



## 2D Artist - Portfolio

Ahliyah Jennette

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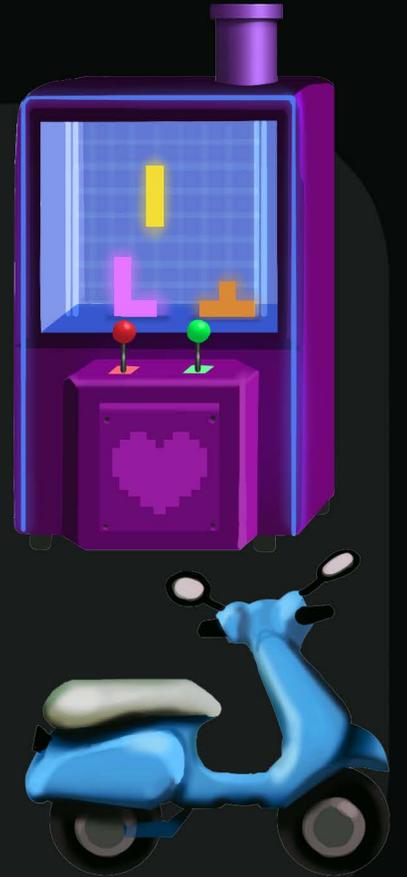
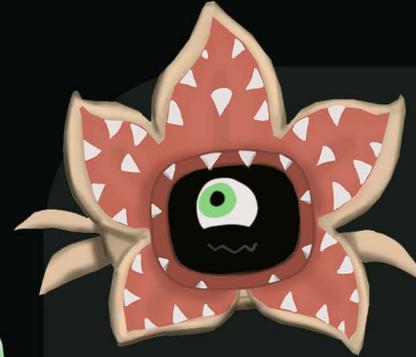


