





Above is the cover to the Korean edition of Lionheart, first published by David Fickling books in the UK and Scholastic in the US in 2016. This was my 2nd picture book which followed the release of *When it Snows* in 2012, with the age old theme of overcoming adversity being particularly close to my heart.

*Longlisted for the 2017 Carnegie Award*





# TINY LITTLE ROCKET



Tiny Little Rocket, first published in 2018 by DFB in the UK and Scholastic in the US, written by David Fickling and illustrated by me. There were many cool things we did and/or tried to do with this book design wise, including a die cut cover that showed through to the inside cockpit of the Rocket, end papers that allowed you to enter and exit the Rocket, and a fold out Earth birthday spread. Overall, I was happy with how this book turned out, standing out well in comparison to every other children's book I've worked on in previous years.

*Shortlisted for the inaugural STEAM book prize*

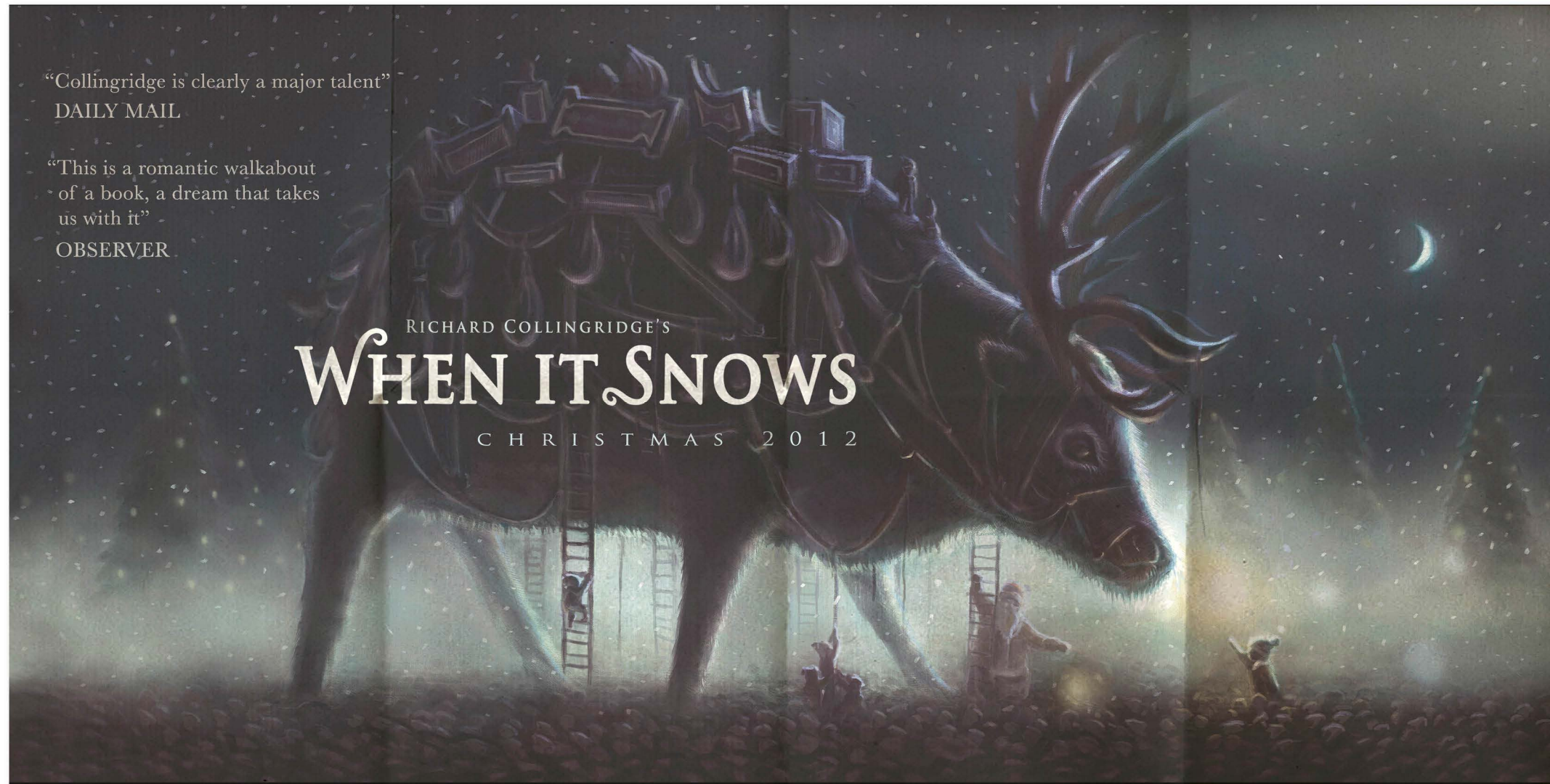
*Longlisted for the 2019 Carnegie Award*

*Received a Starred review from Publishers Weekly*

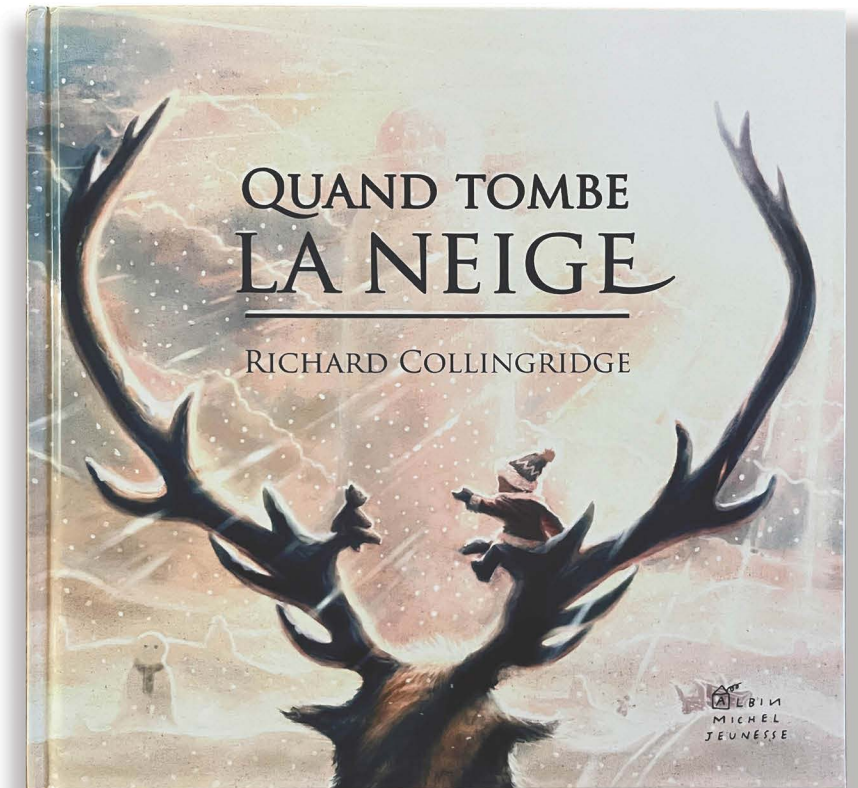




# WHEN IT SNOWS



My debut picture book, *When it Snows*, was released in the UK in 2012 by David Fickling Books, followed by a US release (Fiewel & Friends/Macmillan), A French release (Albin Michel), An Estonian release (Kunst) and a Chinese release (Anhui Fine Arts Publishing) in the following years. It also appeared on the BBC show 'Cbeebies', read by *Game of Thrones* star Natalie Dormer. The book was edited by Alice Corrie & designed by Ness Wood, written and illustrated by myself. Above is a poster design which was accompanied by a short animated trailer (see QR Code for link to the video) & other publicity materials I created at the time of release.



