



PORTFOLIO





«Artist». Mmm... Be more specific

Since September 2008, I'm a freelance illustrator and, ever since, I have also developed my skills as motion designer and photographer. I graduated from the EMILE COHL school and ICOM (Lyon, France) and I now carry out assignments in Games publishing companies and audiovisual agencies. I mainly work with the Adobe suite (Photoshop, Illustrator, Indesign, Premiere, After Effect), and with Blender.

RESUME

PROFILE & CONTACT

paulinedetraz@gmail.com

+33 6 61 23 55 39

paulinedetraz.fr



EDUCATION

ICOM LYON - 2010

University Diploma in Communication and Computer Design

ECOLE EMILE COHL LYON - 2008

Diploma in illustration and design

LYCEE DE LA VERSOIE THONON LES BAINS (74) - 2004

Literary Baccalauréat, Fine Art option

ART-SCHOOL TEACHING

ICAN

EFET Studio créa

ESUP COM

MODART

(Campus Science U (LYON 69))

SOFTWARE SKILLS

Ps

Id

Ai

Ae

Pr

Lr



INTEREST



Illustration
Concept art
Digital Painting



3D Illustration
Modeling
Sculpting



Photography
Événement
Institutional



Editing
Production
Motion design

CAMERA :

Canon EOS 5D Mark III

LENSES :

Sigma 24-70 f/2.8 DG HSM

Canon EF 50 mm

Canon 70-200 f/2.8L IS II USM

Tamron SP 150-600mm F/5-6.3 VC USD G2

ILLUSTRATION WORK

GIGAMIC

RAVENSBURGER

BLUE ORANGE

LA BOITE DE JEU

BANKIII ÉDITION

LUDONAUTES

JEUX OPLA

BORDERLINE EDITIONS

KYF ÉDITION

BAD LUCK GAMES

SUBVERTI

JEUX FK

MOTION DESIGN WORK

ATELIERS BK (LYON 69)

EO-PRODUCTION (LYON -69)

CHANEL (PARIS 75)

INTERLUDE SANTÉ (LYON - 69)



ISOMETRICAL ILLUSTRATION

I use isometric illustration in most of my projects. It allows for great freedom in the design of my illustrations, as it offers unlimited perspective.

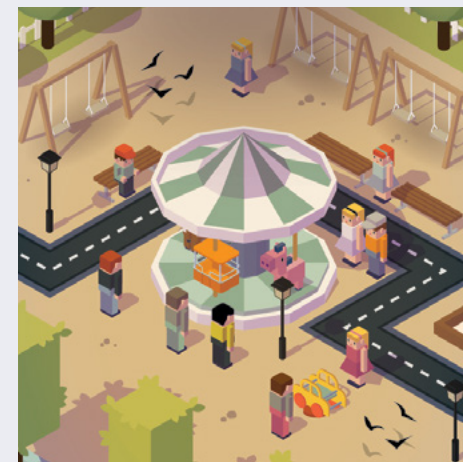
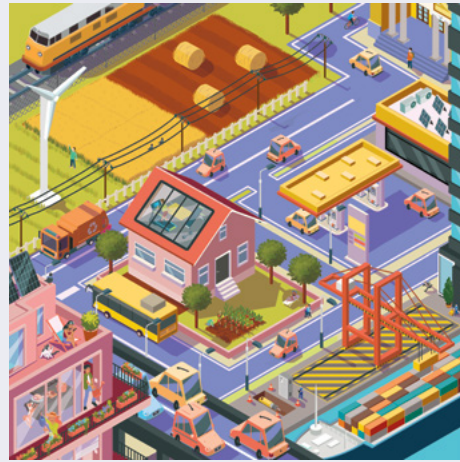
ILLUSTRATED PROJECTS:

Dicycle race.

published by Banana Smile.
Board game designer:
Pascal Hugonie

Le jeu de l'énergie.

designed and published by ASTS.





