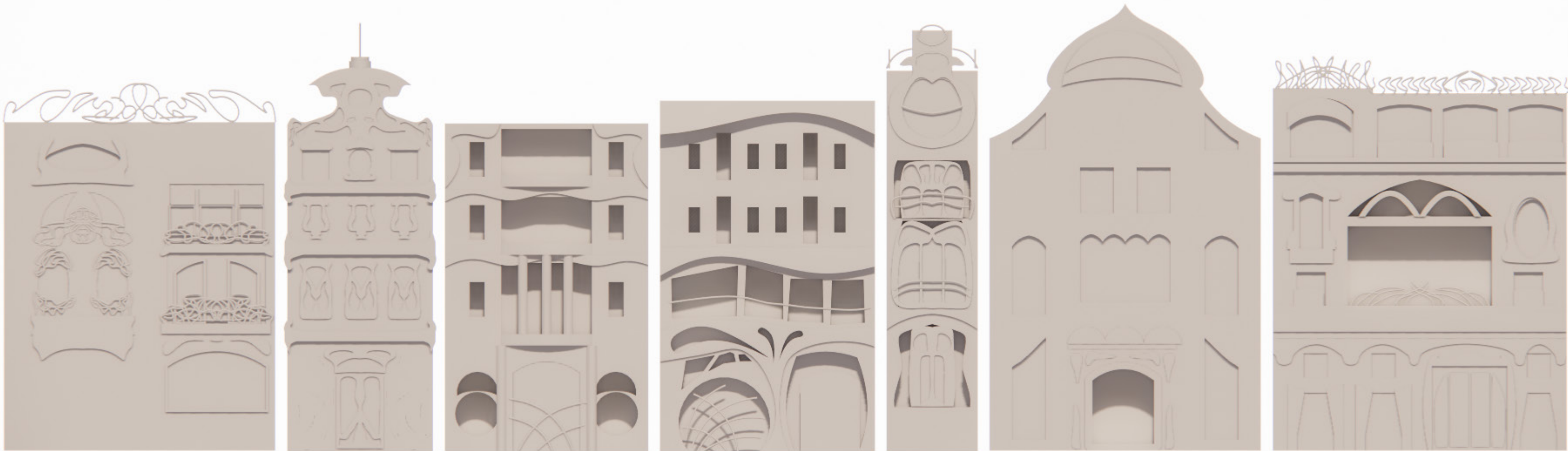


Portfolio 2023 Vol.002

Kentaro Yajima





Aerial View of Mayan-Themed Resort in Las Vegas

KENTARO YAJIMA

Concept Artist for Storytelling Environments

949-690-2837
www.kentaroart.com
kentaroart01@gmail.com



Experiences

Beauty Interactive, Burbank CA

- Visual Design Intern (June-November 2022)
- Involved in numerous projects, from exhibitions to cruise ships.
- Created final graphic artwork displayed to the public.
- Communicated with other departments closely and adjusted art assets as necessary.
- Produced various options at every design process, from composition to color scheme.
- Participated in weekly meetings with clients and brainstorming sessions for projects.

Disney Parks, Live and Entertainment, Orland FL

- Art and Design Intern (January-April 2020)
- Sketched and painted illustrations for an advertisement for a public event.
- Designed props for a character greeting experience inside the parks. Each form and color reflects the features of the character.
- Designed graphics and patterns on props for the stage show on a cruise ship.
- Organized and built files for internal use to make workflow smooth.
- Designed weekly posters with quotes for internal use.

Walt Disney Imagineering, Glendale CA

- Creative Designer Intern (May-August 2018)
- Sketched variations of a full isometric view of inside of attractions with different IPs.
- Organized PowerPoints for internal presentations to pitch ideas for theme park.
- Designed environments and props for a proposed c-ticket attraction and a children's hospital project, reinventing public places with Disney IP for child patients.
- Participated in brainstorming sessions for upcoming projects.
- Made a 3d model for mock-up space.

Award

Walt Disney Imagineering's Imaginations Design Competition 2018, Third Place

- Worked as a team leader, managed three people.
- Managing the team's schedule, tasks, and creative direction.
- Developed story for the themed resort with other team members.
- Designed and sketched ride vehicle, ride system, props, and architecture.

Education

Savannah College of Art and Design, Savannah GA

- (September 2020-)
- M.F.A Themed Entertainment Design (Candidate)

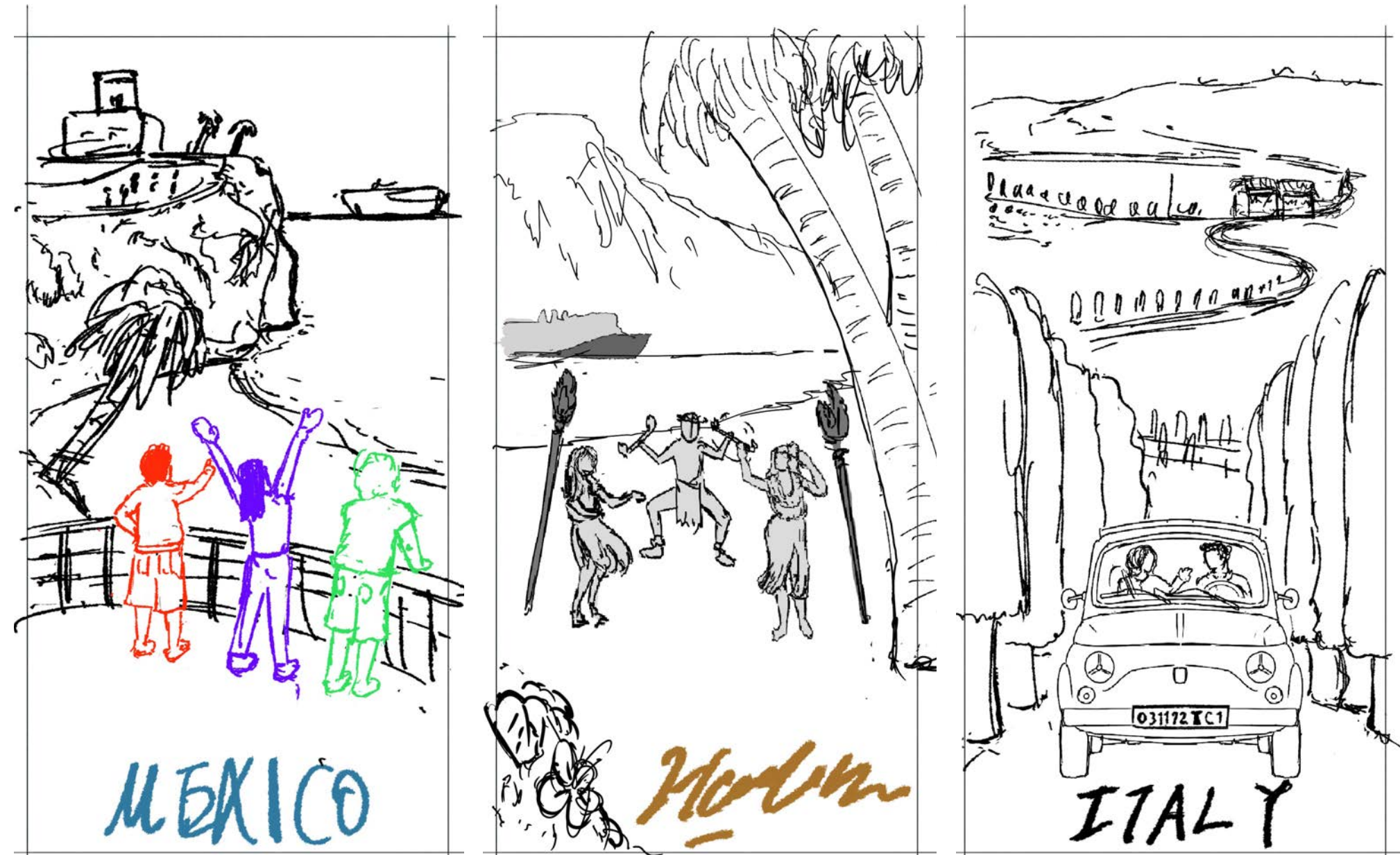
Otis College of Art and Design, Los Angeles CA