*Shortlisted for the V&A best illustrated book award*

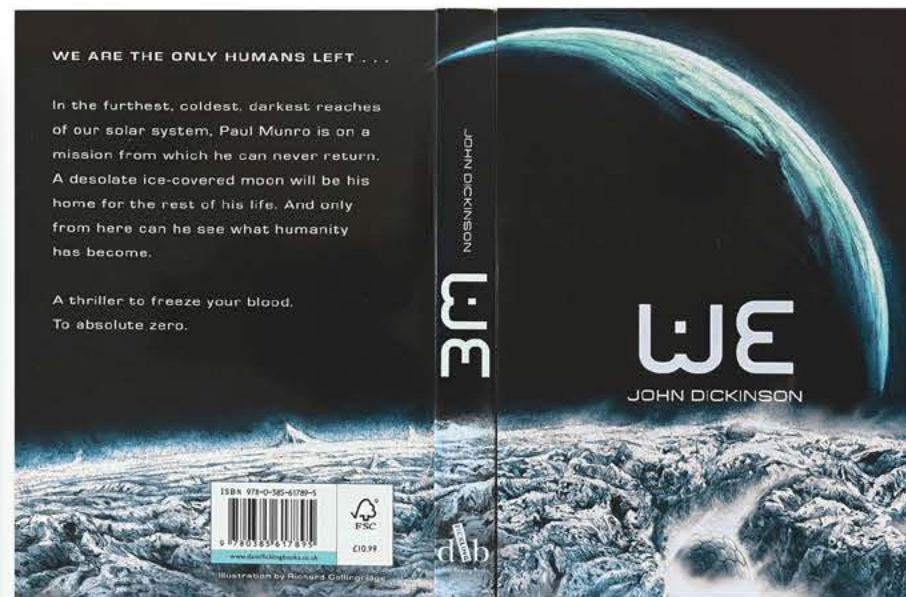


*Nominated for the 2013 Carnegie Award*



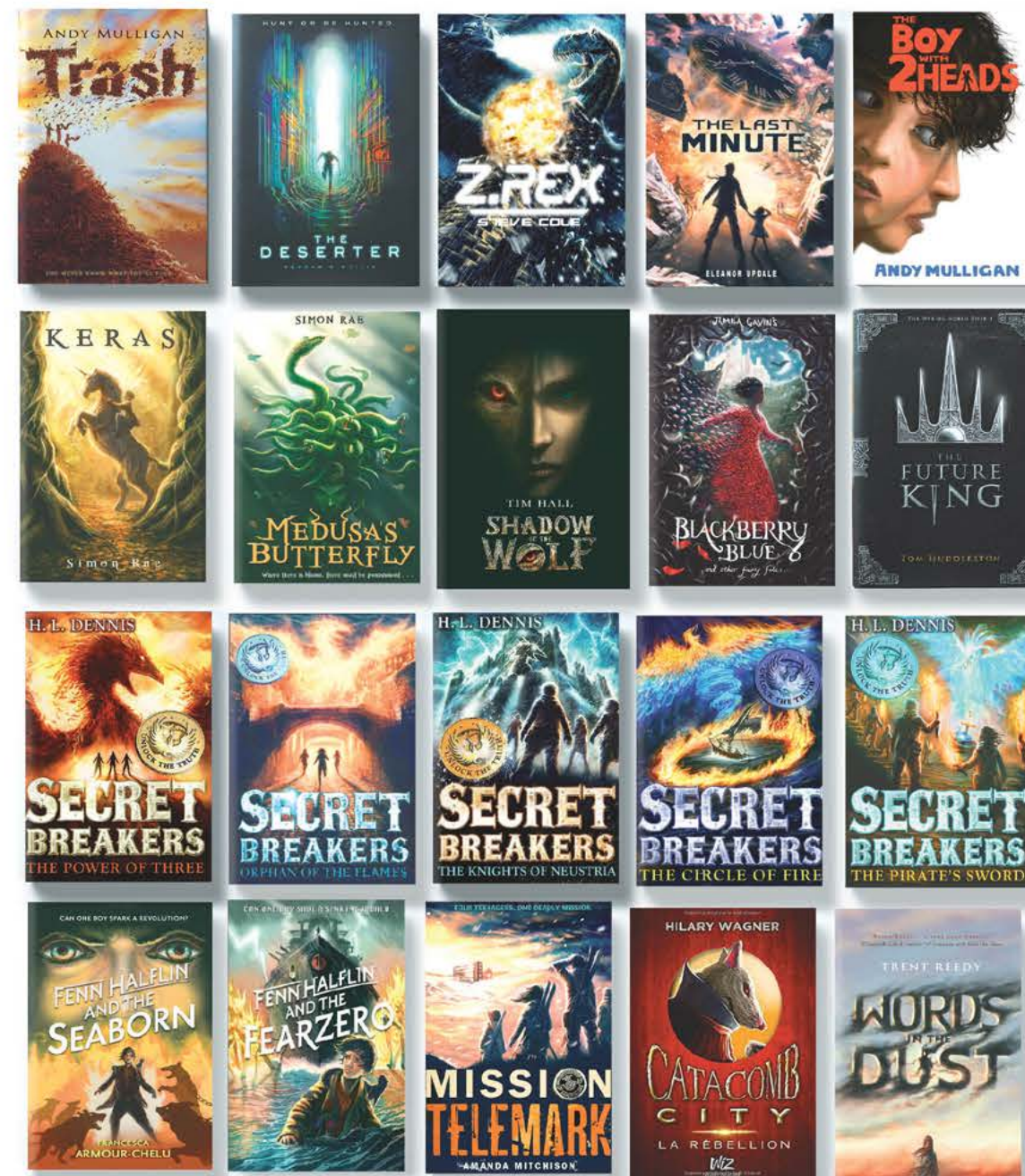


## BOOK COVERS



To the right is a selection of book covers I've worked on, including international best seller & motion picture, 'Trash' by Andy Mulligan & Secret Breakers series by H.L. Dennis, soon to be bought to T.V.

Although I sometimes worked to a set brief, producing work with industry designers such as Ness Wood, James Fraser & Alison Gadsby, I became known for producing detailed landscape wrap around cover designs (layout, type and illustration) such as WE by John Dickinson & Andy Mulligan's Trash, amongst others. The usual process involving going through the script, breaking it down into scenes, drafting designs from the most memorable scenes from varying chapters in the book and picking the most iconic. In the story 'WE', the stark & scary realisation by the colonisers that the planet is watching them, and for 'Trash', the moment the boys distribute all of the stolen money over the Trash mountains.





## AQUARELLUM LIVE

**CONCEPT:** A few of us in the studio had talked about augmented reality & thought it would be great to adapt one of our games to work with in this way, so we created Aquarellum live.