ISOMETRICAL ILLUSTRATION

ILLUSTRATED PROJECTS:

Cartzzle Brocéliande,
published by Banana Smile.
Board game designer:
Pascal Hugonie





CHARACTER DESIGN

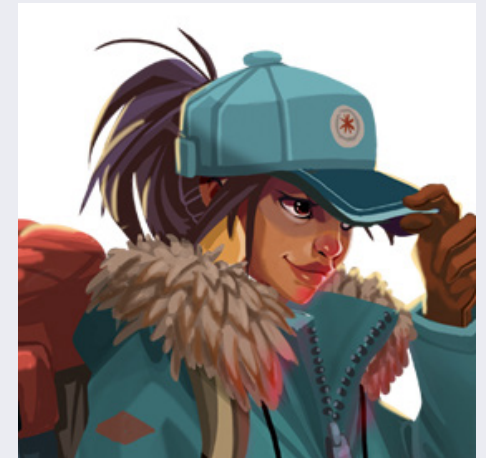
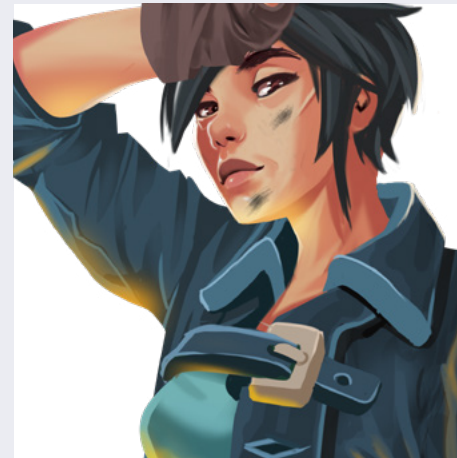
The character design I propose is adapted to each new game, to give it its own identity.

ILLUSTRATED PROJECTS:

Gravity stones.

published by Bankiiz édition.
(Canceled)

Board game designers:
Johan Benvenuto, Bertrand Arpino





CHARACTER DESIGN

ILLUSTRATED PROJECTS:

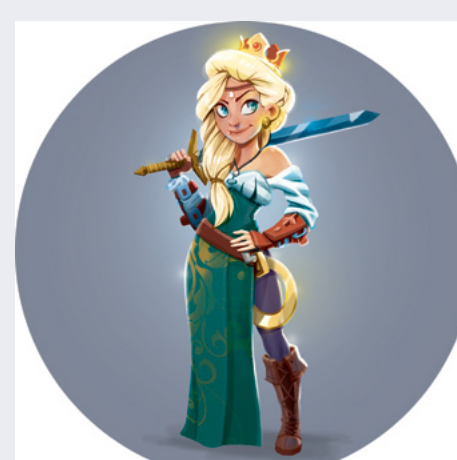
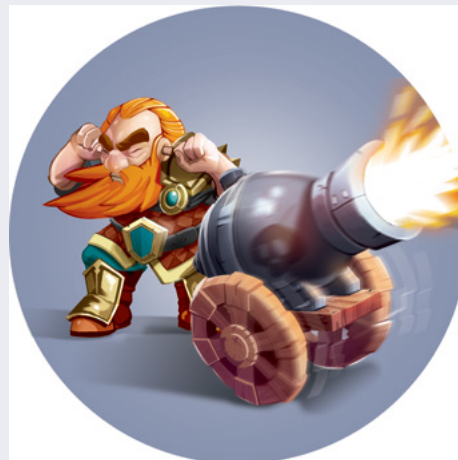
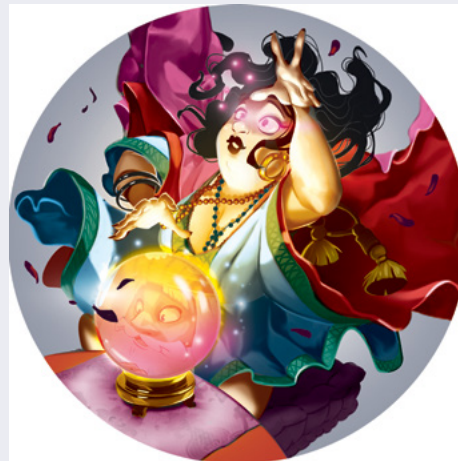
Medieval pong,

published by Ravensburger.