- (August 2016- May 2019)
- B.F.A. Digital Media- Game and Entertainment Design, Concept Art focus

Skills

Software: Photoshop, Illustrator, InDesign, AfterEffects, AutoCAD, Maya, Rhinoceros, Revit, Sketchup

Language: Japanese, English



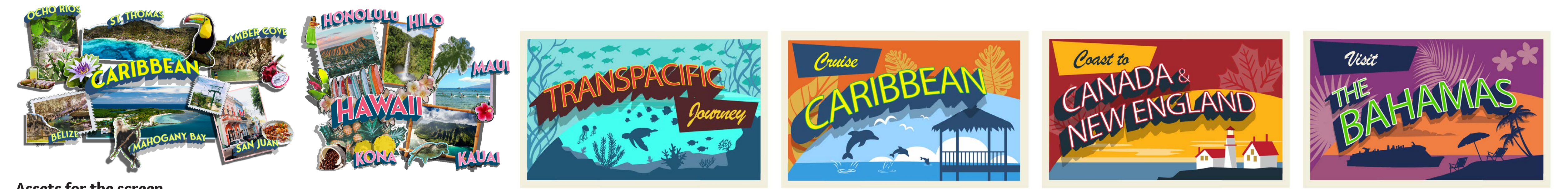
Created twelve travel posters displayed on the brand new Carnival Cruise Ship, *Carnival Celebration*. The posters reflect art deco and vintage styles harmonizing with the surrounding environment. Each poster depicts different parts of the world where Carnival Cruise has voyaged. Looking at posters closely, you might find easter eggs referencing the Carnival Cruise Lines. Also, two posters are animated.

- Started projects with sketches for exploring different compositions.
- Created various options to create the best solutions from color schemes to fonts choice.
- Communicated with the team and art director closely and exchanged opinions.
- Overviewed artworks in print tests in the final scale.
- Created assets for two animated posters.
- Attended weekly meetings with the client and shared ideas.



Creating visual elements for an interactive screen that entertains guests on the newest Carnival Cruise ship, *Carnival Celebration*. This screen is located near the entrance of food and beverage area. The screen has various factions which guests want to stop by. The ship icons indicate the current locations of all Carnival Cruises worldwide.

- Created assets by using Photoshop and Illustrator.
- Rendered world map in oil painting style from provided assets.
- Researched twelve ports around the world and created compositions with visual elements in collage style.
- Communicated with a technical team and tackled problems from the point of users.
- Tested the screens, solved errors and adjusted designs before handing them to the client.