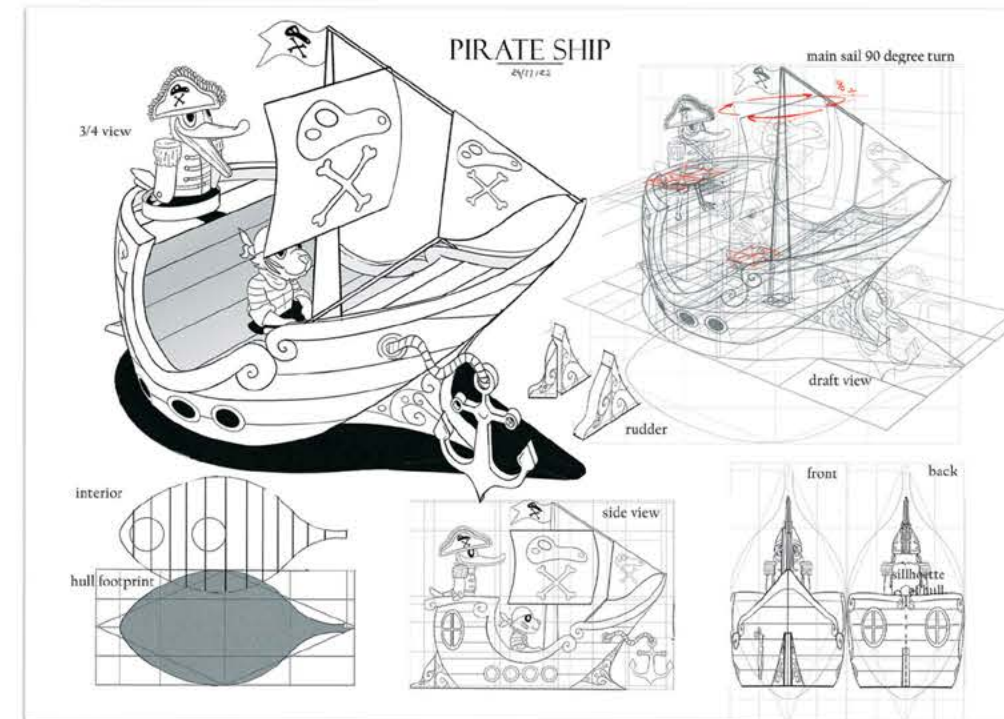
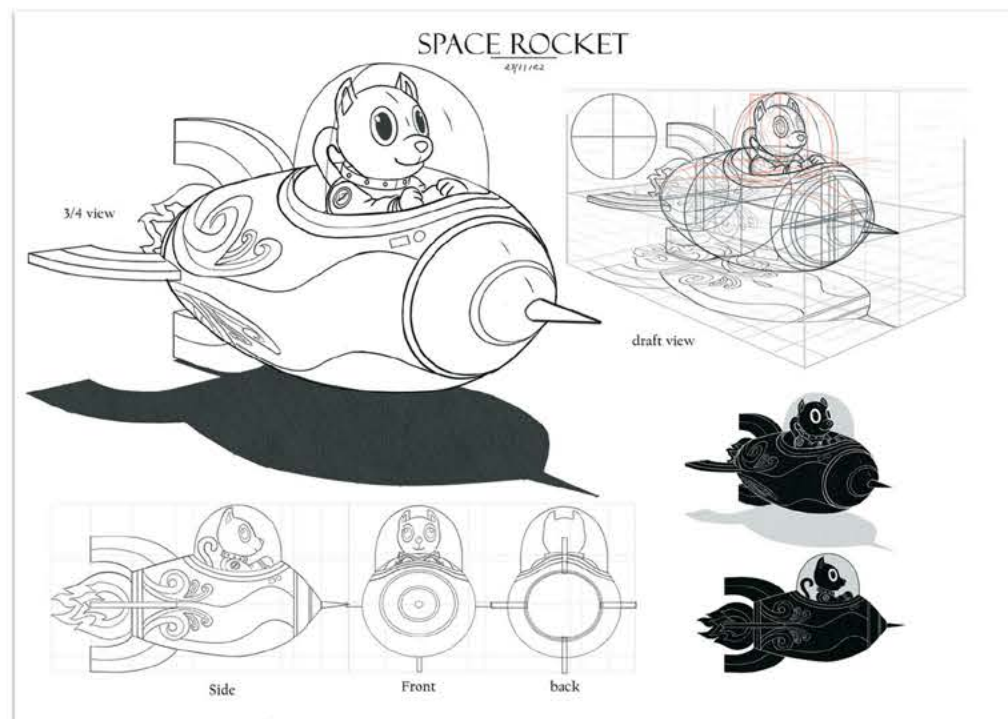
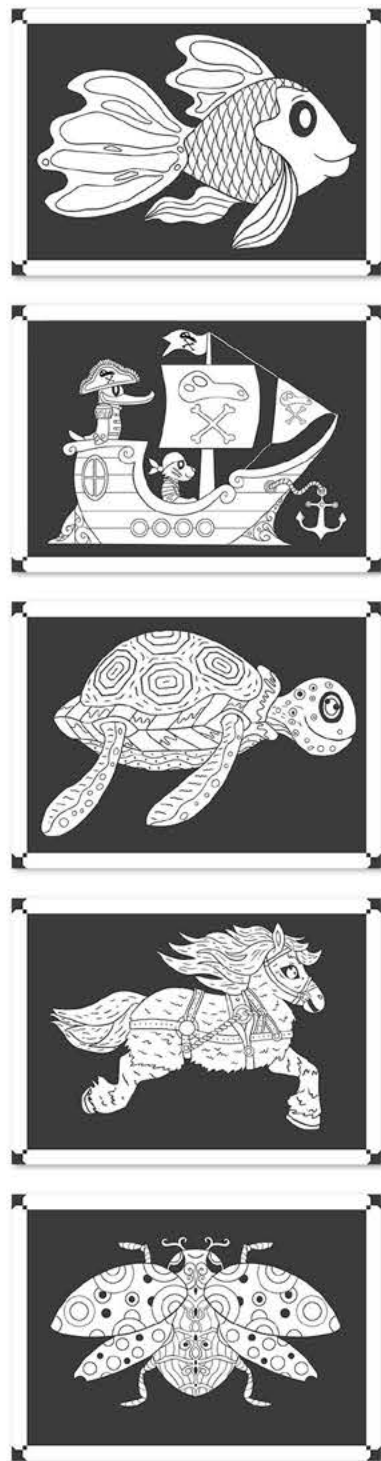
Aquarellum Live is the introduction of augmented reality into a well established brand in France called Aquarellum. An educational game to help children learn to paint in Watercolour, it is the best selling brand at Sentosphere.

My responsibility on this project was creating the designs to be painted, drafting out the 3d views as well as animation guides for the 3d artist to work with and updating the packaging for the AR experience.



