



Paul Tascher

Illustration et concept art
Portfolio 2024 2025



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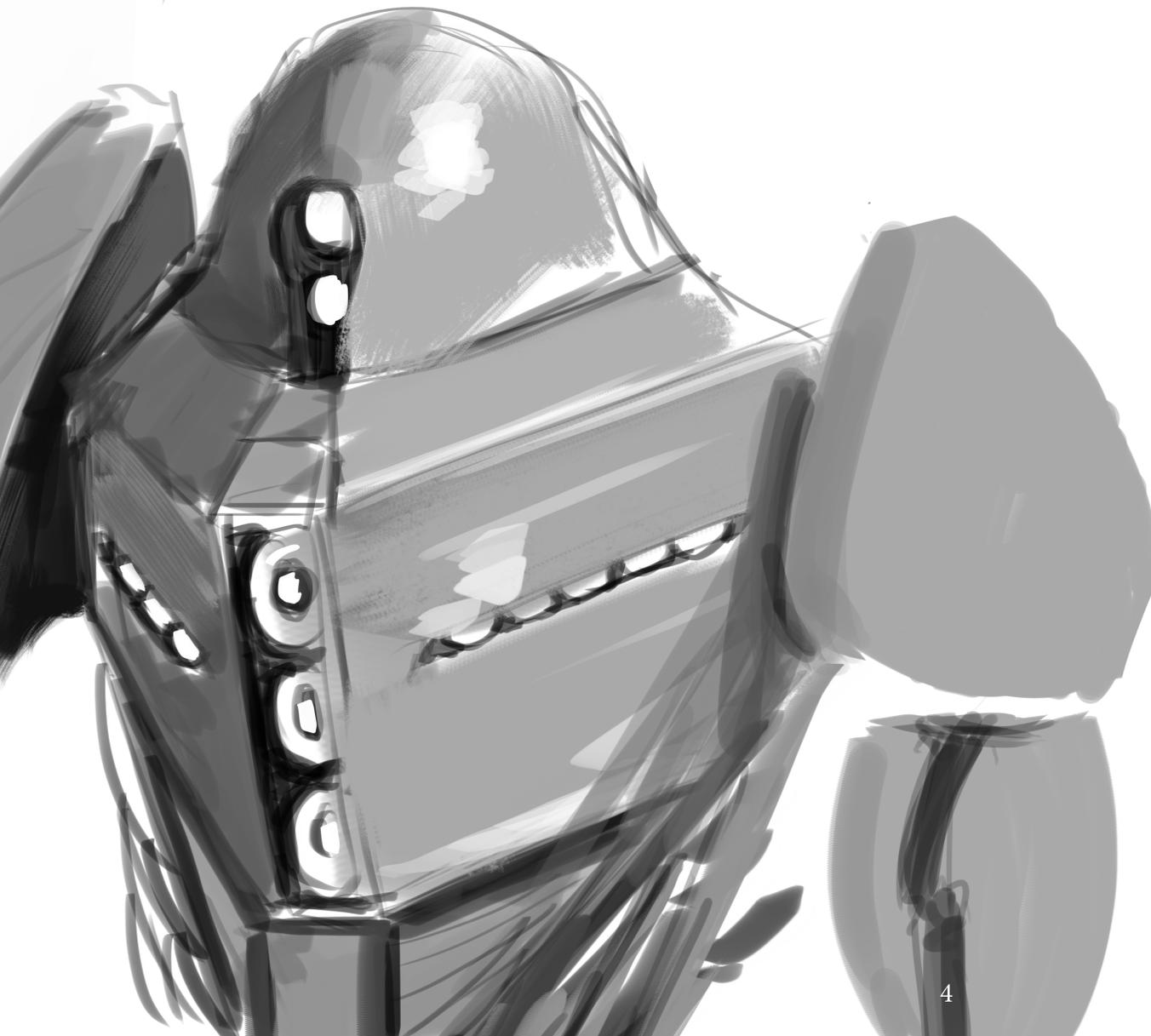
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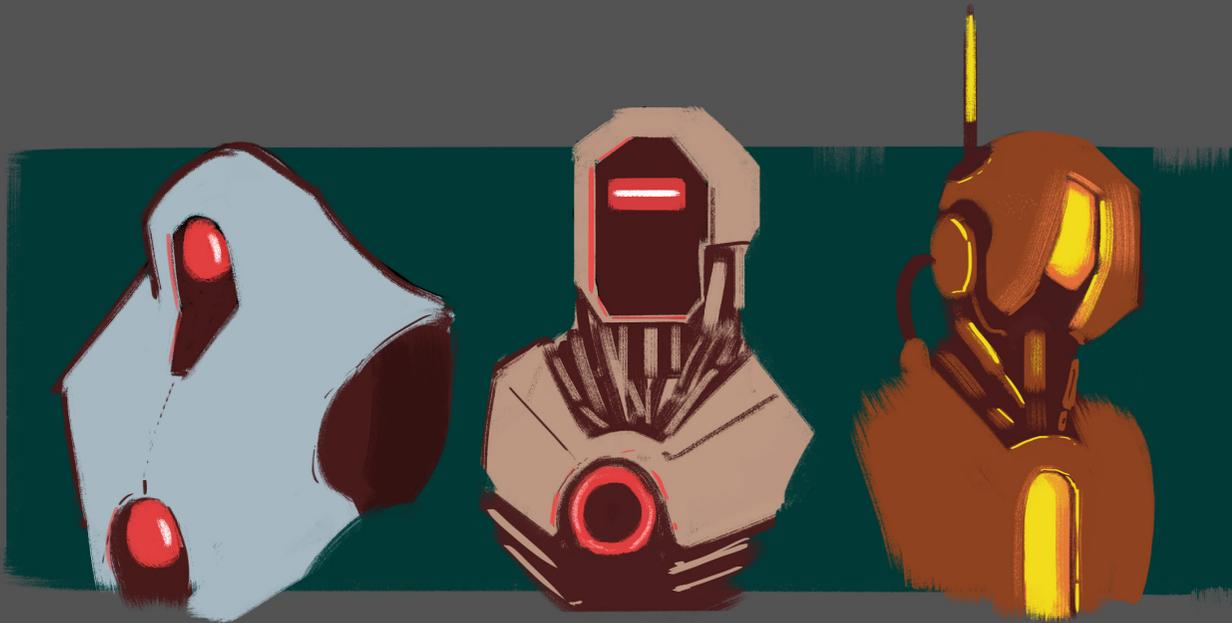
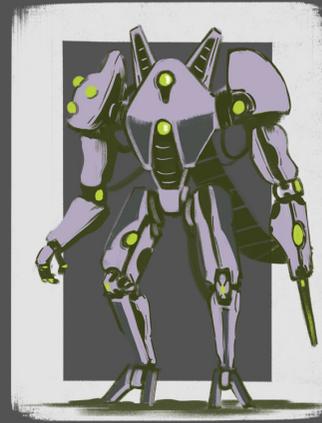
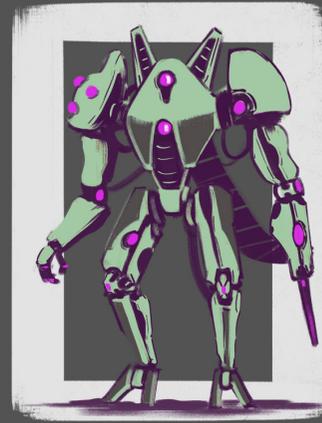
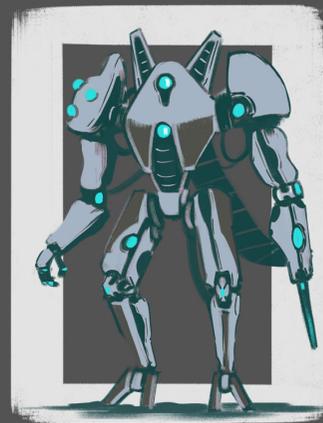
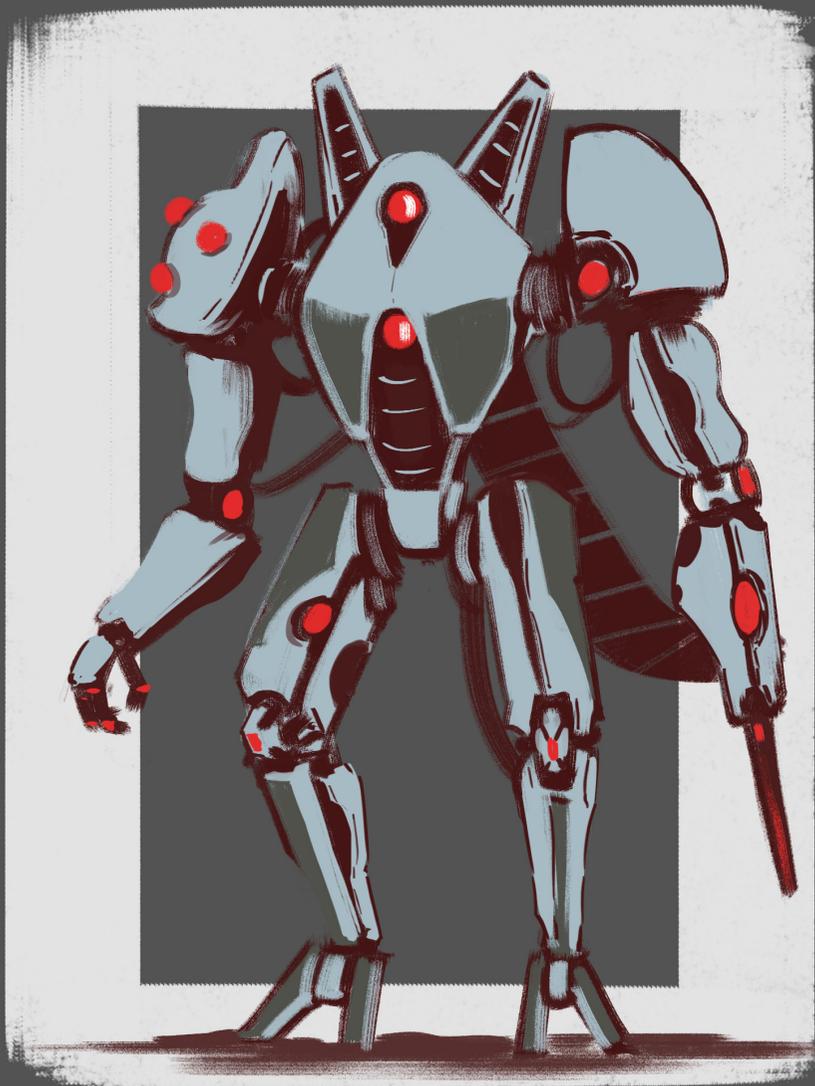




