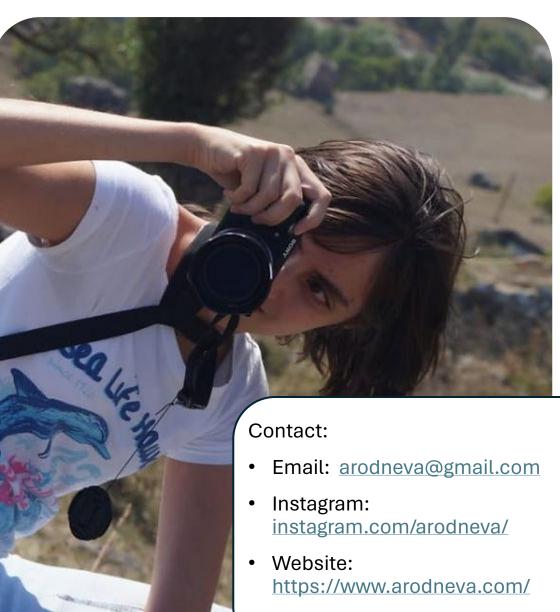
Storyboard Portfolio

Aleksandra Rodneva

About

A multidisciplinary artist with a passion for creating visual artwork. Traditional, mixed media and digital drawing and painting are her primary practises, with an extra interest in 2D animation, storyboarding, comic and illustration.



• Phone: 647-739-5341

Education

- 2021-2024 BFA in Fine Arts, Major in Drawing & Painting Specializations: Expanded Animation
 Department of Faculty of Art
 OCAD University, Toronto, ON
- 2019-2021 Ontario College Diploma in Fine Arts Studio
 Department of Fine Arts
 Centennial College, Toronto, ON
- 2018-2019 Ontario College Certificate in Art and Design Fundamentals
 Department of Fine Art
 Centennial College, Toronto, ON

Technical Skills

- Painting (gouache, acrylic, oil)
- Drawing (graphite, charcoal, chalk, sepia, sanguine, color pencils, watercolor, ink)
- Digital media (Adobe Photoshop, Adobe Illustrator, After Effects, Corel Painter)
- Sculpting (clay, wire, polymer clay, paper mache, gypsum, wax

Exhibitions

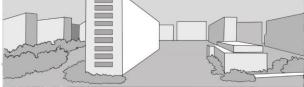
Commissions

- 2022 16th Annual TAIS Animation Showcase, ANYJAM, The Royal Theatre, Toronto, ON
- 2021 Group Exibition, The Show About Stories, Gerrard Art Space Gallery, Toronto, ON
- 2021 Community Art Installation, Neighbourhood Garden, Scarborough Anchor Institutions, Scarborough and Toronto, ON
- 2021 Online Digital Book Group Exhibition See Saw, Flipsnack.com,
- 2021 Group Exibition See Saw (Online Group Exhibition), Leslie Grove Gallery, Toronto, ON
- 2020 Group Exhibition, Metamorphosis, Urban Gallery, Toronto, ON
- 2020 Group Exhibition, FASSIE EXPRESS, Centennial College, Toronto, ON

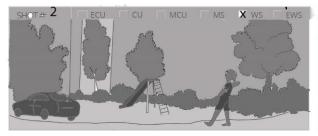
- 2021 photography and drawings for group art installation for the Scarborough Hero Awards
- 2021 Illustration commission for Global Citizenship: From Social Analysis to Social Action (GNED 500)
- 2020 Illustration commission Academic Plan 2021-2025 Building Leaders
- and Changemakers

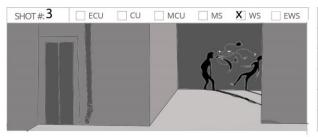
"I'll be there" Storyboard





City from		
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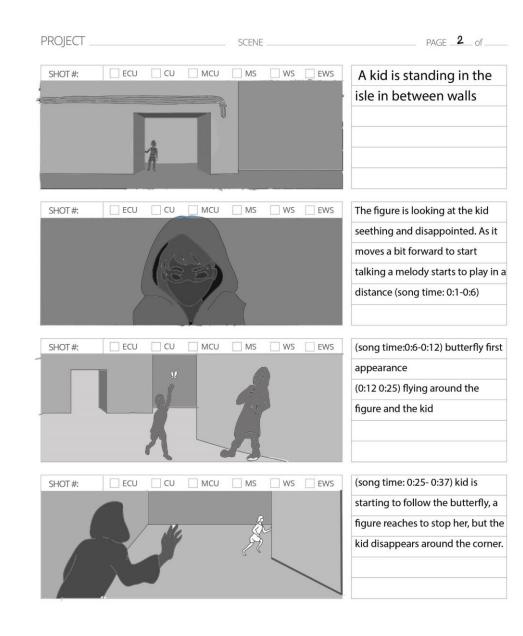