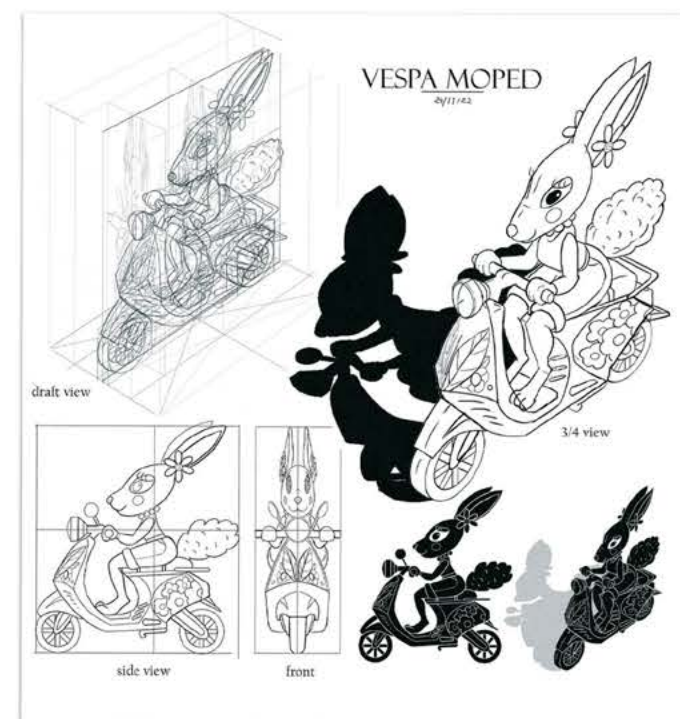
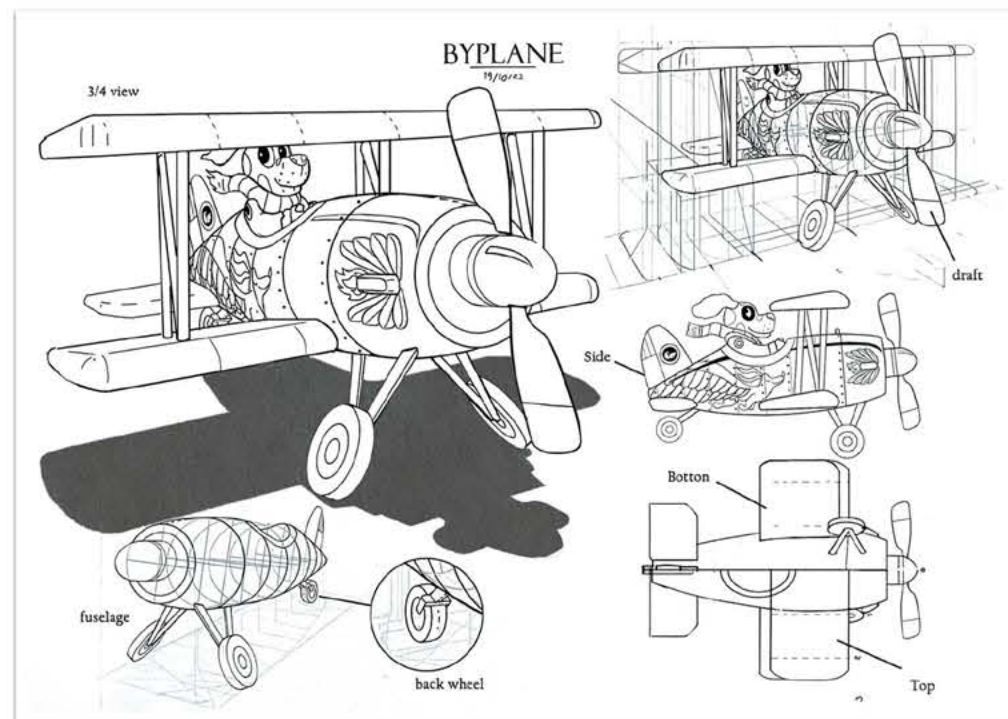


# ARTWORK & DRAFT VIEWS



The interactive goal of the product was that paintings done by the children (the designs I did for this are on the left hand column) would turn to 3d & be animated. This created certain limitations because of the way Aquarellum works. Basically we could only create something that was symmetrical so it could be extruded easily into 3d from its flat 2d design shape. So the designs I did had to reflect these limitations.

I then had to produce accurate 3d draft views for the 3d artist to work with, highlighting small differences on each side of the symmetry as well as what we would show for the animation loop for each object.





## PACKAGING

As the Aquarellum brand is so well known in France, The packaging had to stay within a certain, recognisable remit. A few things I was able to change included the title font - from a flat textured text, to a 3d relief. I also updated the stock background from a generic landscape to a collage of 3d draft views that corresponded to the species/objects in each individual pack. Next, we needed to show that, instead of the traditional flat watercolour image, the object you painted would turn into a living, breathing interactive 3d element, popping out of the box. My first idea was to create a lenticular cover, but budget didn't allow. We then tried to use the actual 3d models. Finally I took inspiration from Tinkerbell (of Disney's Peter Pan) coming out of a box art image with a trail of pixie dust in her wake. It worked perfectly with the slickness and tone we wanted to convey with Aquarellum live.



### INTERACTIVE APP

1. After painting the AQA board, open the application on your device.
2. Go to 'My Gallery'
3. Select the animal you wish to scan.
4. Photograph the AQA board keeping the 4 black corners inside the frame.
5. Manipulate the colours & background of your now scanned 3d AQA painting.
6. Take a photo with your 3d painting, positioning it where you want in the photo.
7. Add it to your collection of painted 3d animals.



2



3



4



5



6a



6b



7



Scan QR Code  
to see more



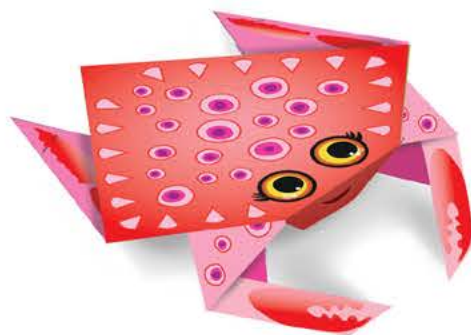
# PUZZLES



One of the best selling products around the world during the recent pandemic were puzzles, so it was decided that we should develop a line of puzzles in order to take advantage of this trend. I was involved in working on quite a few of these puzzles to varying extents. For four in particular I was asked to produce full illustrations. The die cut ranged from 250 to 1000 pieces, with standard puzzles and 'Search & Find'.