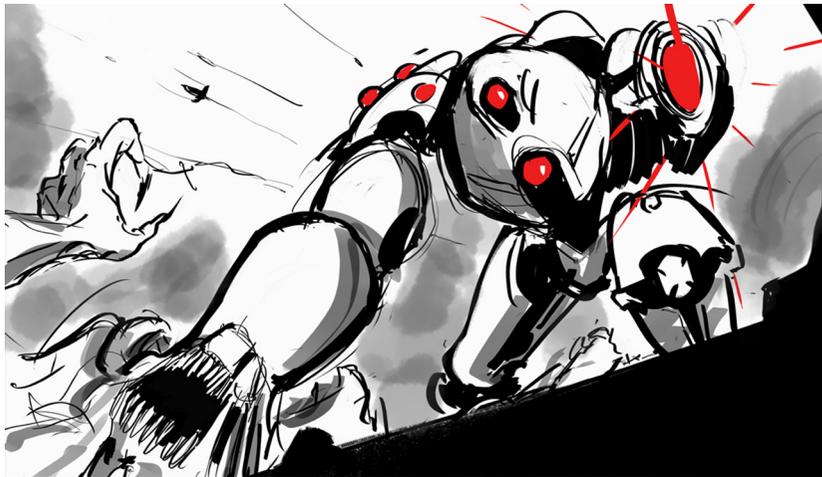
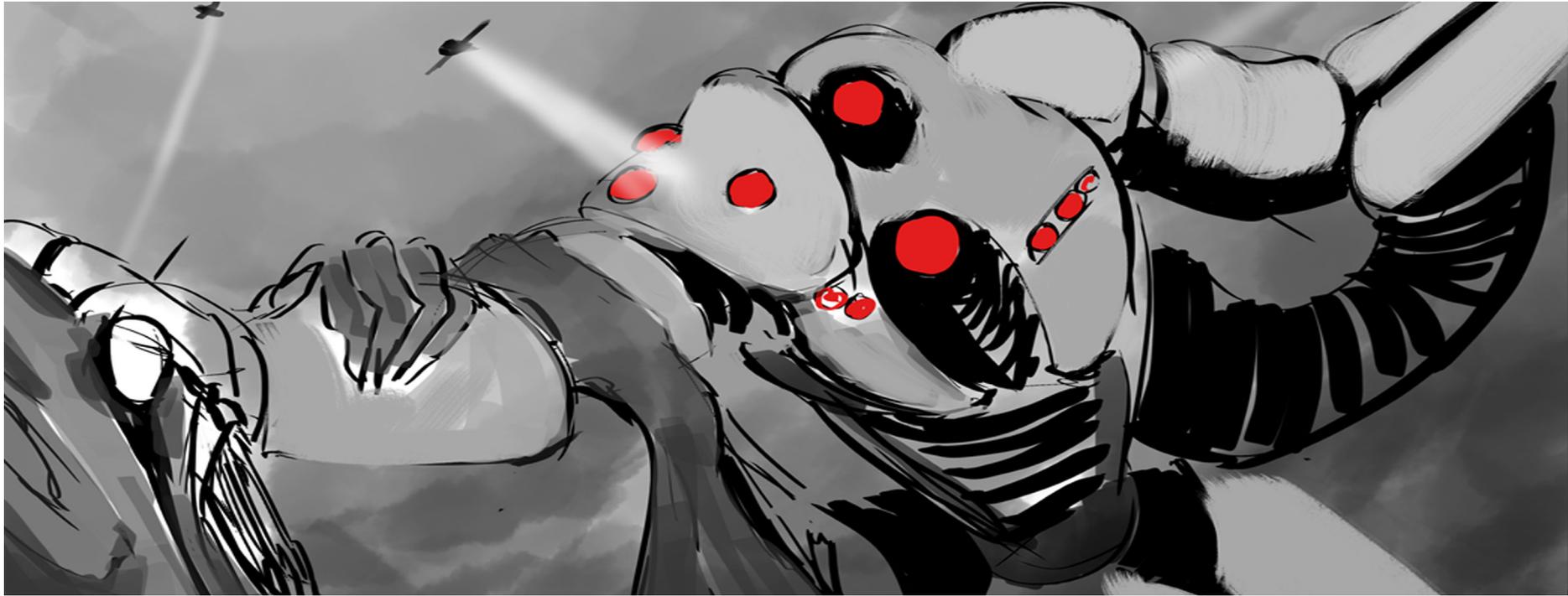
Chara-Design