Squircle Room - Younger





Squircle Room - Older



Squircle Style Pitchwork

Direction 3: Squirclings  
Clothes Customisations

WIP SKETCH



Direction 3: Squirclings  
Facial Features Customisations

WIP SKETCH

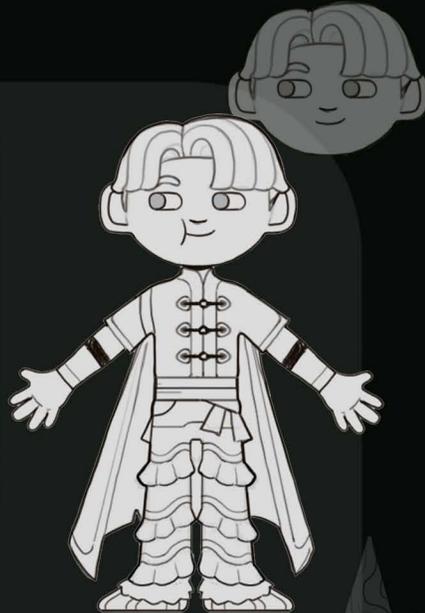


Villain Screen Mockups



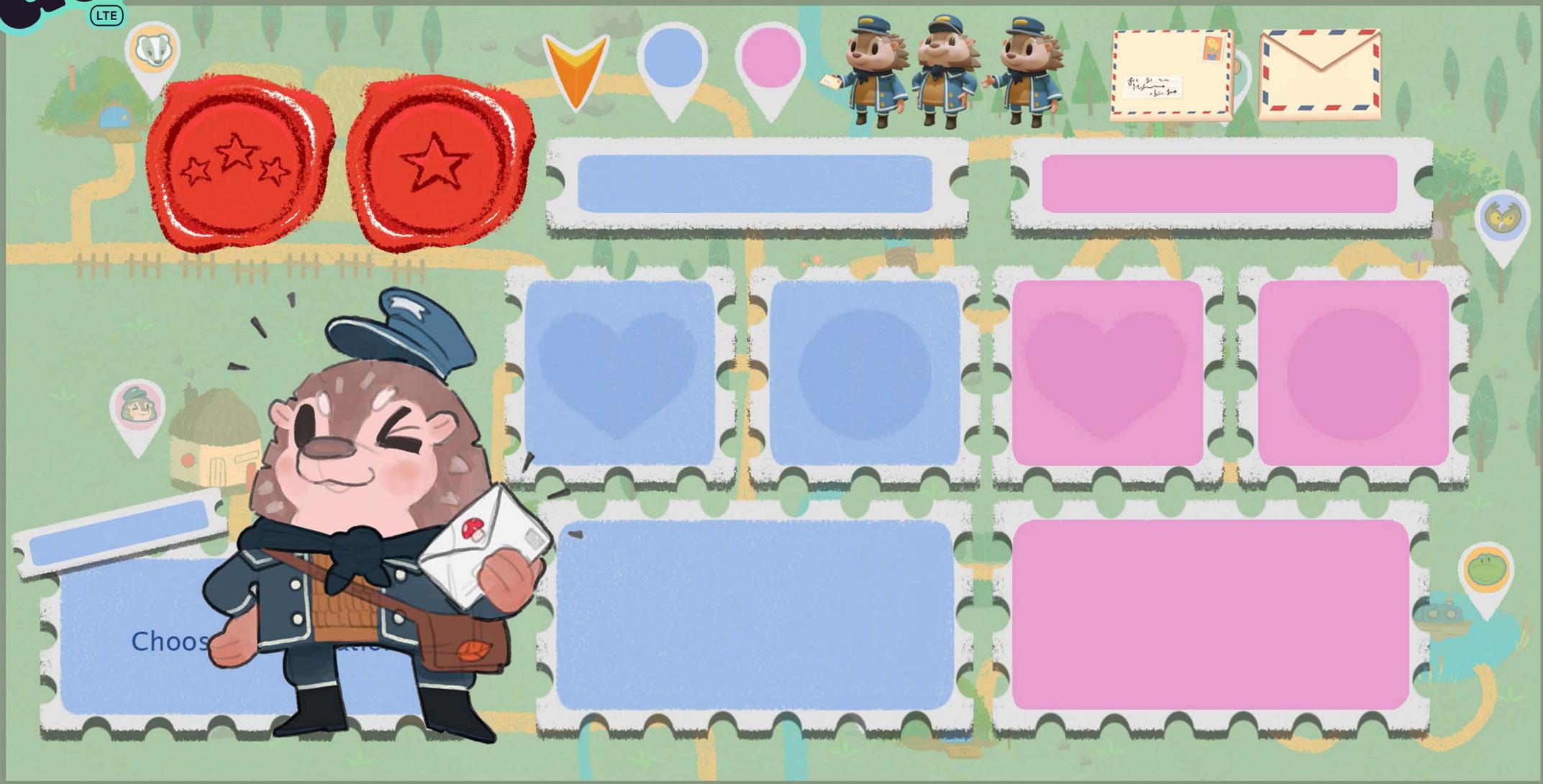


Moon Festival Decor



Witch Room Decor



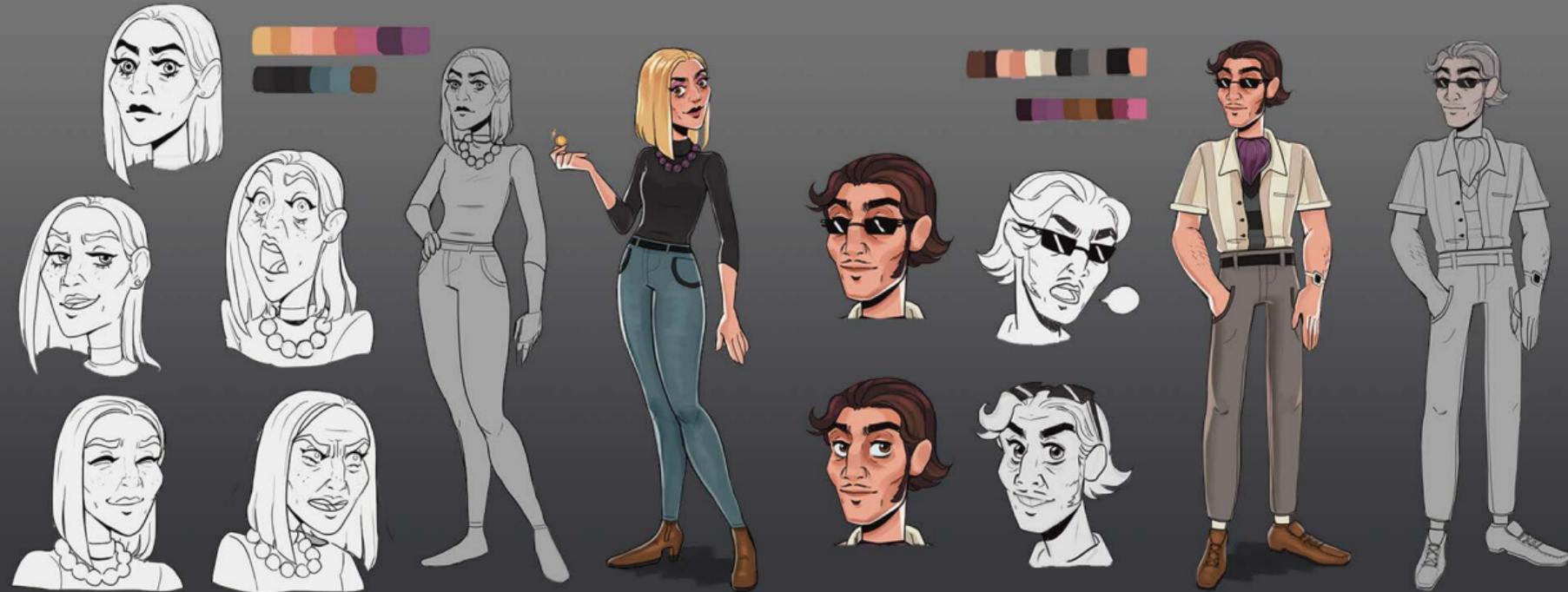


Choose



Tootsie - A scaredy cat tortoise who hides and disguises herself using her pumpkin shell!  
Special Halloween Event Pet Design