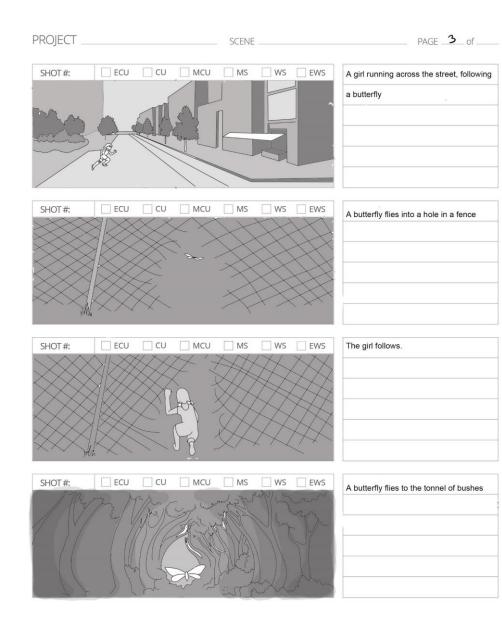


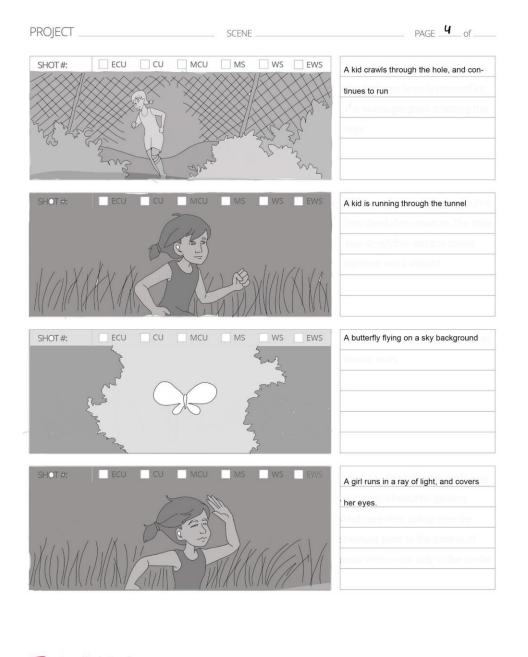
SHOT #: 3	ECU	🗌 CU	X MCU	MS	WS	EWS	Afi
							cor
			2 mars				by
			AND-	$ \rightarrow $			kid
			126				
			78				

surrounde	ed by tall, gray yellowish buildings.
On kid is	throwing found metal piece like a
boomerar	ng

- In the corridor between buildings, there's a rude laugh an annoying voices. A shadow suggests that someone is being surrounded. One of the shadows steps closer to the smaller shadow, but the vines, flytraps and other plants extend from its mouth and eyes knock everyone out.
- A figure in a mask and a hood (close up) is coming towards the screen. It almost gets hit by the a metal piece that was thrown by a kid