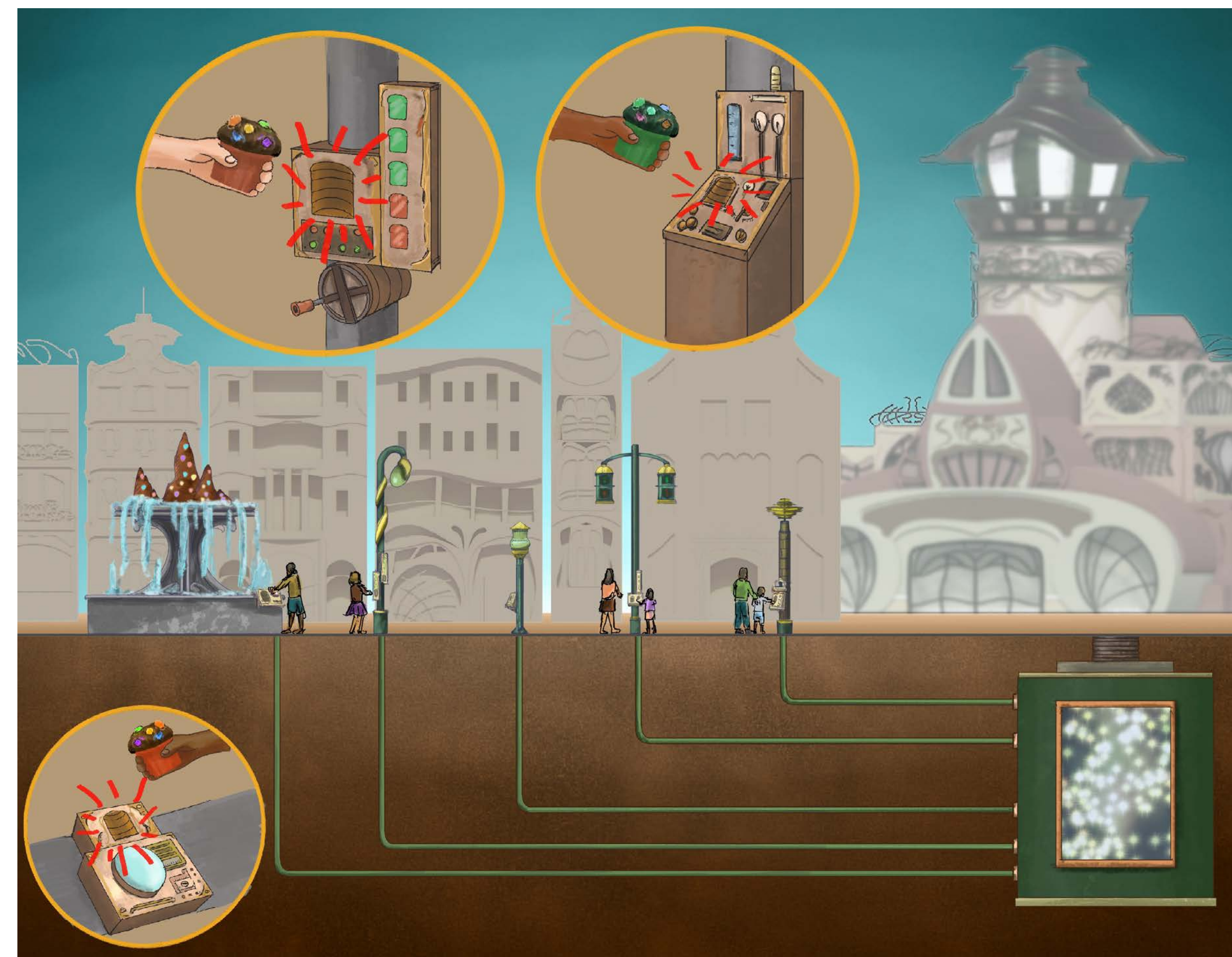
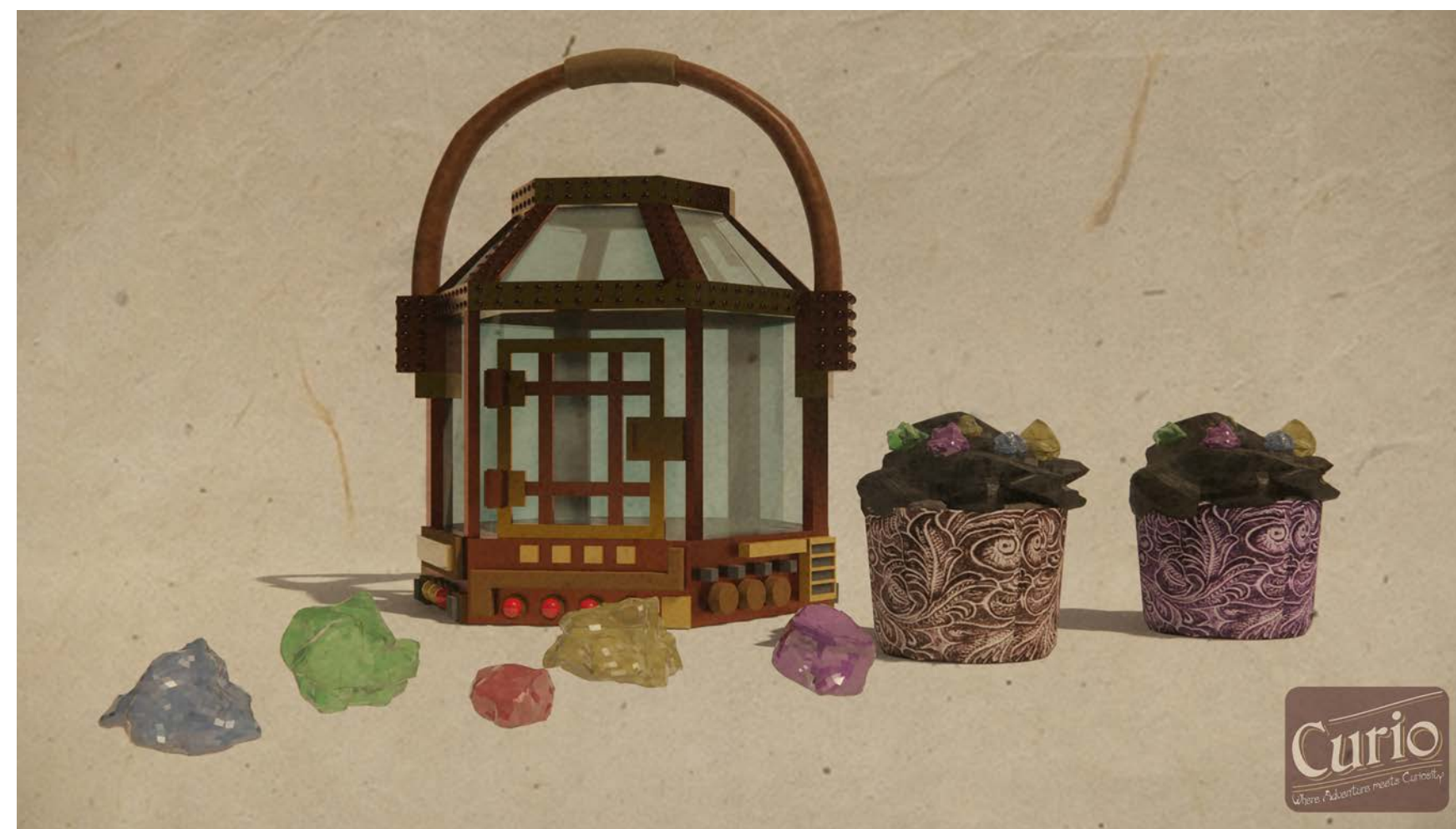
Assets for the screen