Open Backpack Mockup - DRAFT



POTENTIAL COLOUR PALETTE



KOALA KEYCHAIN



SPIRAL NOTEBOOK STICKER 'PAPER CRANE'



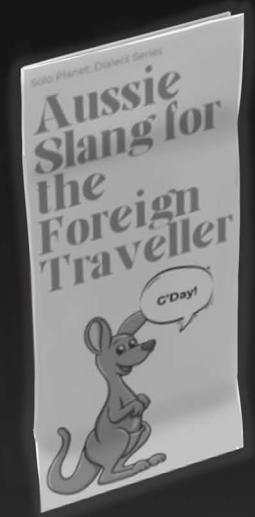
Contents partially covered by front of bag



PHONE



NOTEBOOK

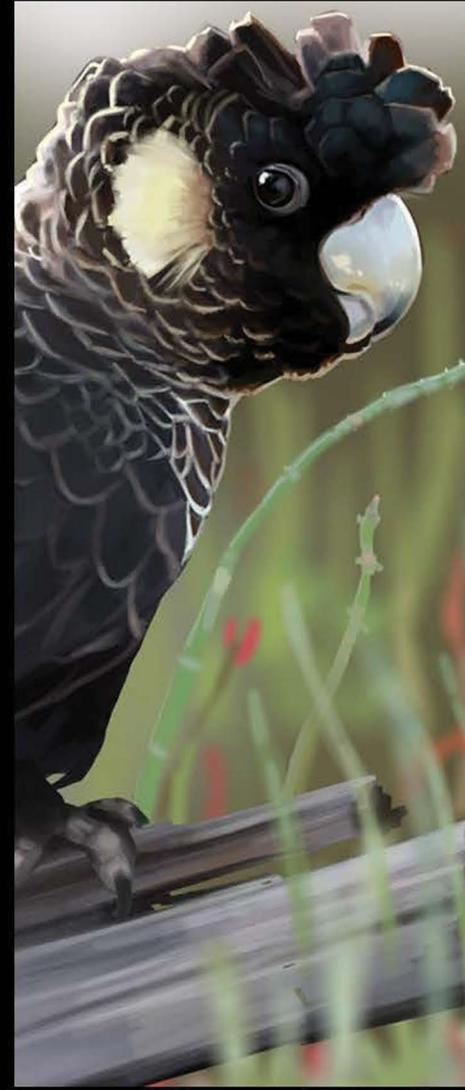


PAMPHLET (SLANG GUIDE OR MAP)



OBSERVATION BOOK





Artist - Ahliyah Jennette





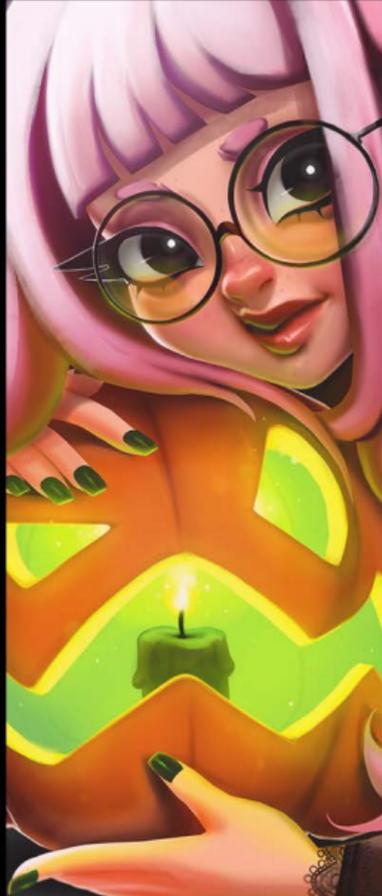
Call of The Golden Valley - Concept Art

Missing Persons Poster Photos - 2D Paintings





Ahliyah  
Jennette







# REM

Physics Professor

INVOKE THE SINGULARITY



## - Abilities -

**Trace Flash (Flash Ability)** - Using a dying star, Rem casts out a quick collapsing flash grenade that burns white.

**Event Horizon (Push / Pull)** - A two in one ability, allowing Rem to Pull enemies (toward a conjured Black Hole), or Push (away from a conjued White Hole).

**Duality Split (Clone Ability)** - Rem delves into a conjured black hole, splitting herself into two separate entities for a short time period. The false entity then disintegrates.

**Singularity Plane (Ultimate Ability)** - Rem merges a black and white hole, triggering a rift in reality and time. The singularity encompasses a wide area of effect, and makes her undetectable within the bounds of the space.



Rem's Default Gun



White Hole Gun Buddy

Black Hole Gun Buddy