Board game designers:

Didier Lenain-Bragard

Jonathan Favre-Godal





CHARACTER DESIGN

ILLUSTRATED PROJECTS:

The vegetables,

published by Blue orange.
(Canceled)

Board game designers:

Johan Benvenuto

Alexandre Droit.



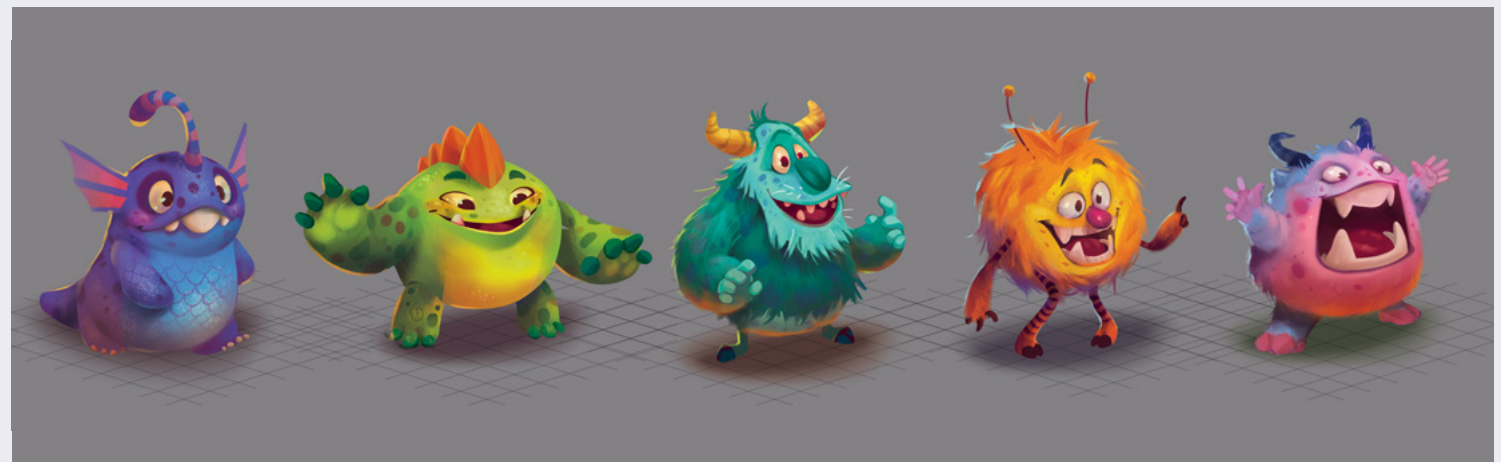
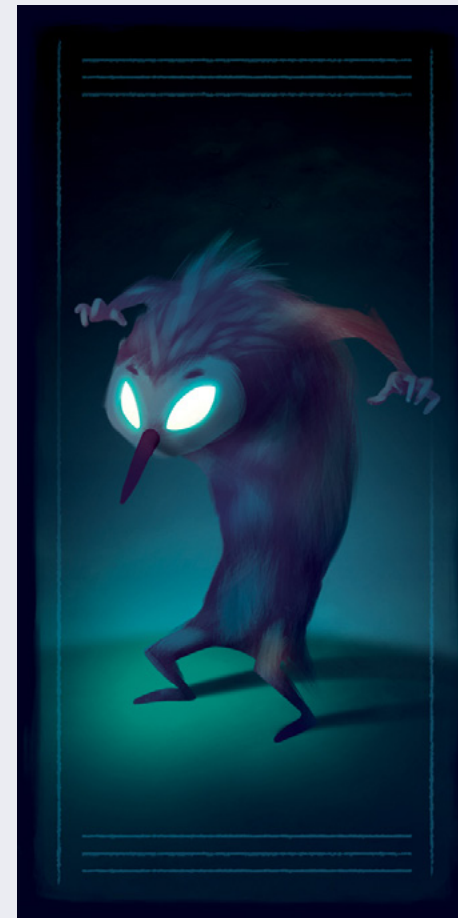


CHARACTER DESIGN

ILLUSTRATED PROJECTS:

Monsters club,

published by Bad Luck Games.
Board game designer::
Alexandre Droit.