Carnival Travel Posters

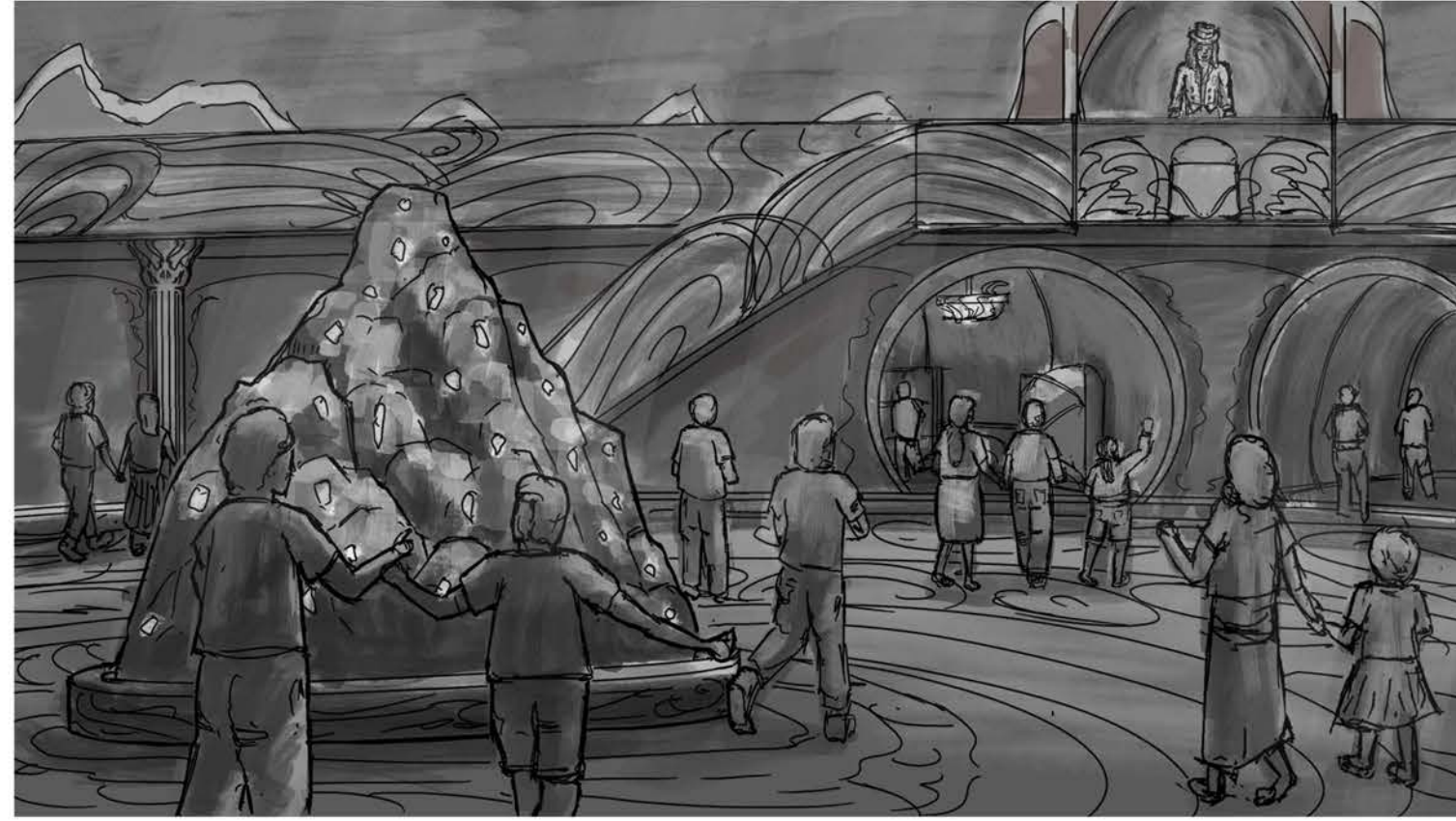
at Beaudry Interactive

Graphic Design
(Photoshop, Procreate, Illustrator)