Thème Robot

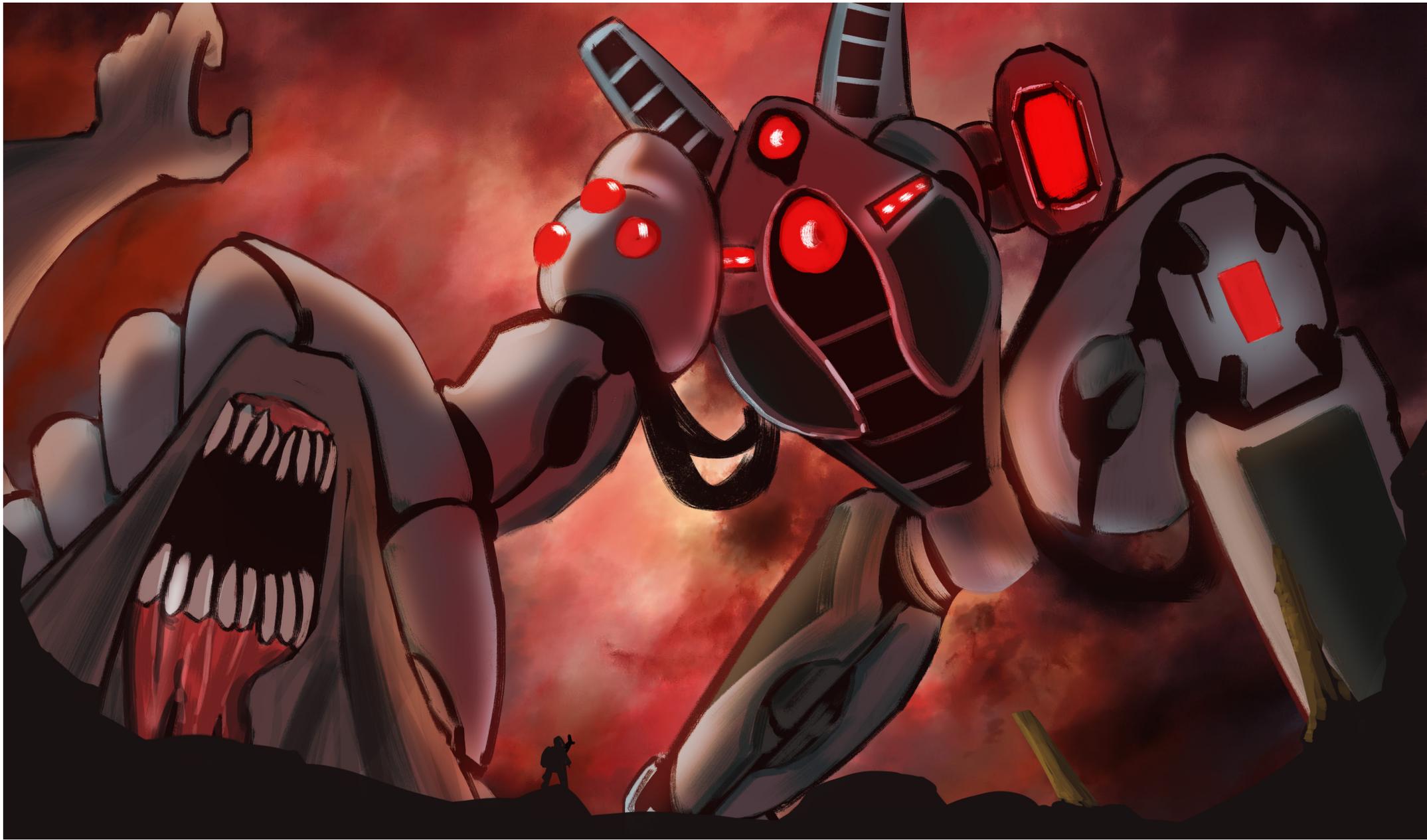
Avec le thème des robots, j'ai choisi de représenter un robot de combat. Doté d'une coque blindée, ce robot prend une forme humanoïde, ce qui me permet d'être libre de créer des mouvements sans contrainte.