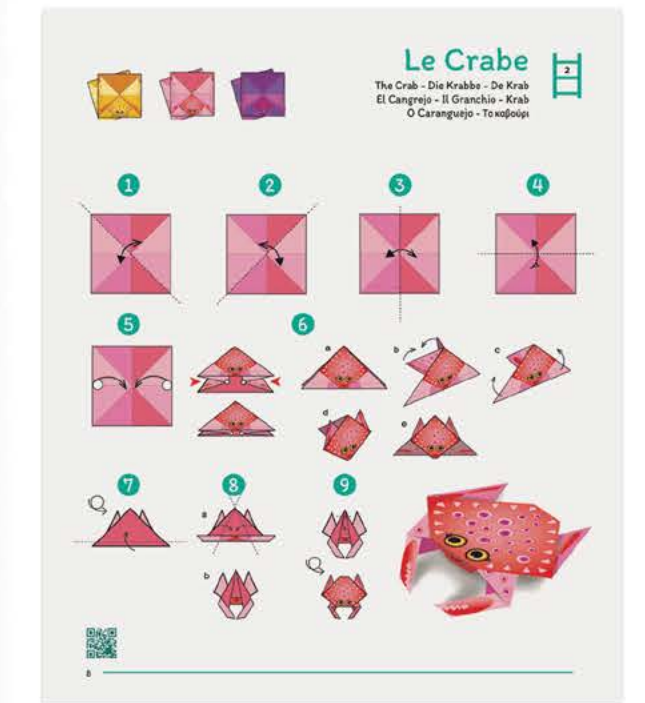
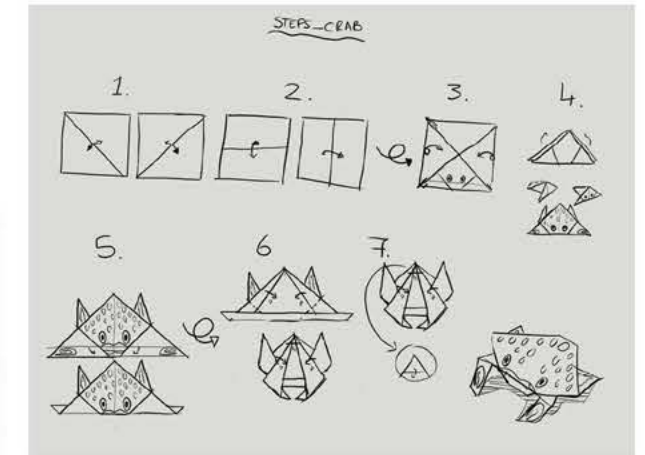
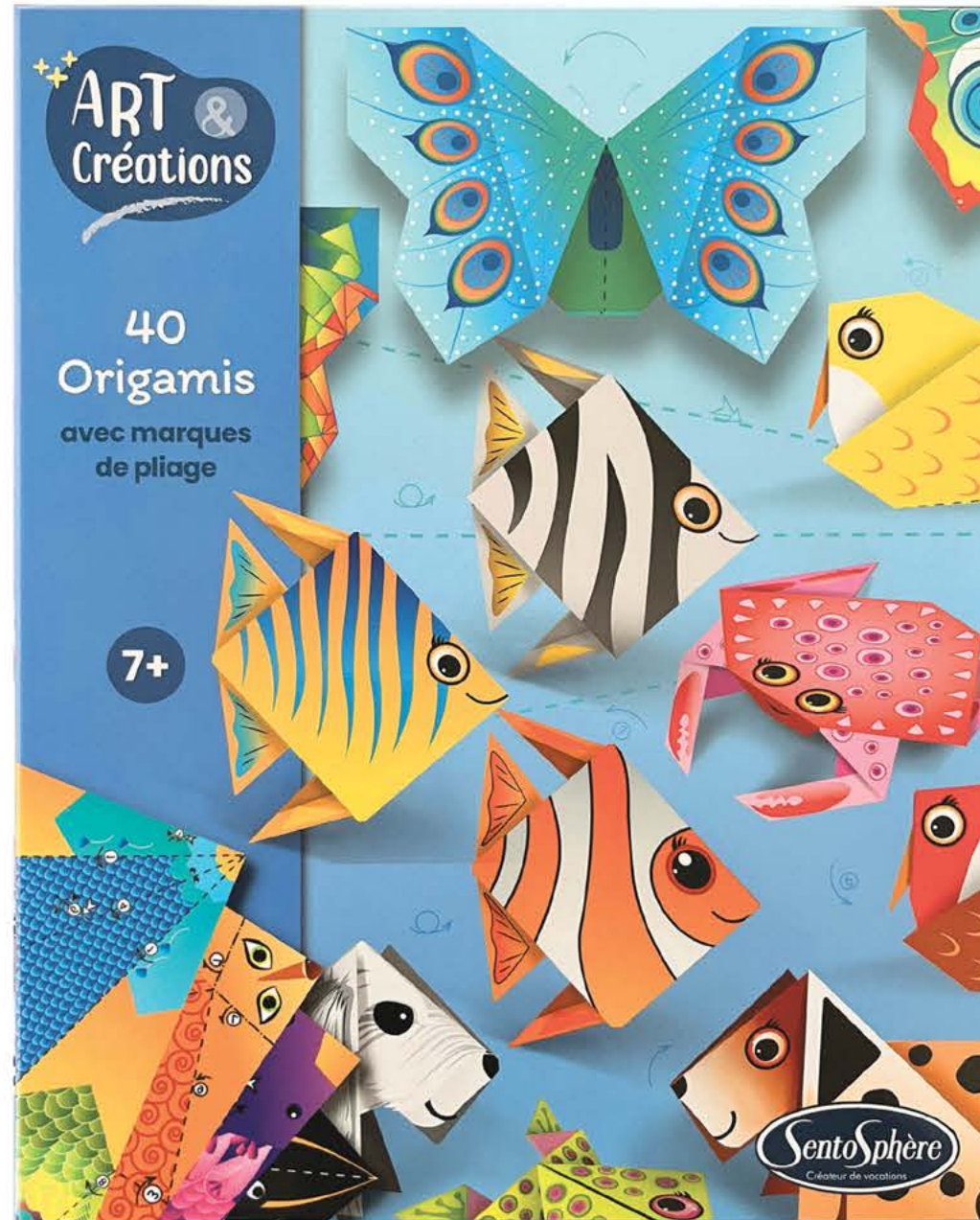






The brief was to renew old designs and the packaging for Sentosphere's Origami line. A few ideas for different objects/animals were considered and we eventually wittled it down to five new designs, each with at least one variation, plus new skins for several of the old designs. The designer who created the original game (as well as the sentosphere origami method) had since left the company, so I set about putting together the new designs, while also working out our particular method.

The existing packaging was looking rather dated and haphazard. As Origami involves folding precise shapes I decided that a geometric approach, mixed with the naturalists style paintings from the mid 19th century would work best (taking particular inspiration from the V&A nature collections).