The Gateway Atlas

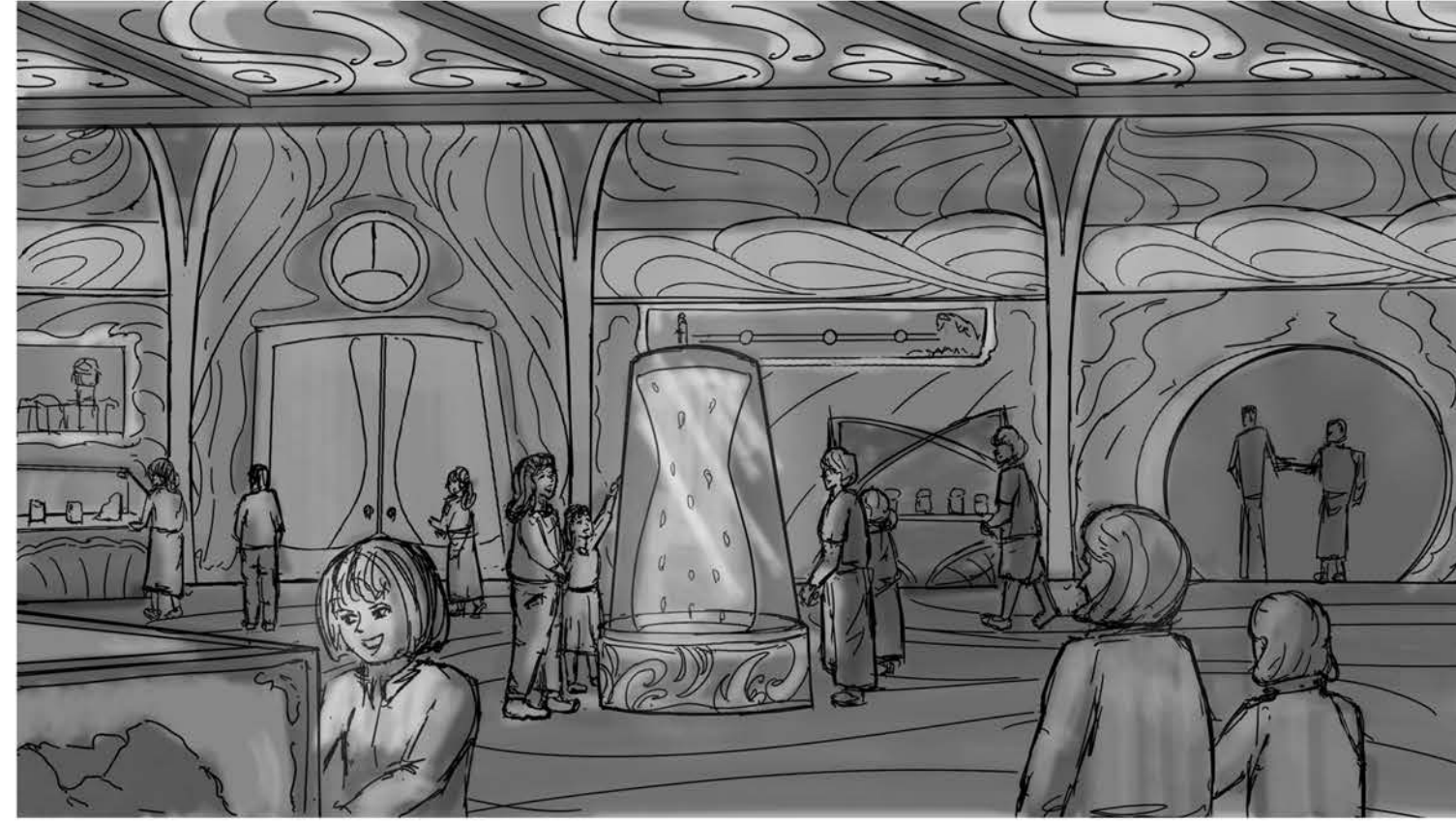


Concept Designs



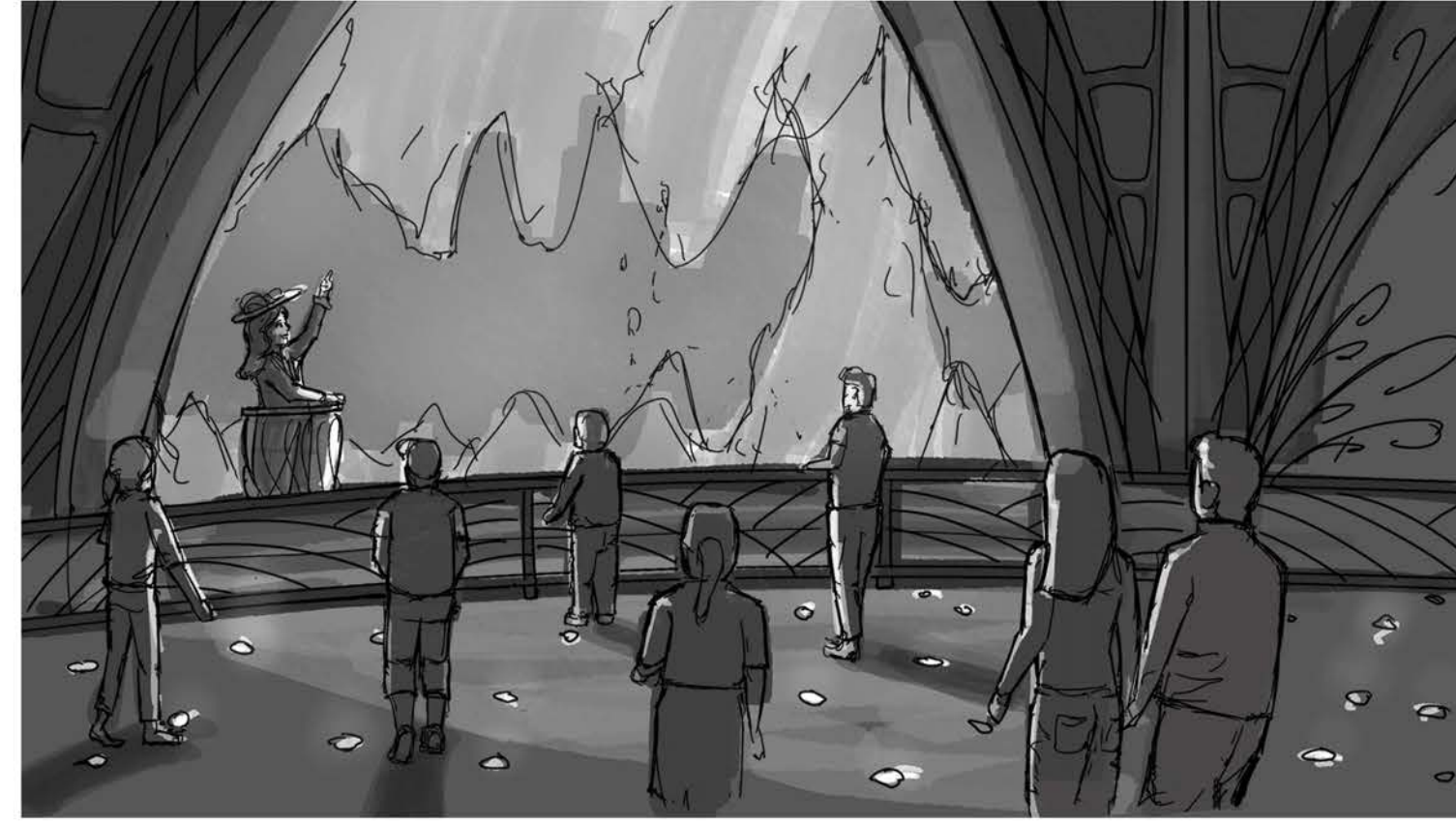
1. THE ENTRANCE HALL OF THE LIGHTHOUSE

Entrance hall of the Lighthouse
Guests are welcomed by the worm lightened hall. They might have a glimpse of Marie, who is welcoming from the deck.



2. THE MUSEUM

This is a waiting room for the preshow area.
The special exhibition about the history of Curio is held.



3. THE AUDIO ROOM

This is a preshow area. With Marie's storytelling,
guests can learn about the muffin and curiosite.
The room has projections and theatrical visual effects.



4. THE STATION

It's time to hop on the tram, which brings the guests
to the mining area.



5. THE RIDE

It's a quick bumpy ride.
Marie drives the tram and gives a tour on the way.



6. THE ARRIVAL

Guests will arrive at the mining area.