Concept Art sur Photoshop



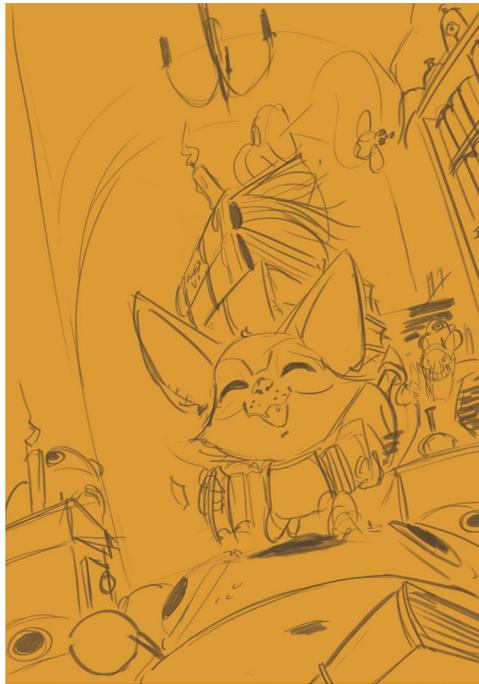
Proposition de thumbnail sur le Keyart

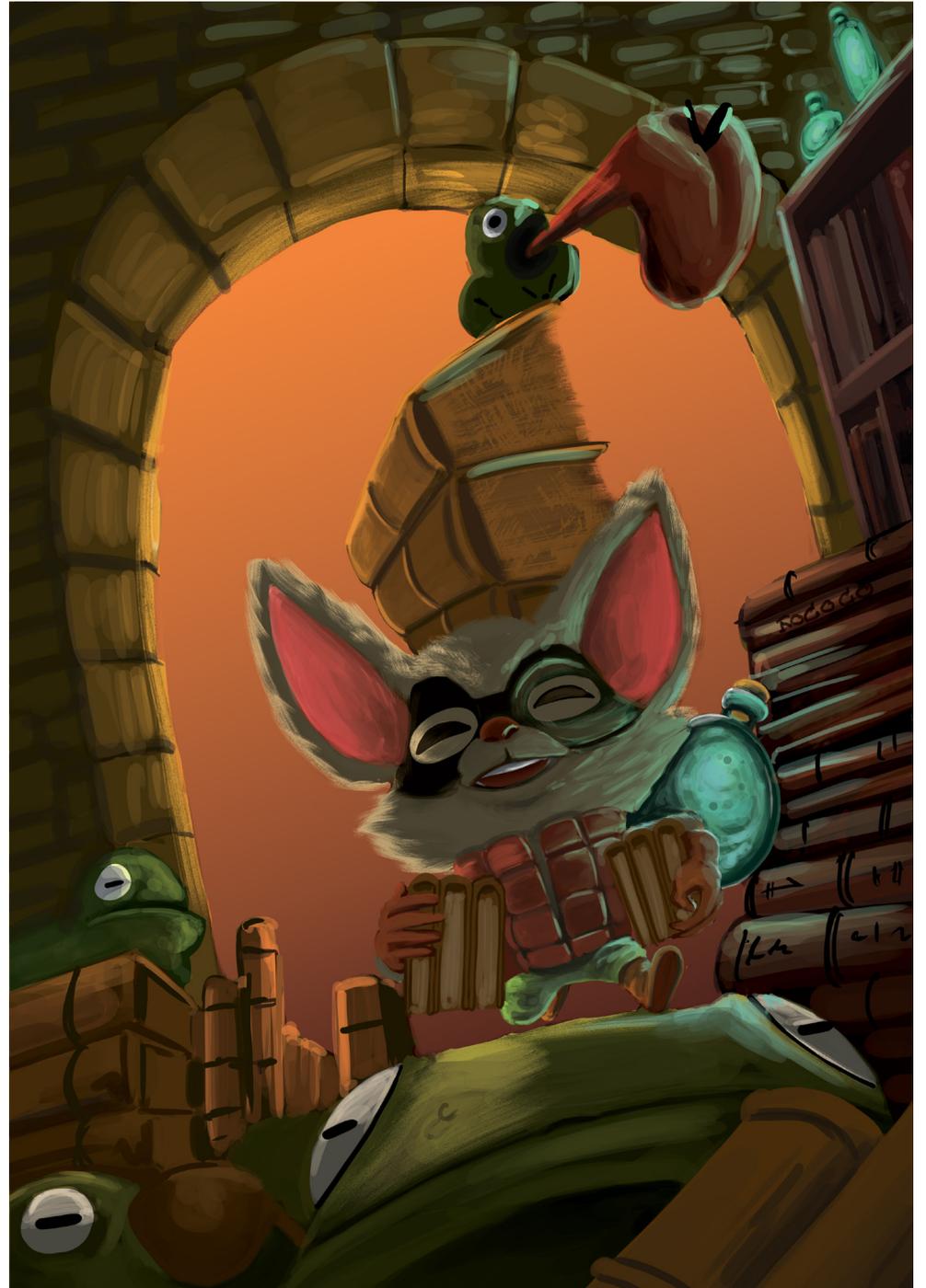


Affiche aventurial

Th me sur le livre

Illustration sur photoshop tape par tape.