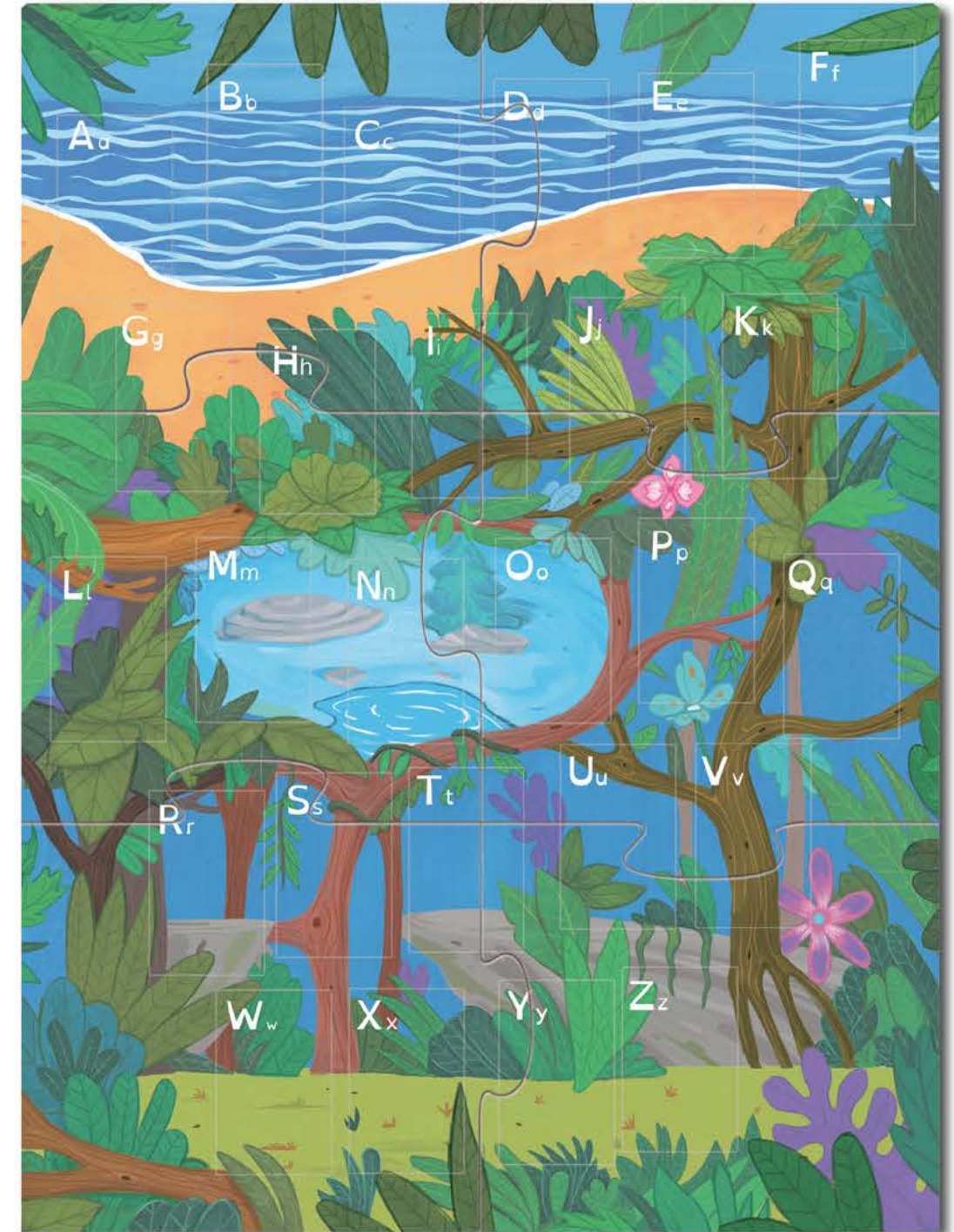


# L'ALPHABET

Released this year, The Alphabet game won the 2023 Grand Prix du Jouet, in the special needs category.

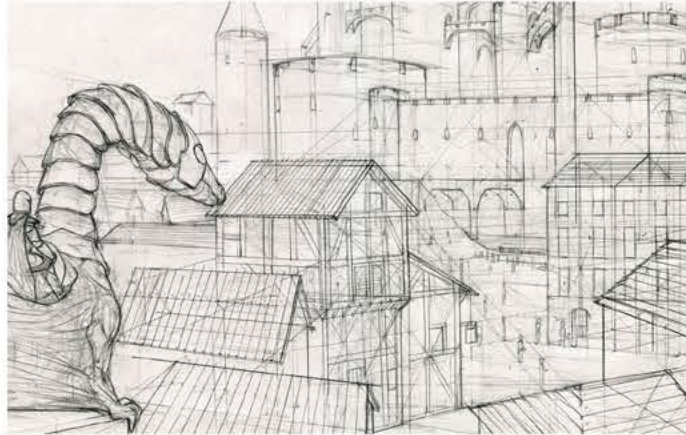


The concept for the project was to create a fun game about learning the Alphabet, to be accessible to as many children as possible. My responsibility was to design, illustrate the board, cards & accessories.





# ILLUSTRATION STYLES

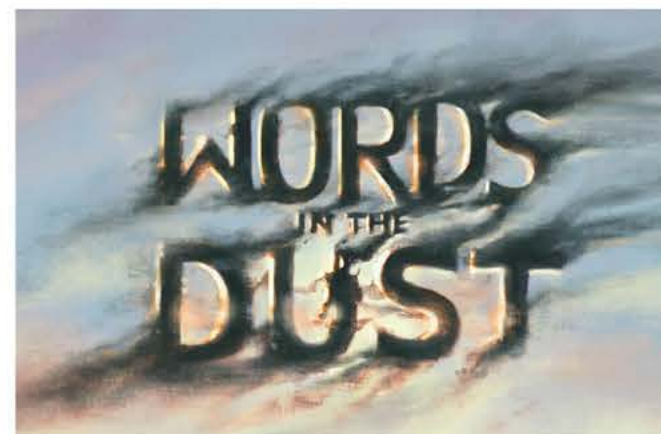
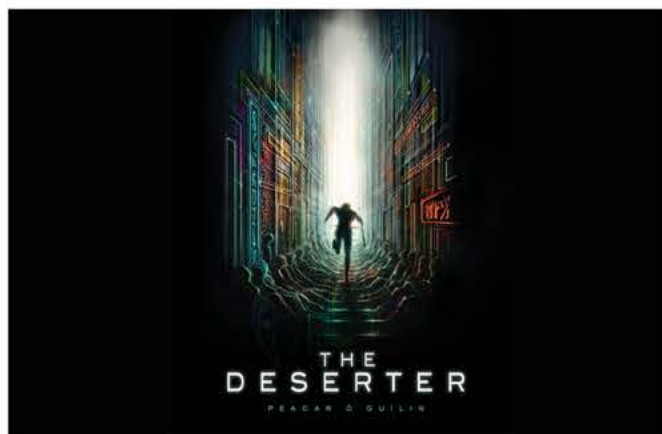
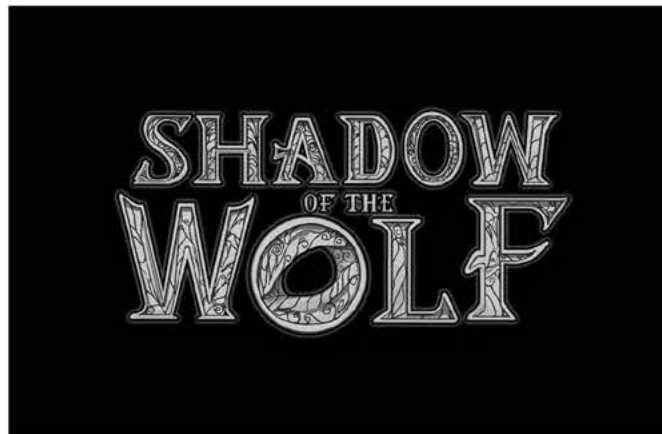




# ILLUSTRATION CHARACTER STYLES







WHEN IT SNOWS  
 WHEN IT SNOWS  
 WHEN IT SNOWS  
 WHEN IT SNOWS  
 WHEN IT SNOWS

The idea behind my 2012 picture book, When it Snows, was to create a childrens book that felt like it had always belonged on your bookshelf. In effect to feel like an instant classic. So approaching the font design, I felt like an old serif font would be a good basis to start - what better than Trajan. To help link more directly to the theme, I gave it more weight, so that when reversed out into white, it would feel like heavy snow. At the time of making the book, I was living in an old fashioned Parisian flat with ornate carved art nouveau rails in front of the windows. windows which were featured in the opening of the book! So I decided to add that motif onto the W & S.