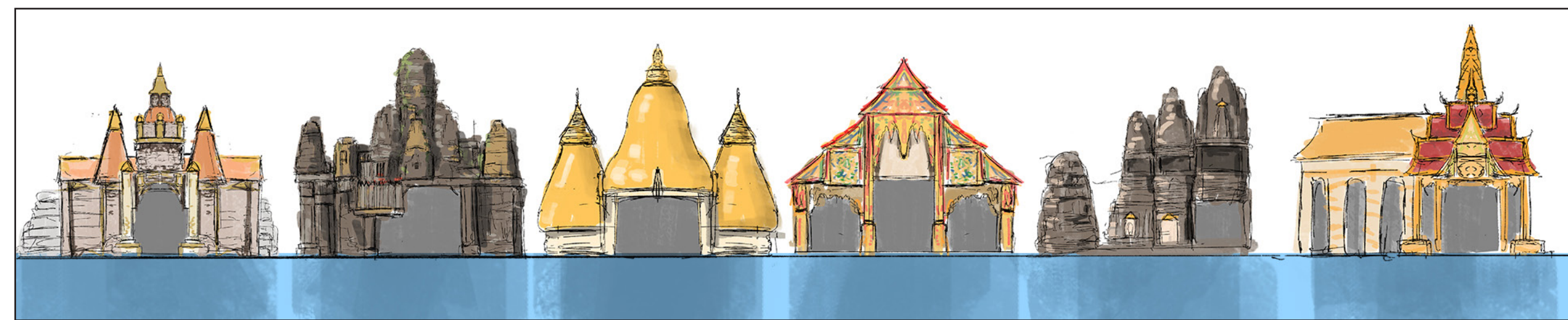




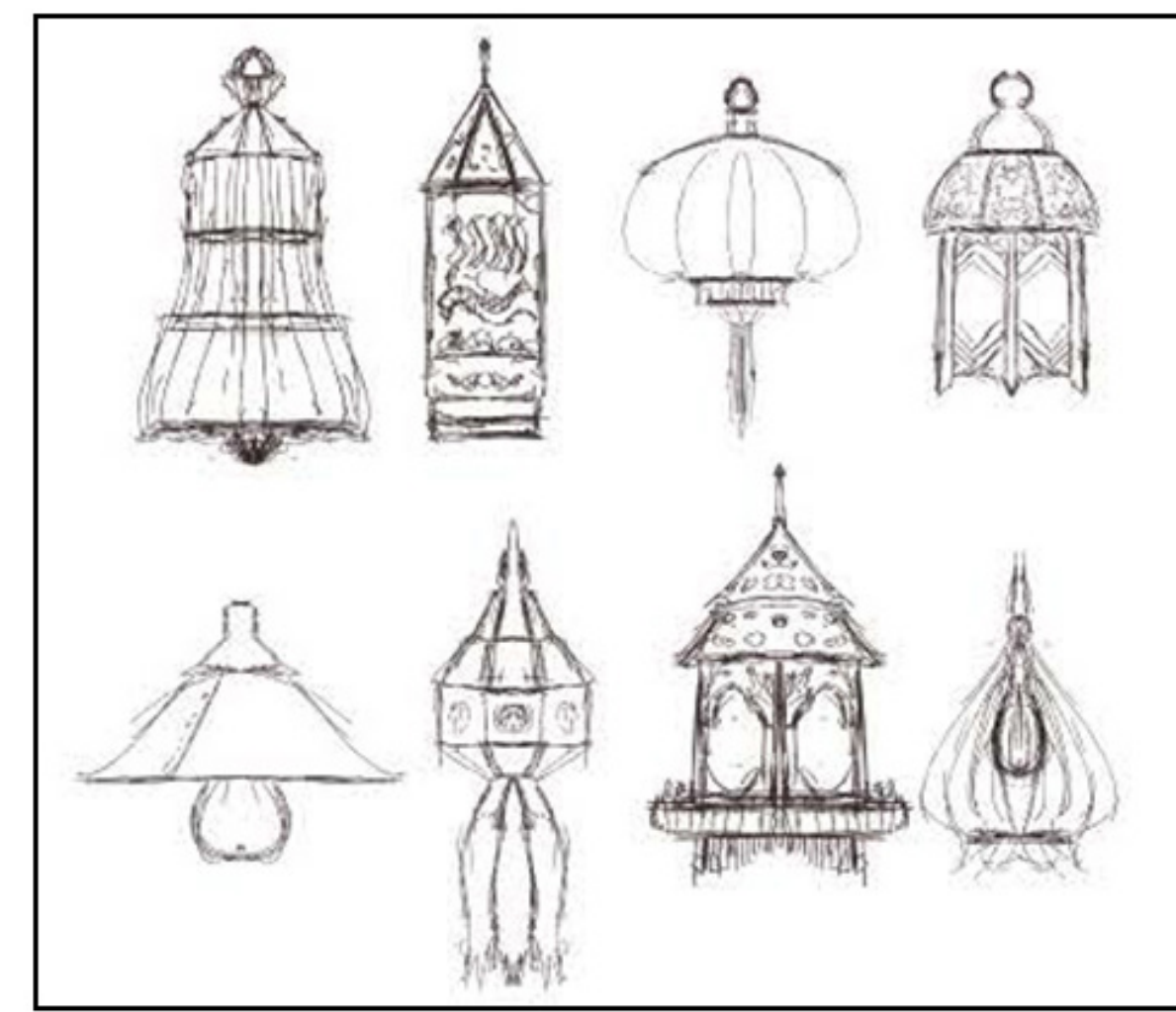
Site plan for thai themed area



View of looking at a main building in the area



Sketches for the main building



Sketches for lighting posts



Three designs for different parts of the area



Costume for airline themed experience



Interior drawing of an attraction packed building

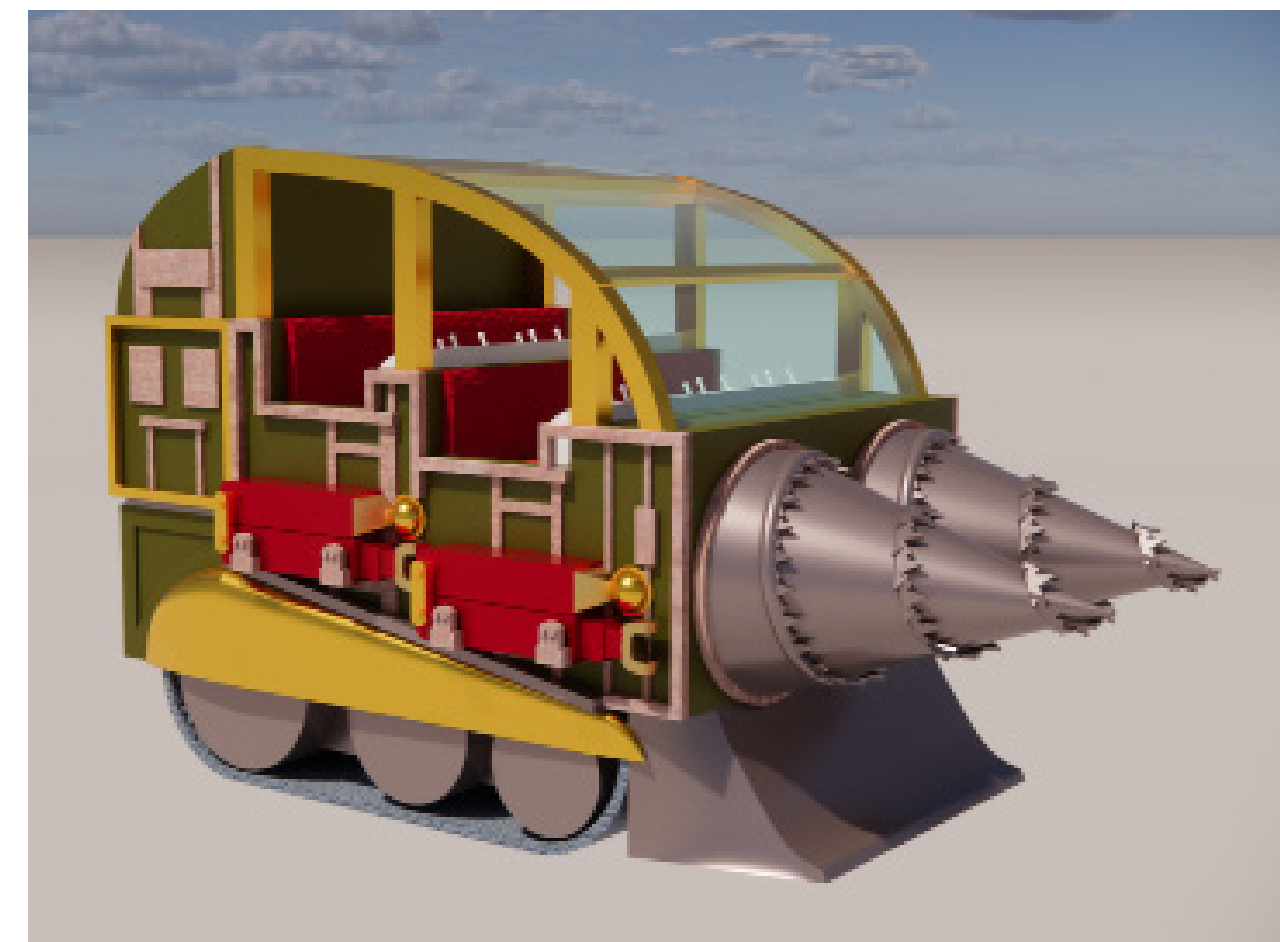