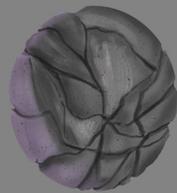




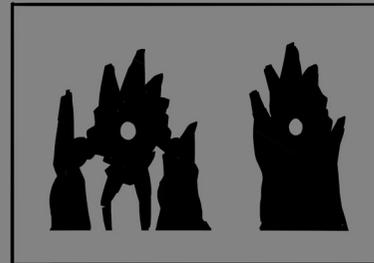
Proposition de Sheet Pose



Crystal



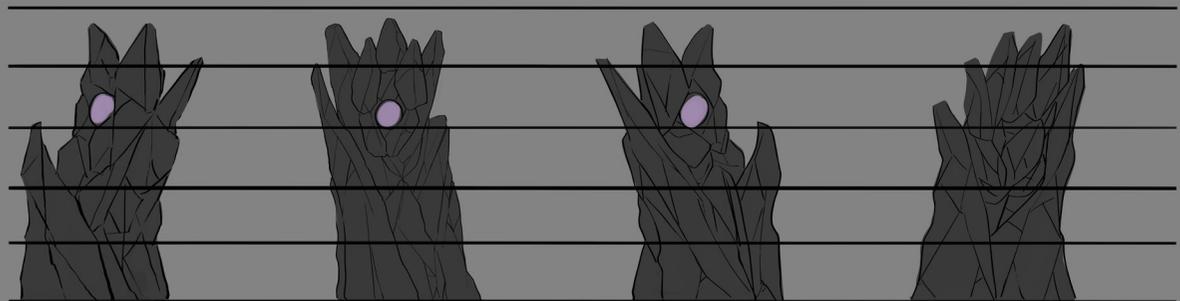
Rock



Relation_Size



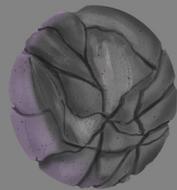
Top_View



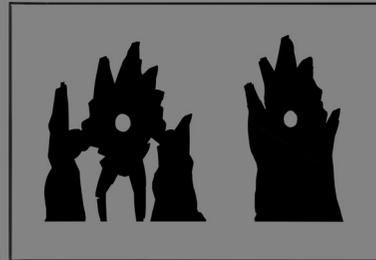
Sheet_Pose



Crystal



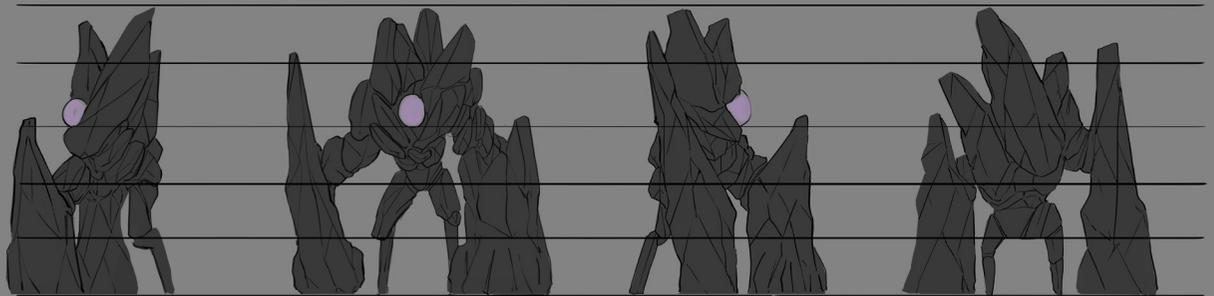
Rock



Relation_Size

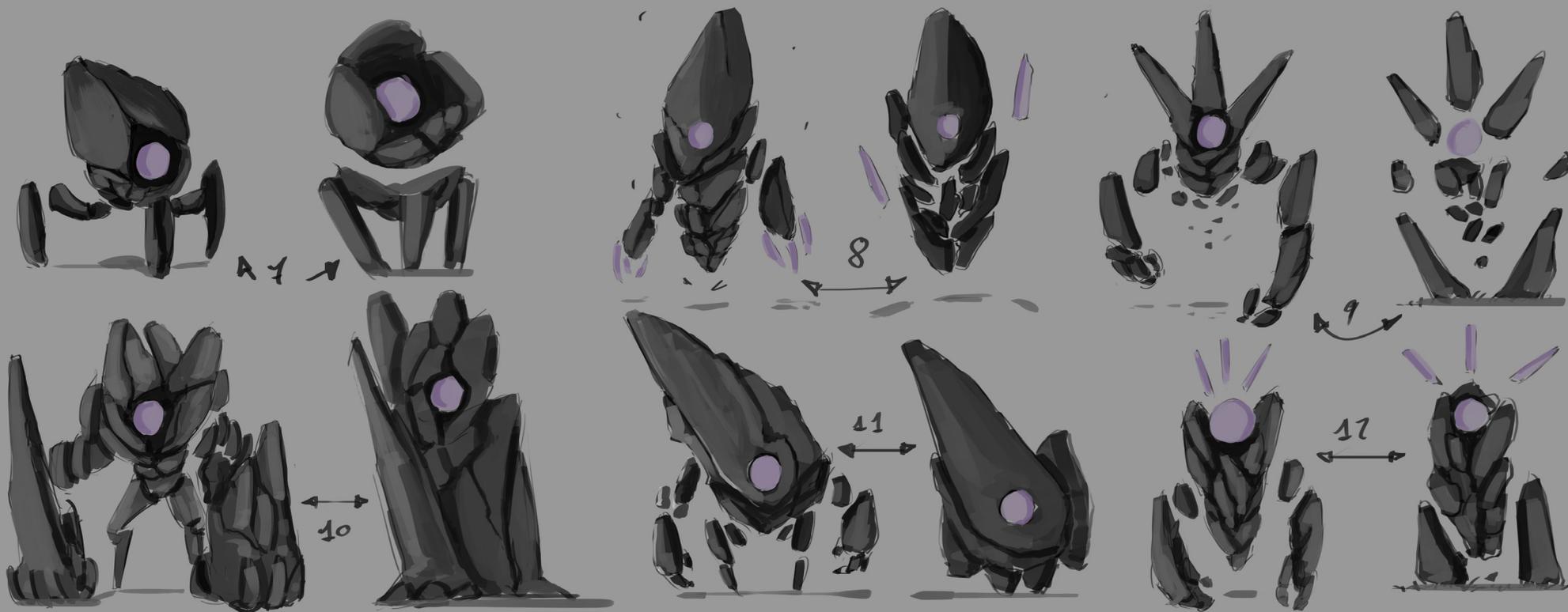


Top_View



Sheet_Pose

Proposition de golem







Rendu du Background 2024

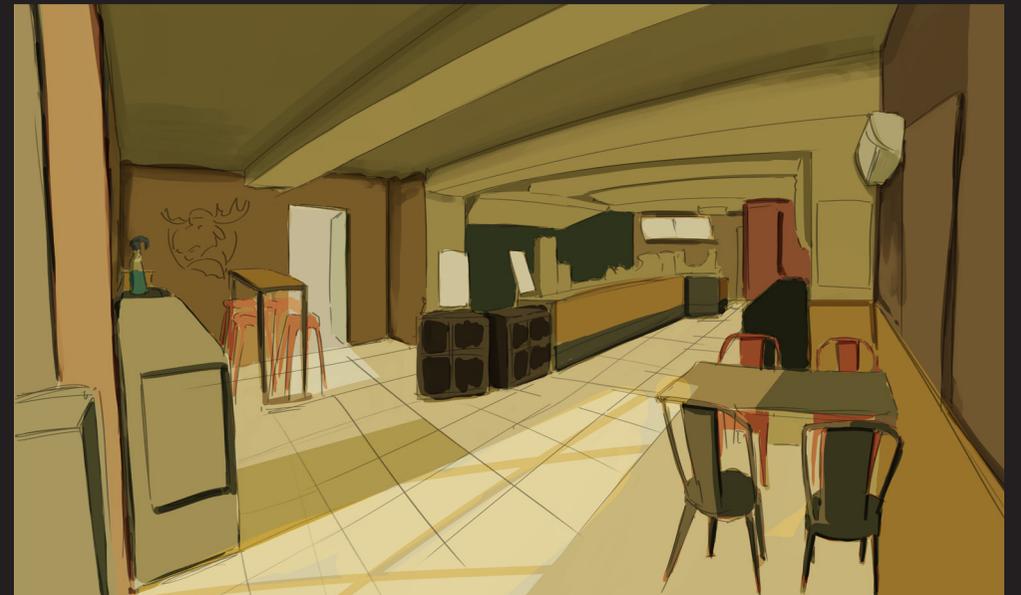
Environnement

Background

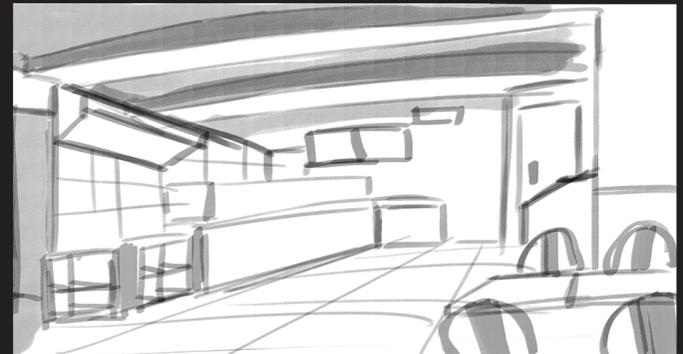
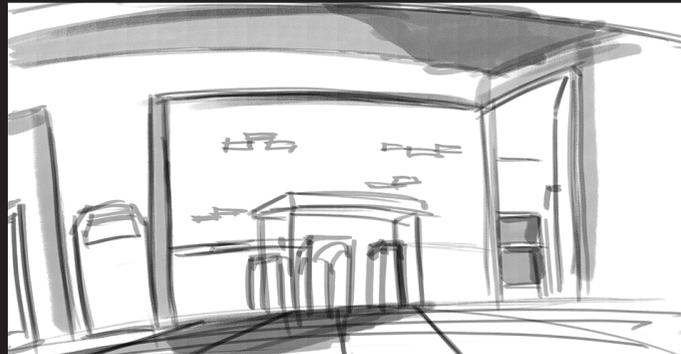
