scene.



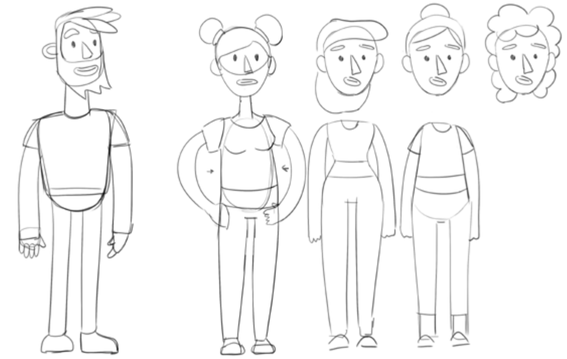


Movie Night

3D model and short animation

Creative Fields: 3D Modeling
Type: Semester Project
Software: Blender

Storyboard and character sketches







„Zelt-Mampf-Fescht“ Ticket

Created for a 60th birthday celebration

Creative Fields: Graphic Design
Type: Commission
Software: Adobe Illustrator

Ai

A premium cardstock ticket/invitation for the „Zelt-Mampf-Fescht“ – a birthday party with big pavilion party tents and lots of food.

Logo & Business Cards

Created for a fictional cover band „Von Thun“

Creative Fields: Graphic Design
Type: Course Assignment
Software: Adobe Illustrator

Ai

VON THUN

HOOKED ON ROCK & POP



Zig-zag Brochure & Info Panel

Created for a beekeeper

Creative Fields: Graphic Design, Layout
Type: Commission
Software: Adobe Illustrator, Adobe InDesign

Ai Id

The bee house of a local beekeeper is located next to a hiking trail on the way to Münstertal's Bee Museum.

In order to provide hikers with more information about honey, bees and ways to help the insects, the info panel below was designed.

An illustration on the panel also indicates the location where they sell their products. The small DIN A7 brochure is a give-away they include in all honey purchases.