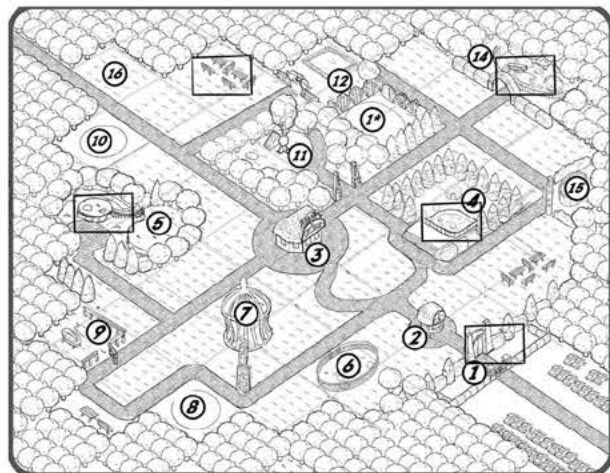
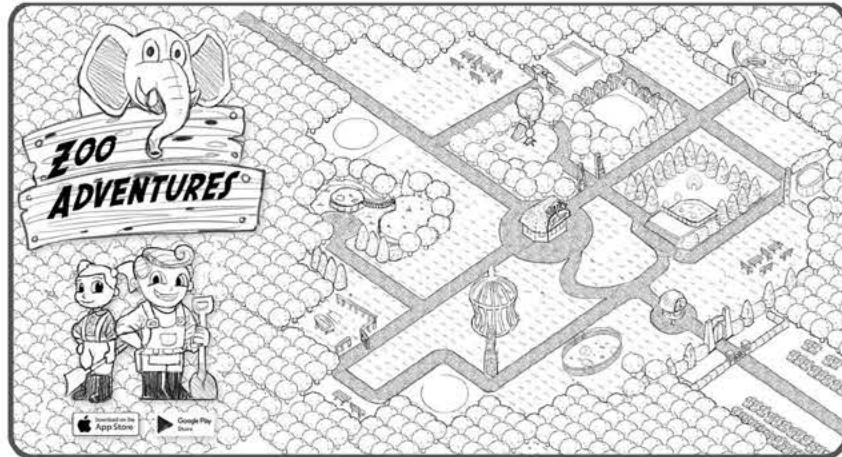




# GAME



I was approached to come up with the visual material for an interactive childrens learning game, which would involve different tasks to fix problems that had arisen in a zoo. The concept was to have an episodic game, where our 'heroes' would visit a new enclosure each episode. It was my responsibility to conceptualise the world (in this case a zoo) and build the world, to create all the assets, including the map, characters, objects, mini games, UI etc.

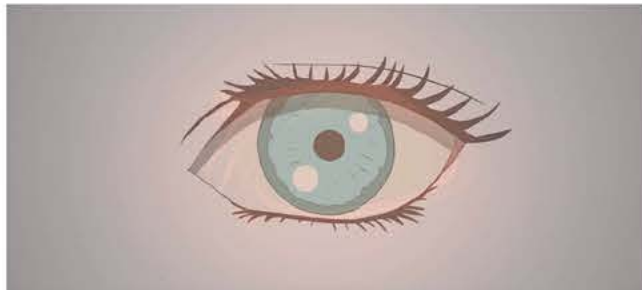


- 1 - Tickets/entrance
- 2 - information centre
- 3 - gift shop
- 4 - Penguins pool
- 5 - elephants enclosure
- 6 - rabbit holes
- 7 - birds enclosure
- 8 - N/A
- 9 - Pigs bath
- 10 - N/A
- 11 - Giraffe trees
- 12 - Ostrich head stuck in sand
- 13 - Rhino fence
- 14 - Lions hair cut den
- 15 - Jelly fish aqs
- 16 - End game





# ANIMATION



The screenshots to the left are from a short animation I produced in early 2019 for a song called 'Down' by The Color Canvas. The budget was too low to put together a team, so I decided to create the animation (plus all pre production) myself, within a time frame of one month. I had produced the previous four album covers for the band, which had a theme of the 'heart tree' and followed a seasonal pattern. It was decided, due to budget/time, to use these artworks as the basis of the story structure and as matte paintings to enter us into each different act (which ended up being different time periods in the bands journey).

Software - photoshop, after effects and adobe premier.

Below is a QR code to my 2019 showreel, showcasing various different music videos, book trailers/teasers, motion graphics & short animatons I've worked on over the years.





# MODELLING



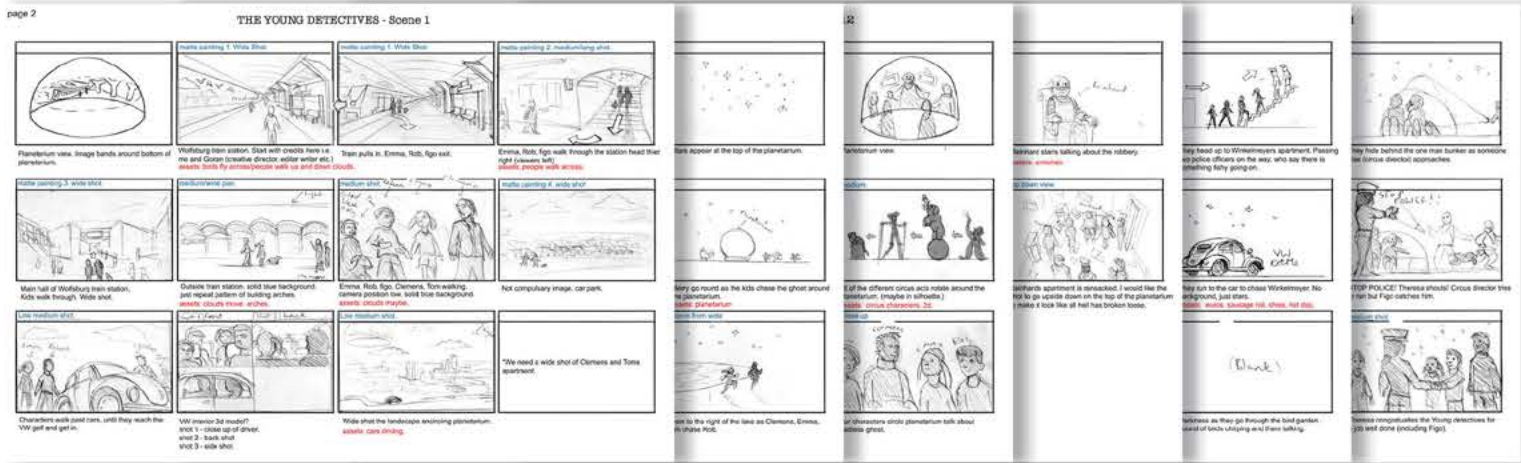
I started to build 3-dimensional models as a child when I wanted a toy but didn't have the means to get it (I was nine!). I continued to sculpt or create relief designs (such as manually embossed type for book covers) throughout my education. I stopped this while I was freelancing as an illustrator as I wished to focus solely on 2-dimensional work. This changed when I joined Sentosphere, as they sell a type of air dry modelling putty called 'Patarev' that can be shaped into figures.