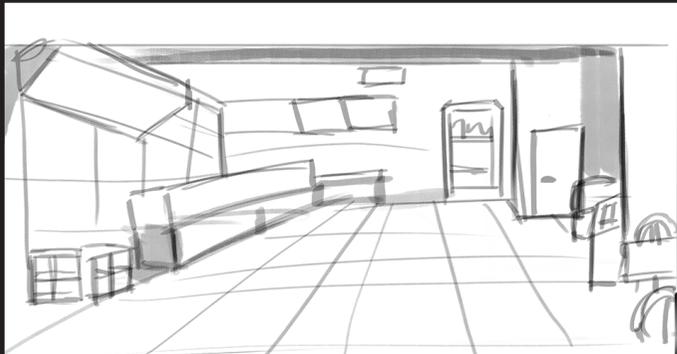
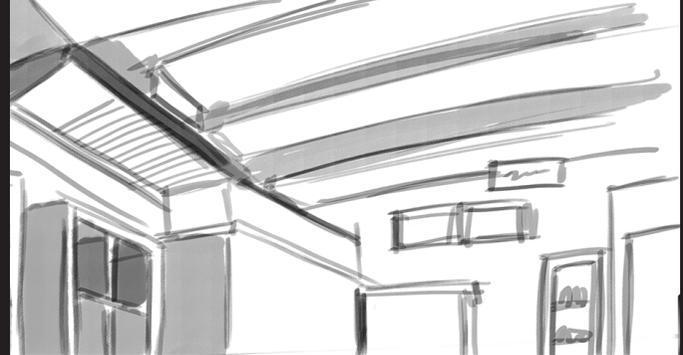
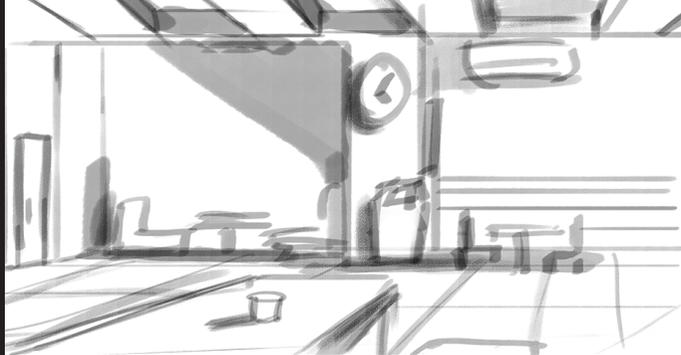
En concept art, le background désigne la partie de l'image qui se situe en arrière de l'élément principal (souvent un personnage ou un objet). Il s'agit de la scène ou de l'environnement dans lequel l'action se déroule. Le background sert à établir l'ambiance, le lieu, et à donner une profondeur à la composition.



Rendu du Background



Réalisation



Réalisation 2023



Esquisse rapide sur Photoshop



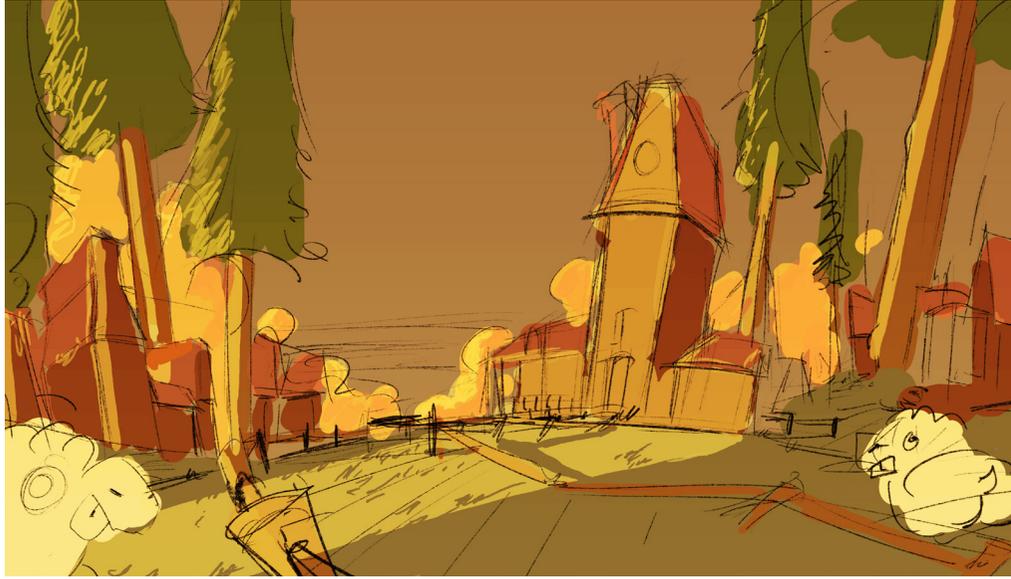
Exercice sur l'environnement

Exercice de 2h sur des recherches environnemental.