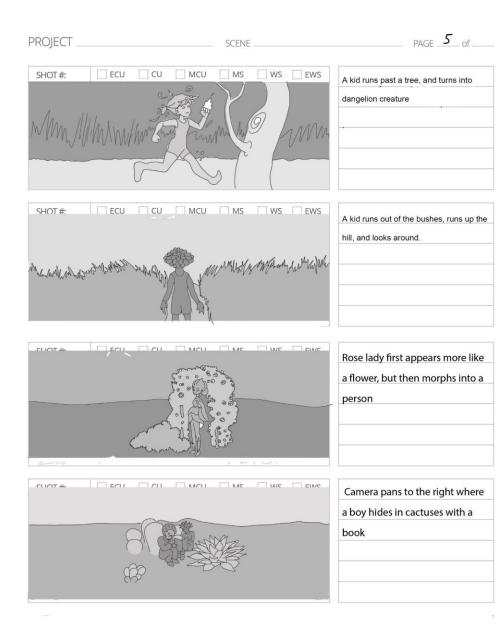






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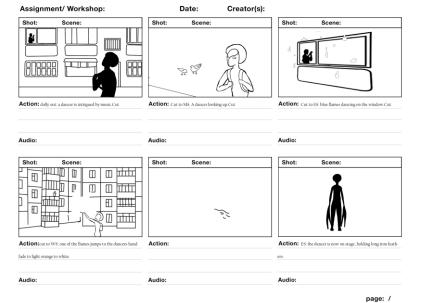
SHOT #: 1 ECU CU MCU MS	WS X EWS Violet di	
	violet gi	I is sitting on a tree, playing with dra vith flowers behind her back in a forr
	of wings	
	~~~~	
	X WS EWS	
	A butterf	ly flies near flytrap.
and a second a second a second a second a second a second a		
	·····	
SHOT #: <b>3</b> _ ECU _ CU _ MCU _ MS	X WS EWS	
		to white, fade out back
	WS EWS	itting on a fly trans
м, 🌰	Alaeap	pears sitting on a fly trap.
alle		

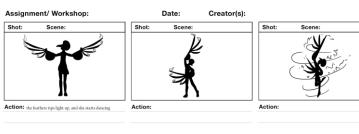
### "Flamekeepers" storyboard

Assignment/ Workshop:	Date:	Creator(s):		Assignment/ Workshop:	Date: Creator(s):	
Shot: Scene: Scene: Shot: Scene: Scene: Shot: A scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Scene: Sce	one Action: Cut to : a star appearing on t	he black sky. Cut.	Shot: Scene:	Shot: Scene: + Action: Cut to: MS from the back: The musivian is looking at the star. Group of birds is flying by. Cut	Shot: Scene:	Shot: Scene:
Audio: Haunted guitar sounds	Audio: Light ringing		<b>Audio:</b> street noises, sounds of a loud argument on a distance	Audio:	Audio:	Audio:
Shot: Scene:	Shot: Scene:		Shot: Scene:	Shot: Scene:	Shot: Scene:	Shot: Scene:
Action: Cut to ES: The musician is putting his guitar on the	sofa, <b>Action:</b> He is now leaning on the wir		Action: Cut to: FS: a part of a building is seen, the musician is in	Action: Cut to CU: a hand is grabbing a guitarFade out to light	Action:	Action: ES: a building with a musician playing guitar on a left
gettig up and walking towards the window.		1	the center window. Heis looking down first, but then rises his head.	bluegreen to white.		upper window. dolly out
Audio: street noises, sounds of a loud argument on a distant	Audio: street noises, sounds of a lou getting quieter	d argument on a distance are	Audio:	Audio:	Audio:	Audio:

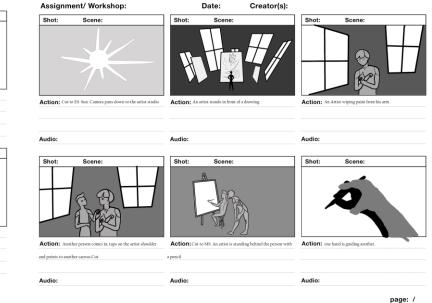
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Date:

Assignment/ Workshop:	Date: Creator(s):	
Shot: Scene:	Shot: Scene:	Shot: Scene:
Action: fade out to yellow to white	Action: a artist surrounded students. His cleast is glowing	Action: Cancer doly out of the window and further, showing
	bright yellow flame.	the light house.
Audio:	Audio:	Audio:
Shot: Scene:	Shot: Scene:	Shot: Scene:
Action:	Action: riferent perfe (ulhosette) ar walking towards d	Action: The light shares to camera
	Different people (silhouettes) are walking towards th	ine ngnt shines to camera.
Audio:	Audio:	Audio:

Assignme	nt/ Workshop:		Date:	Creator(s):		
Shot:	Scene:	Shot:	Scene:		Shot:	Scene:
		(			Ą	
Action: transit	ion to lamp.	Action: The	e lamp falls		Action: cut t	o CU feet and fallen lamp.

Audio:

Shot:

Audio:

Scene

Action: Hands are melting. Cut

Audio:

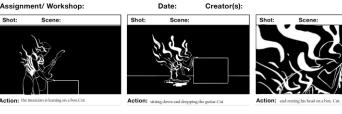
Chat

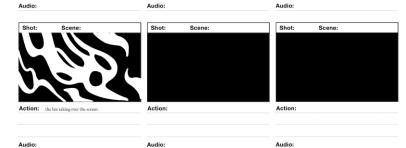
Audio:

Action: fire intencifies . Cut

Creator(s):	Assignment/ Workshop:	
Shot: Scene:	Shot: Scene:	Shot
Action: cut to CU feet and fallen lamp	Action: the musician is learning on a best Cut	Action
COLOCO DOC AND IMPORTING.	ACTION: the manufacture of a concess	Act

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Audio:

Shot:

Audio:

Scene

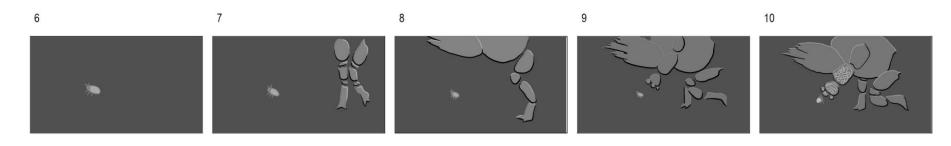
Action: MS a musician is playing guitar, melting.

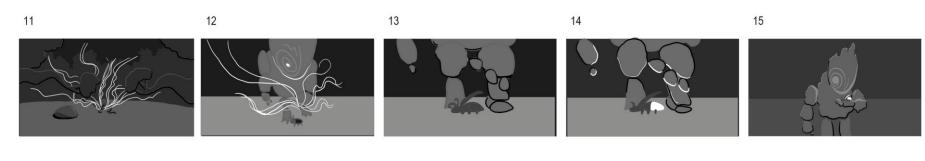
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### "In the dark" Storyboard

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