As my main responsibilities at the company are as lead artist/art director I don't work with 'Patarev' very often, but I do when we need to make cross promotional or slightly more complicated 'special edition' models. Examples on this page include Raymond Briggs' Snowman, Jack Skellington and a Pokemon.





PRODUCTION - THE YOUNG DETECTIVES

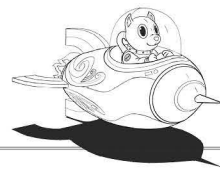


In 2018 I was approached by Clever Productions to act as Creative Director for a feature length animation for the Wolfsburg planetarium. My job would include pre-production, all visual assets and the post-production title sequences (beginning and end). After storyboarding the feature, a studio ghibli/Tintin style for the picture was decided upon. I designed all the characters, producing draft views for each one totaling to about twenty five all together.

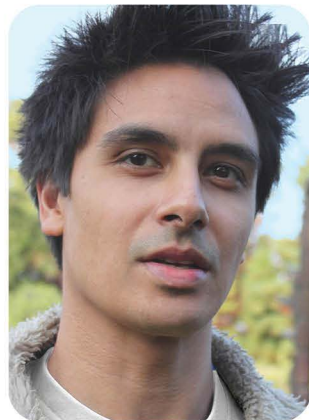
I also put together the title sequence, which was the only bit of animation I did on this production, as well as putting together illustrated slides for the end credits sequence, the job also involved producing matte paintings for all of the envirmments. Some were produced using a type of wrap around artwork and other types more set back individual buildings dotted around the 360 degree environment. Lastly onto vehicles and other assets to dress and be interacted with on set.







## PROFILE



Born on July 6th 1985, Hammersmith in London. Having lived in various places over the course of my life, I now live in Paris.

My background is in publishing, illustrating multiple books, childrens books & book covers for top industry clients such as Scholastic & RandomPenguin.

For the past 4 years, I've worked as the lead artist/Art Director at Sentosphere, a Parisian educational games society who are famous for producing games such as 'Aquarellum' and 'Patarev' that are made in France.

I've also worked on several small to mid scale animation projects, encompassing roles from animator & storyboarder, to asset creation all the way to Creative Director and Producer. An example being working a Creative Director for 'The Young Detectives', a 76 minute Clever Production that ran at the Wolfburg Planterium in 2018.

## CONTACT

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Email: rcollingridge@icloud.com

Instagram: @Richardcollingridge

## SKILLS

**Illustration** - Although I have an established illustration style in the world of publishing (as well as my own personal preferences), I'm able to work in any illustrative style the brief demands. This has been achieved by extensive study in fine art and industrial design and put into practice in my current role.

**Graphic Design** - My approach when designing book covers led me into designing type/layout even while I was working as an illustrator. This has been further augmented by my experience working on packaging in my current role, which involves designing the packaging, instruction booklets and other content, then readying for print.

**Motion Design** - I've always been interested in animation, traditionally drawing frame by frame. I developed this further when creating publicity materials for my own books, making use of After effects to create short teaser trailers for each of my books. I have also created lower budget music videos as well as working as part of larger teams in small budget features.

**Art Direction** - Part of my role at Sentosphere involves Art direction. I'm a perfectionist & I've always had a strong vision for the direction I would like to take projects. The eclectic mix of skills I have garnered over the years has enabled me to work on virtually every aspect of a production. As I understand each process, I can more easily communicate to the team what needs to be done, & budget for time accordingly.

## SOFTWARE



## PERSONAL STATEMENT

I've always been of the opinion that anyone can draw, it just requires understanding & that's how I try to live my life in general.

My goal is to become a master of my craft, which has expanded from specialising in illustration to design as a whole & the different techniques that entails.

## HOBBIES

Film, History, Cycling, Sculpting (traditional & 3d) & talking too much.

## EDUCATION

• BA with Honours Degree from The University of West England.

• Distinction, NVQ from The Henley College.

• Merit Art & Design Foundation from The Henley College.

## WEBSITE



## CLIENT LIST

Randon/Penguin • Scholastic • David Fickling Books • Walker Books • Red Fox • Macmillan • Frances Lincoln • Hodder Childrens (Hachette imprint) • Albin Michel • Feiwei & Friends • Tamerind • Gottmar • Aschehoug & Co • WSOY • The Phoenix Comic • Channel 4 • Clever productions

## AWARDS

• Winner Grand Prix du Jouet, in the special needs category 2023  
• Shortlisted for the V&As best illustrated book award 2013  
• Shortlisted for the UKLA book prize 2014  
• Shortlisted for the STEAM book prize 2019  
• Nominated for the Carnegie Award (Kate Greenaway) 2013  
• Nominated for the Carnegie Award (Kate Greenaway) 2014  
• Nominated for the Carnegie Award (Kate Greenaway) 2016  
• Nominated for the Carnegie Award (Kate Greenaway) 2018

## PUBLISHED WORKS

**Picture Books:** When it Snows (2012) - (author & Illustrator) David Fickling UK, Feiwei & Friends (macmillan) US, Albin Michel FR • Lionheart (2016) - (author/illustrator) David Fickling Books UK, Scholastic US • The Tiny Little Rocket (2018) - (illustrator) David Fickling Books UK, Scholastic US. Book of Wonder (TBA) - (illustrator) David Fickling Books UK, Scholastic US.  
**Illustrated Books:** Mission Telemark 2010- (illustrator) Walker Books UK & US • Blackberry Blue (2014)- (illustrator) Tamerind.  
**Book covers:** Trash- Andy Mulligan • The boy with 2 heads- Andy Mulligan • Shadow of the Wolf- Tim Hall • The Deserter Penda O Guillin • The Future King- Tom Huddleston • Keras- Simon Rae • Medusas Butterfly- Simon Rae • We- John Dickinson • The Last Minute- Eleanor Updale • Words in the Dust - trent Reedy • Catacomb City 1&2- Hilary Wagner • Fenn Hallin 1 &2 - F Armour Chelu • Secret Breakers series - HL Dennis • The Power of Three Orphan of the Flames The Knights of Neustria The Pirates Sword The Circle of Fire.  
**Jeux de société:** Busanga • Topsong • Alphabet  
**Sablimage:** Licorne mini • reptiles • Inseparables • Masques (Art et Creation) • Chat Humain • Sport 2021.  
**Aquarellum:** Noel Junior • Dinosures Junior • Princesses junior- Ballerines Junior • Musketeers Junior • Cheval live • Papillon live • Poisson live • Explorateurs live • Licorn mini • Elephants mini • Chats mini • Carrousel mini • Collector signes • Collector live • Jardin Japan Giant • Amazon Grand • Fond Marin Grand.  
**Colorizy:** ANIMAUX DE LA FORÊT • Réf: 4509 DAUPHINS • Réf: 4507 LICORNES • Réf: 4511 ZEBRE ET LEOPARD • Réf: 4502 FONDS MARINS • Réf: 4512 Animaux asiatiques  
**Planet Science:** System solar • Optique et lumiere.  
**Art et Creation:** Hibou diamonds • Origami (2023)  
**Calypto Puzzles:** Licorn 1000 pieces • Tresor du Dragons 200 pieces • Sports de hiver Recherche et trouve 250 pieces • Ferme et Ville 24 piece • château Fort 1000 piece.