EDITION

ILLUSTRATED PROJECTS:

La voleuse de plume

Auto-published by Bastien
Lorenzatti





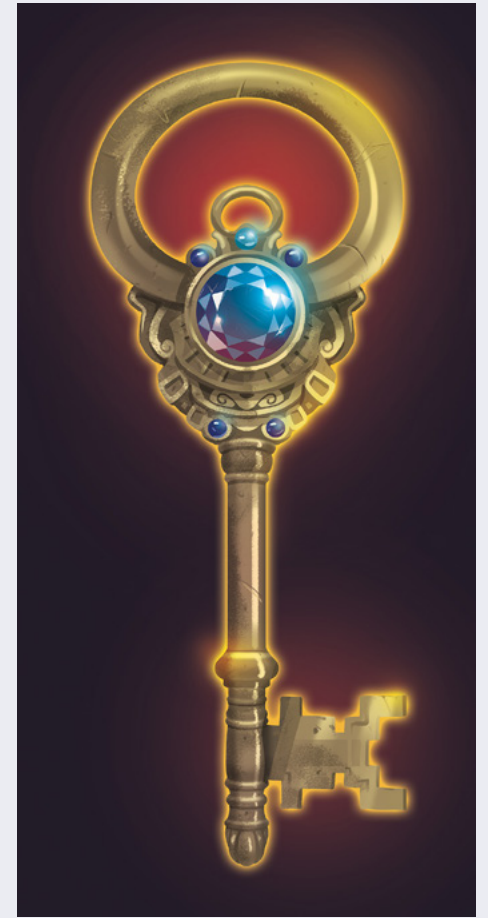
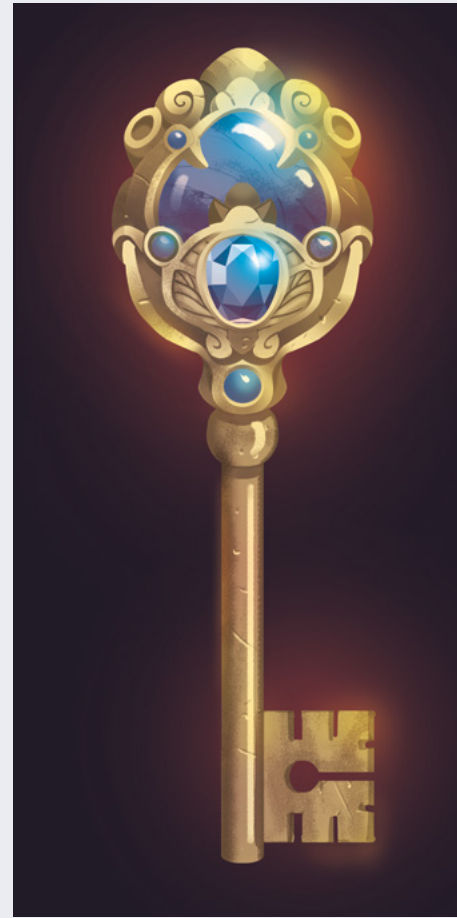
ITEMS

Objects are one of my favorite subjects when I'm illustrating a game. I love studying their materials and the way they're lit.

ILLUSTRATED PROJECTS:

Ghosts stories,

published by Happy Baobab.
(on hold).





ITEMS

ILLUSTRATED PROJECTS:

Plonk,

published by Jeux Fk.