Retail wagon for lighting sticks

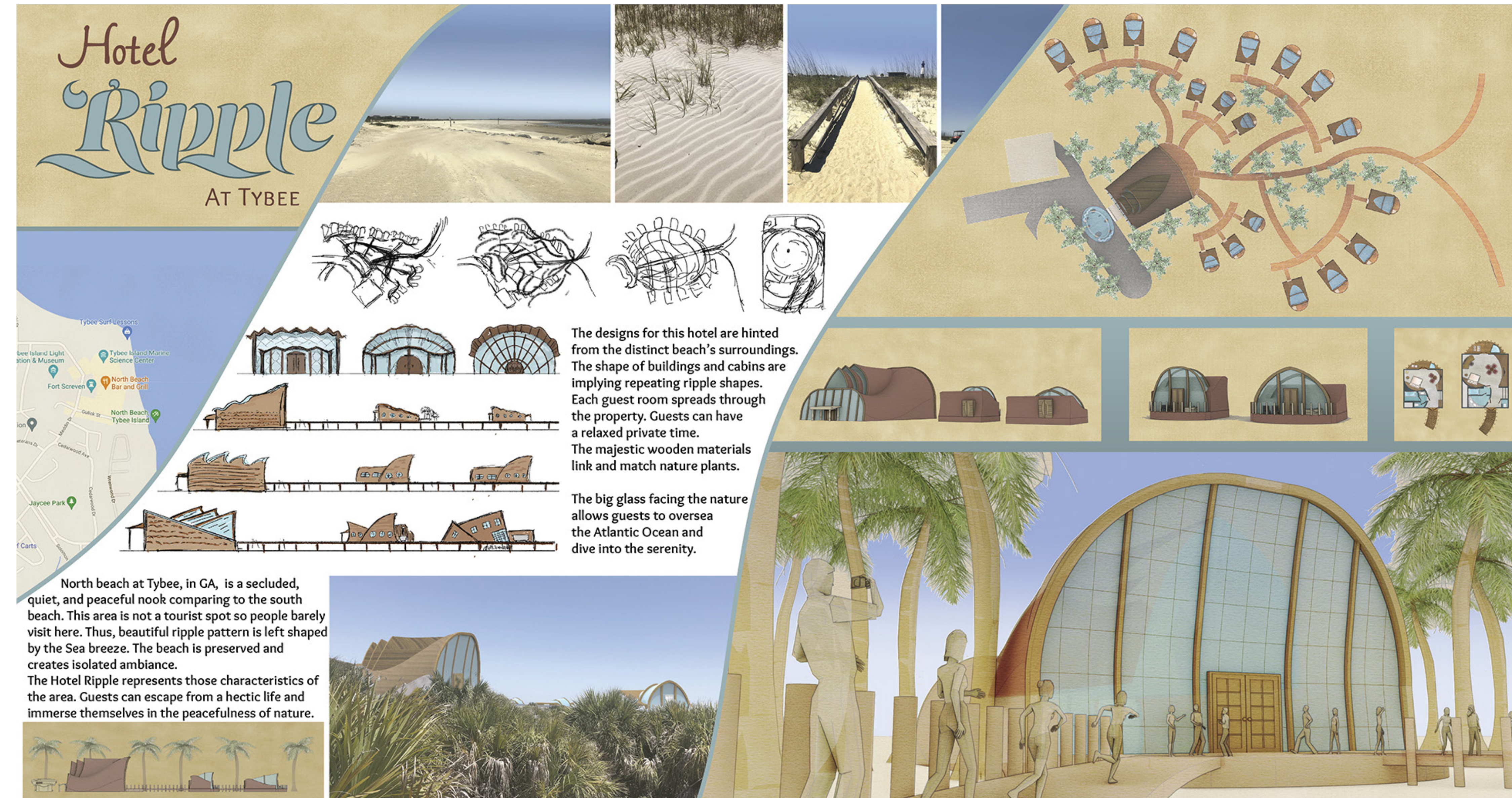
Concept Designs

(Photoshop, Procreate, Illustrator)

Creating Designs for all aspects of themed experience is my strength. I start the process by spending plenty of time researching. And then, I manipulate shapes and colors to communicate the feelings of the place.

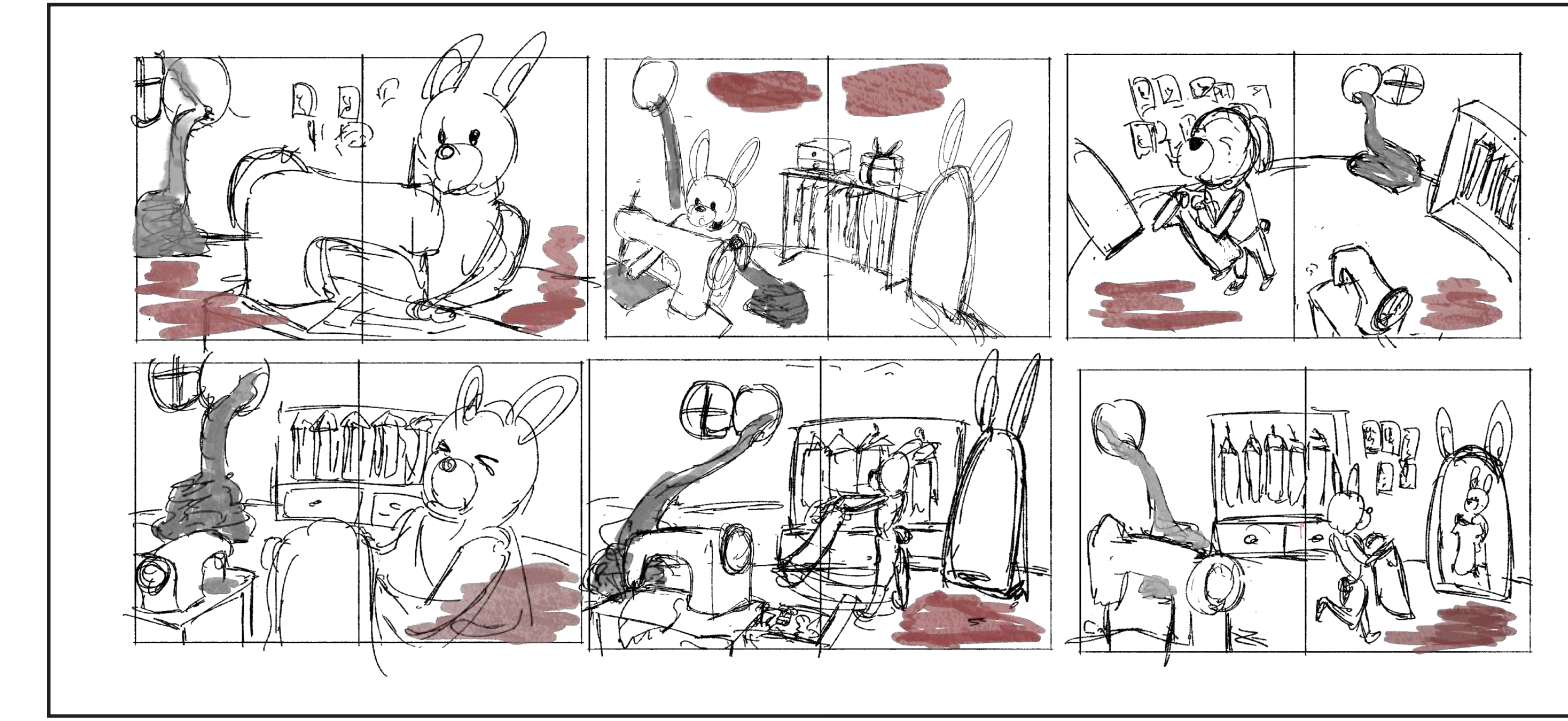


(SketchUp, Rhinoceros 3D)



(In Design)