Esquisse rapide sur Photoshop

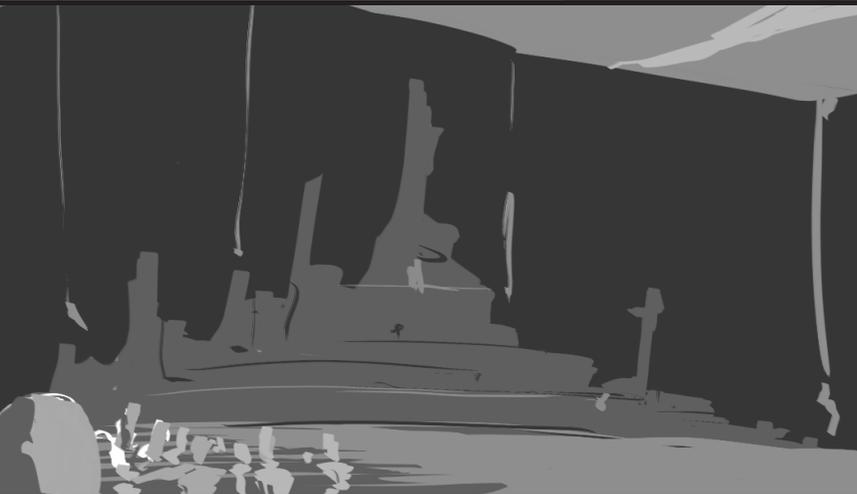
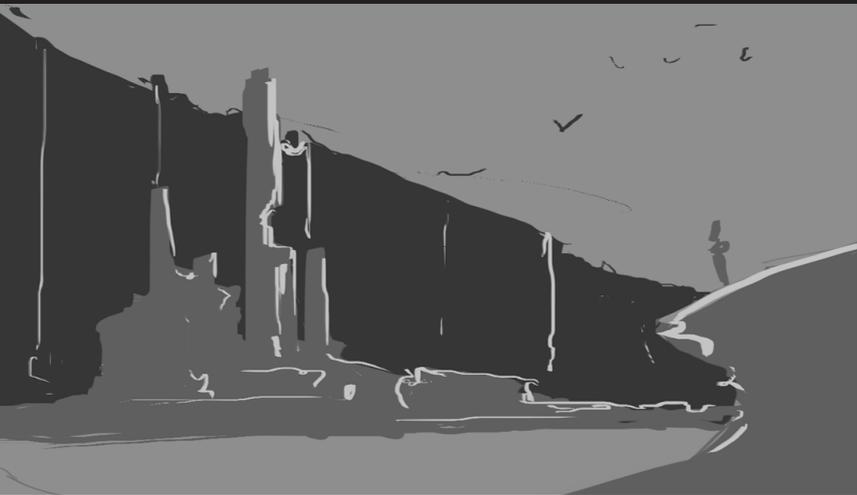
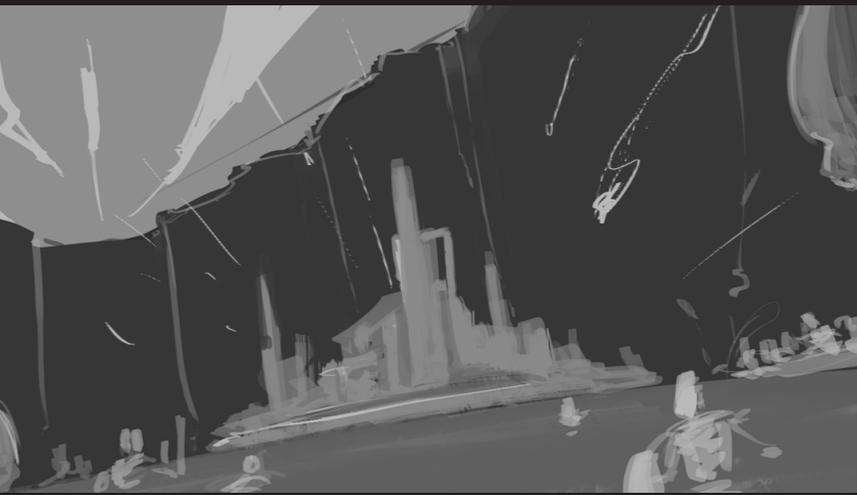




Test sur environnement

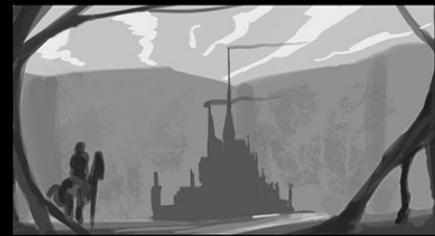
Recherche d'ambiance et de lumière sur photoshop





Thumbnail

Mes thumbnails sont des étapes essentielles où je peux pré-visualiser mes idées sans entrer dans les détails. Cependant, lorsque je trouve une bonne idée, j'ajoute davantage de précisions pour obtenir une vision plus concrète.