Au creux de ta main,

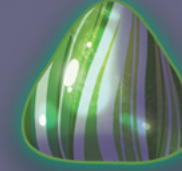
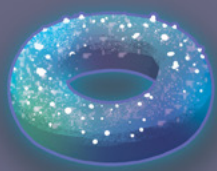
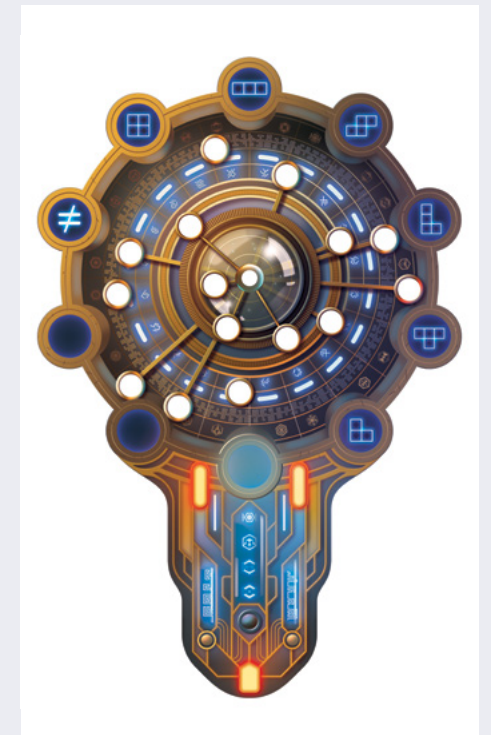
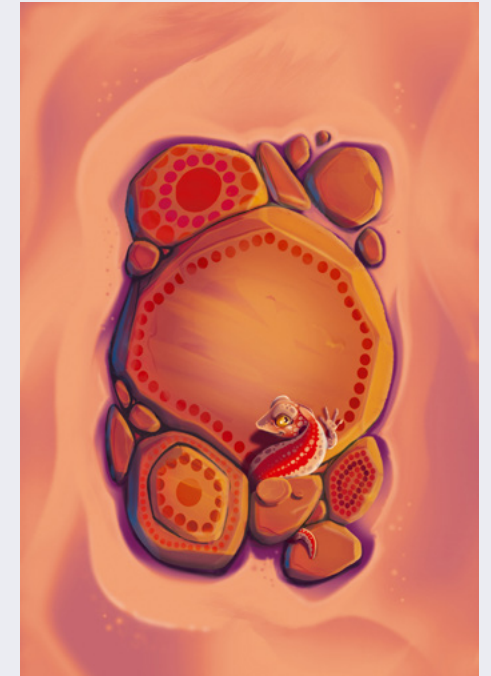
published by La Boîte De Jeu.

Archeologic,

published by Ludonautes.

Candies,

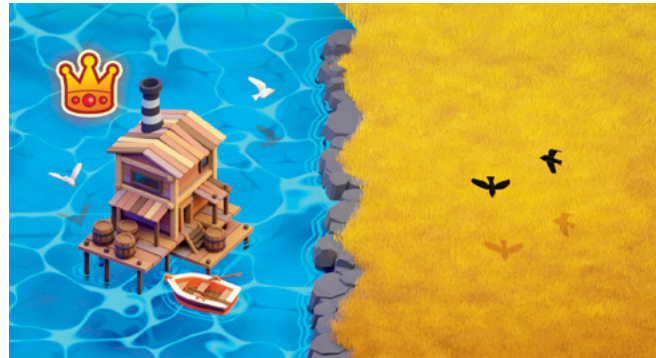
published by Bankiiz Edition.





TILE PLACEMENT GAMES

ILLUSTRATED PROJECTS:
KINGDOMINO, 2025 edition,
published by Blue Orange.



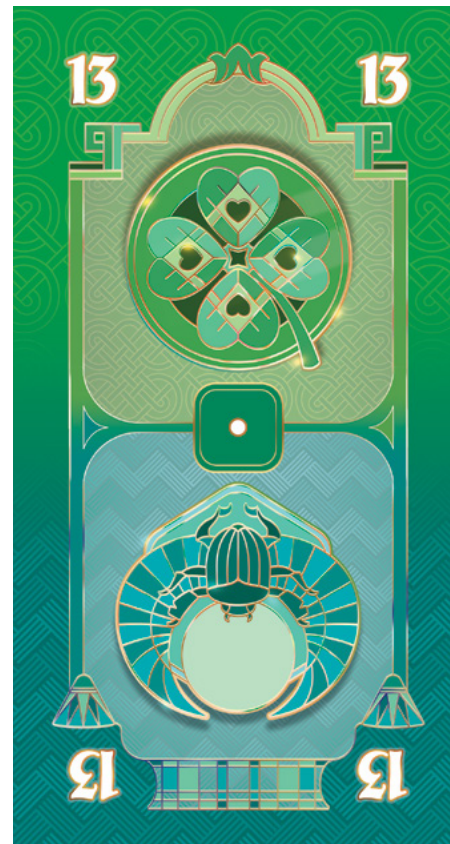


TILE GAMES



ILLUSTRATED PROJECTS:

Good Fortune,
published by Daimon play.