Presentation Board



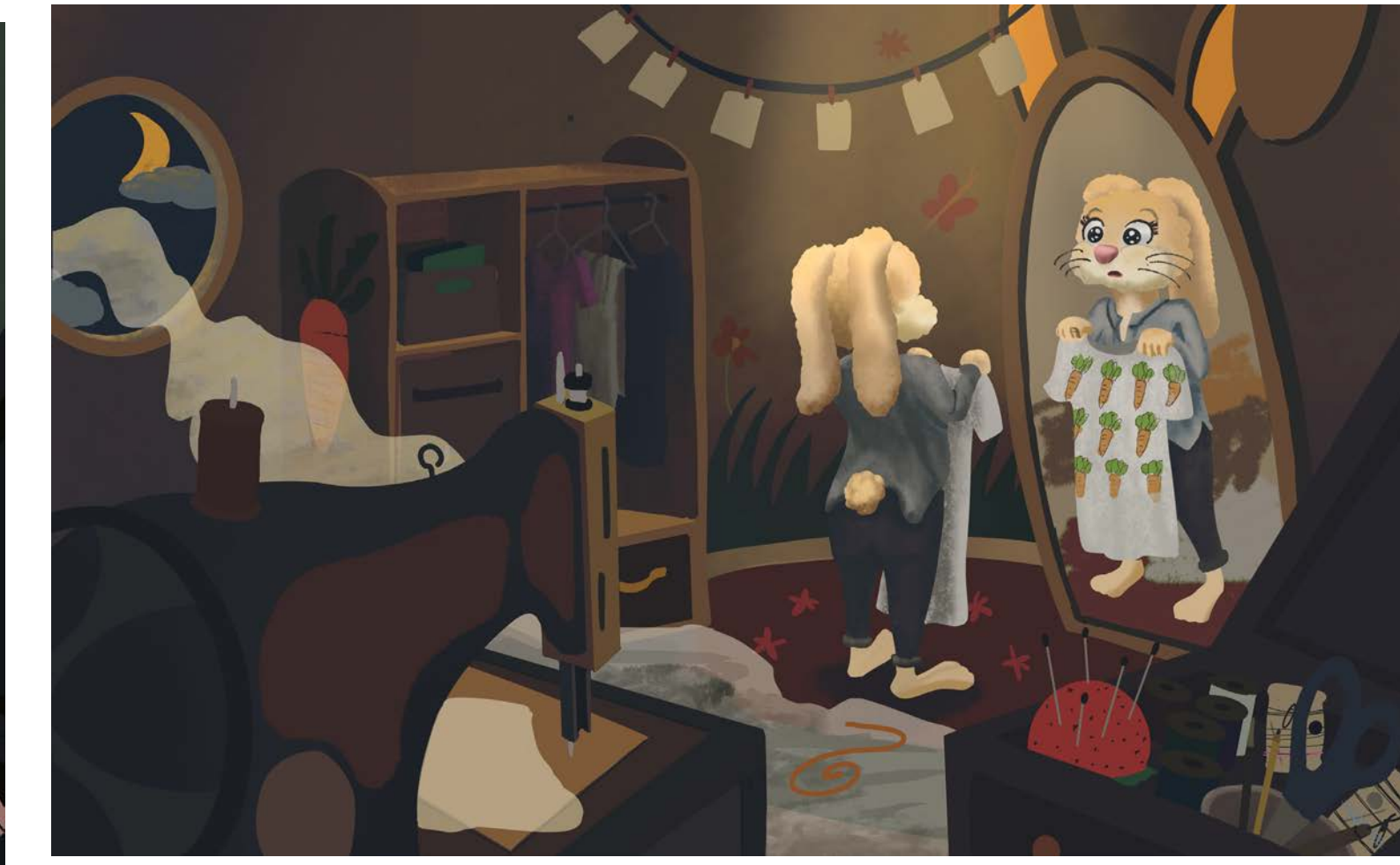
Sketches



Grayscale



Colors



Mockup

(In Design)

Illustrations



Logo design ideas(top) and final (bottom)



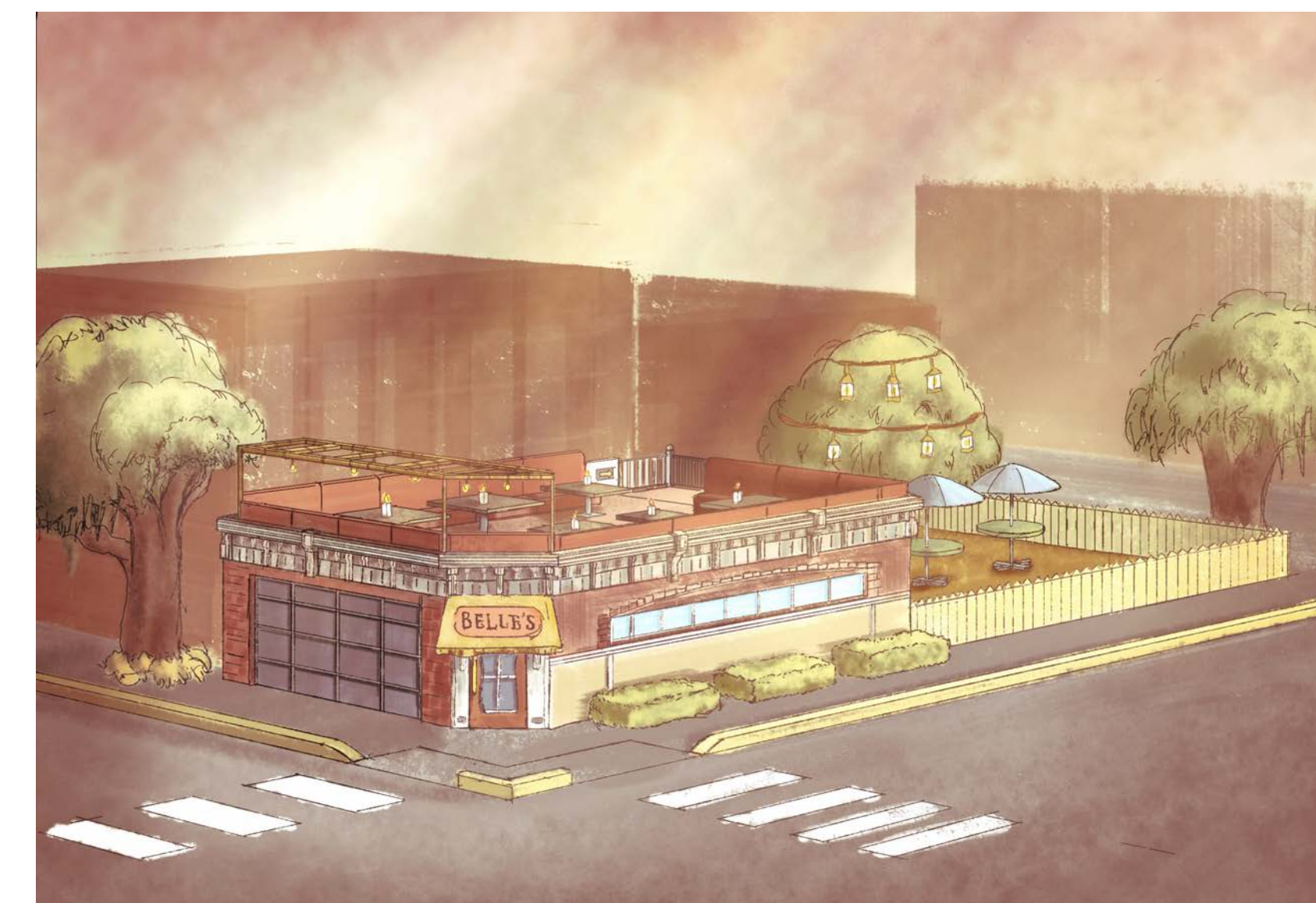
Logo and poster designs for Michael Jackson themed restaurant



(Photoshop, Illustrator)



(ProCreate, Photoshop)



Illustrations



Thank you