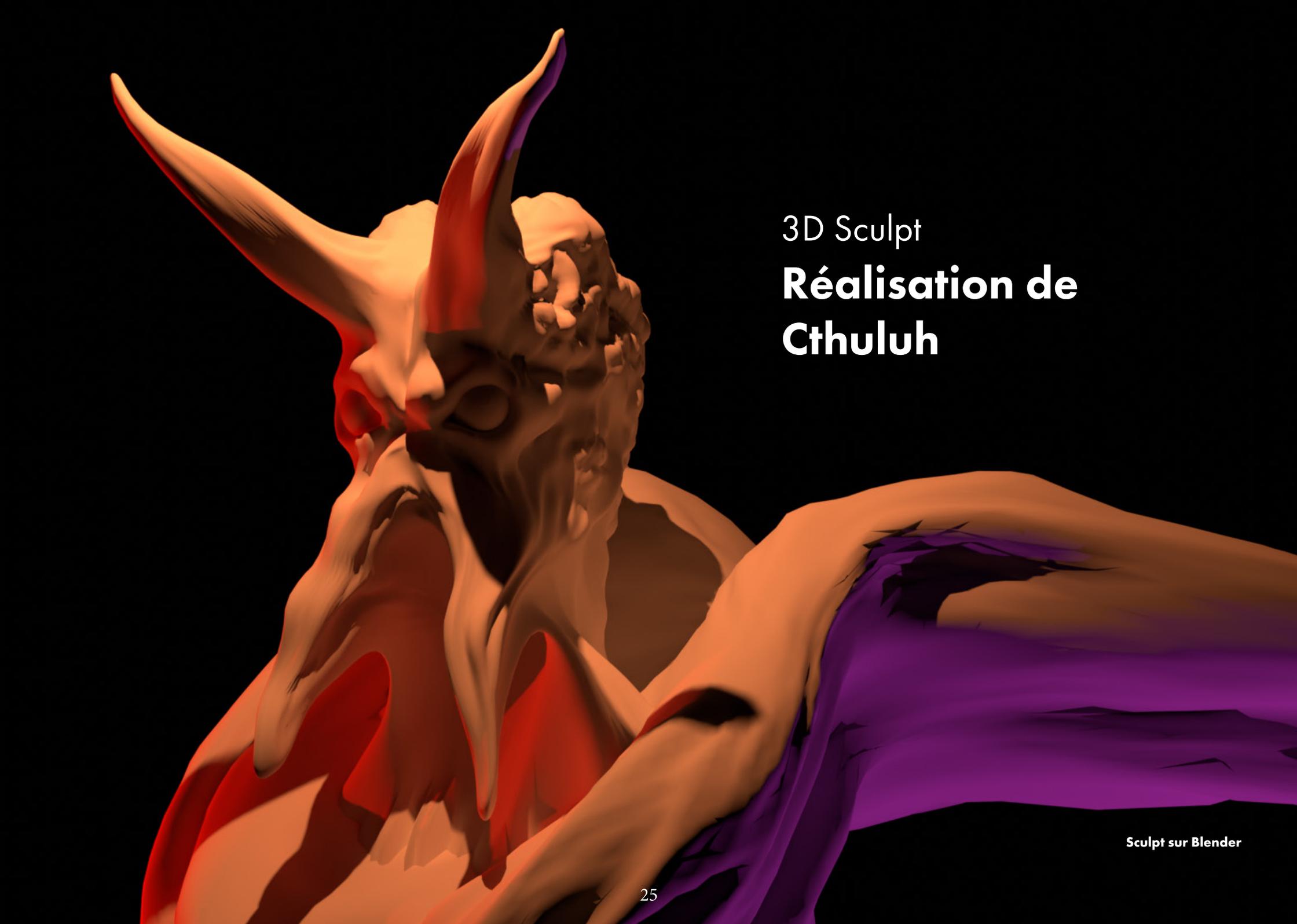




Rendu sur Blender

Concept 3D

Présentation de mes travaux personnels issus de Blender

A 3D digital sculpture of the Cthulhu head and one of its tentacles. The head is rendered in a light tan color with a textured, bumpy surface. It features two long, curved horns, one of which is colored with a gradient from red to purple. The tentacle is shown in a similar light tan color, with a purple, textured surface at its tip. The background is solid black, and the lighting is dramatic, highlighting the contours and textures of the sculpture.

3D Sculpt
**Réalisation de
Cthuluh**

Sculpt sur Blender

3D Sculpt
Thème Alien





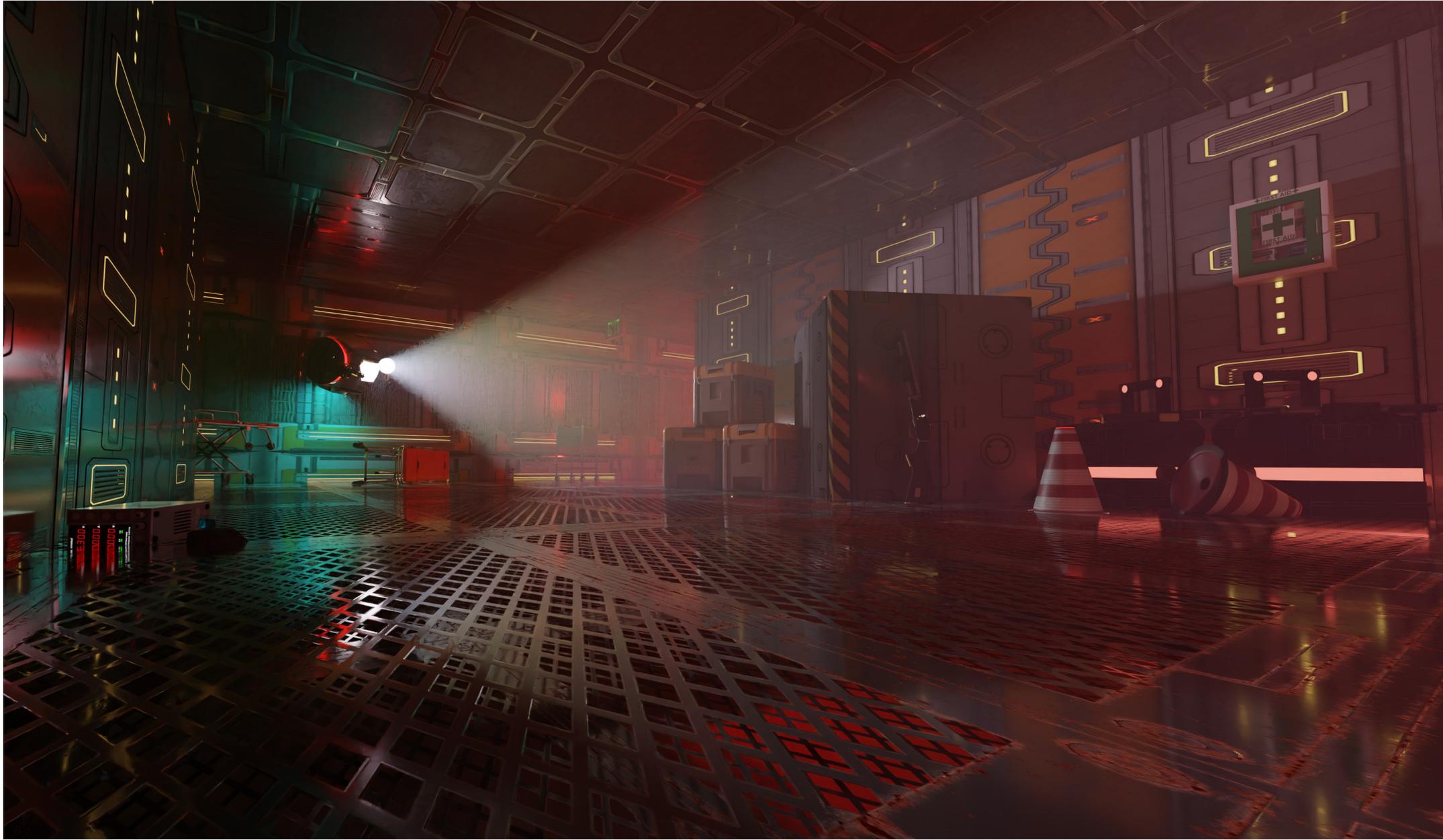
3D Sculpt
Thème Monstre



3D Modélisation
Thème Médiéval









✉ paul.tascher@outlook.com

▲ **Tascher Paul**

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<http://paultascher.fr/>