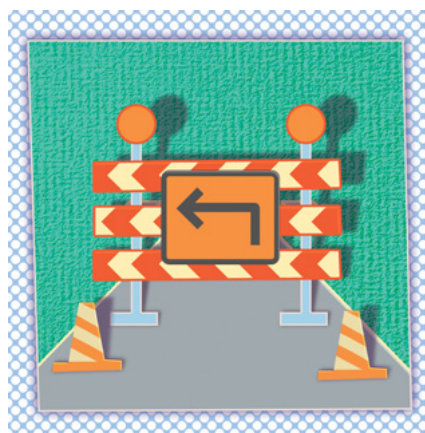
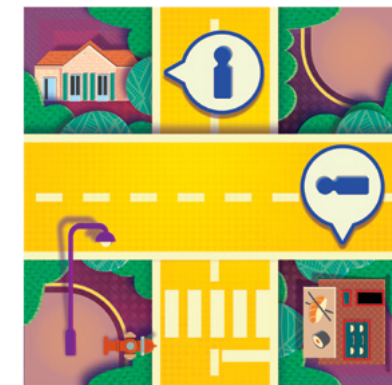
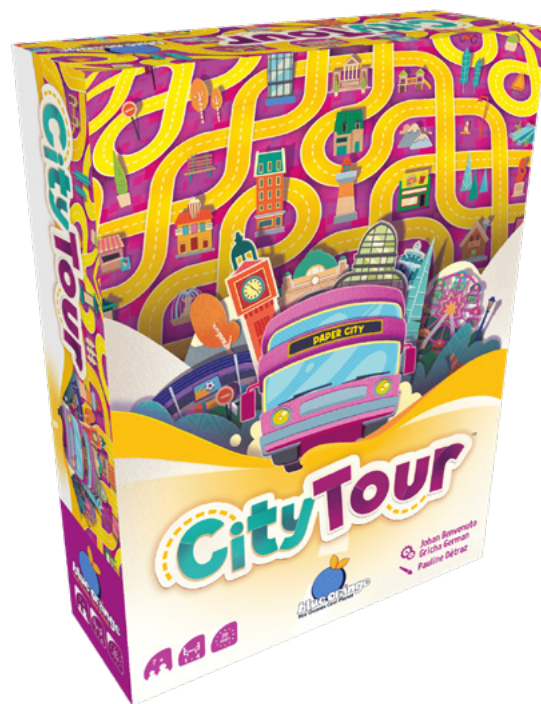




TILE PLACEMENT GAMES

ILLUSTRATED PROJECTS:

City Tour,
published by Blue Orange.





ENVIRONMENT

Environmental illustrations are also a great source of satisfaction when I'm developing a project. They offer great freedom of action and allow me to document the history of the places I have to represent.

ILLUSTRATED PROJECTS:

Diferencio.

published by KYF Edition.

Board game designers:

Aymeric Duperray, Victor

Saumont.

Co-illustrated with Nâïade.



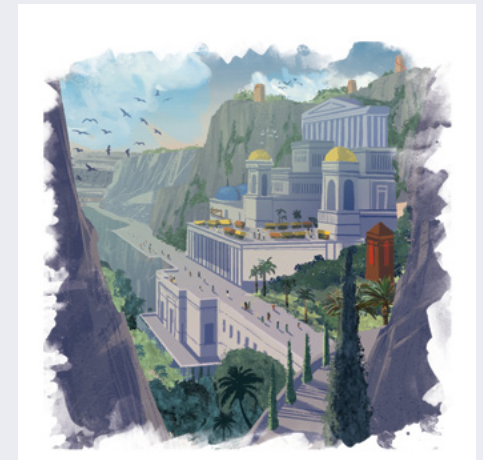
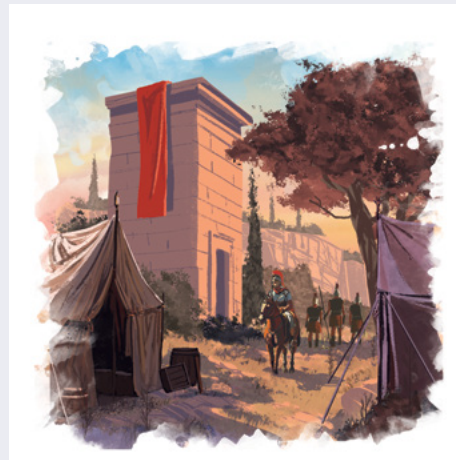


ENVIRONMENT

ILLUSTRATED PROJECTS:

Akropolis,

published by Gigamic.
Board game designer:
Jules Messaud





ENVIRONMENT

ILLUSTRATED PROJECTS:

Cover,

published by LGDBL

ARCHEOLOGIC,

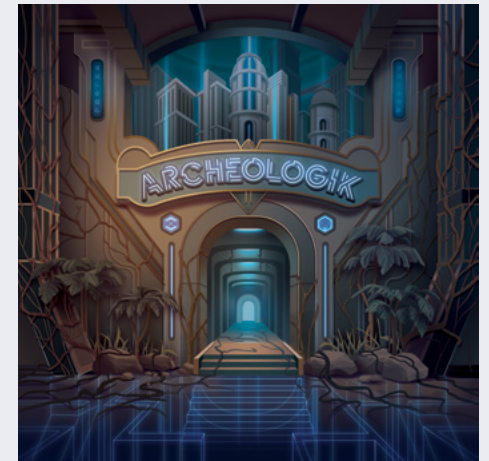
published by Ludonautes

Au creux de ta main,

published by La Boîte De Jeu



Ma nouvelle maison !



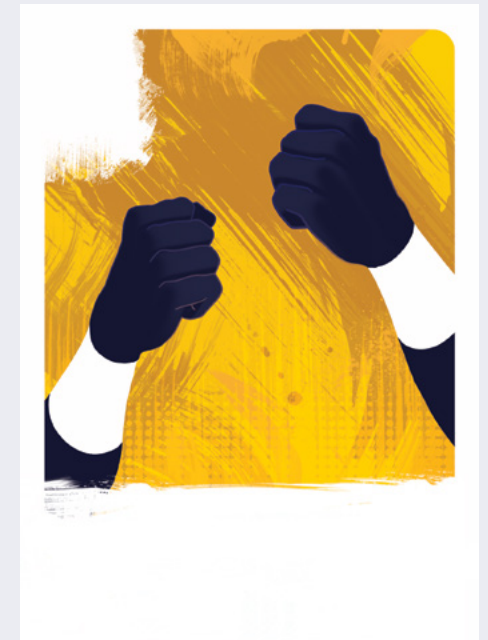
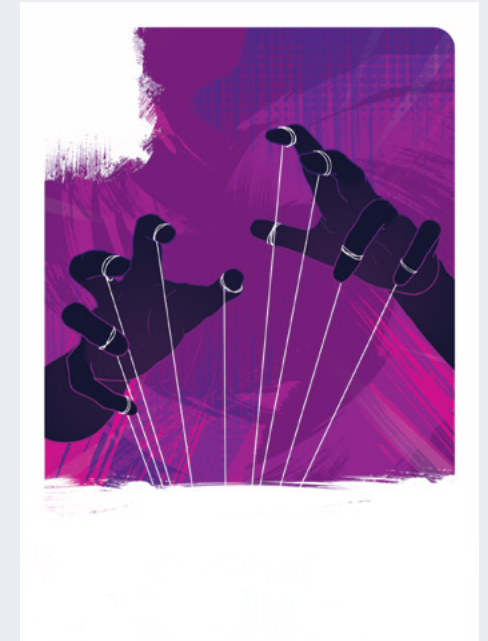


CARD GAMES

ILLUSTRATED PROJECTS:

Quickshot

published by Bankiiz Édition.
Board game designer:
Seiji Kanai.



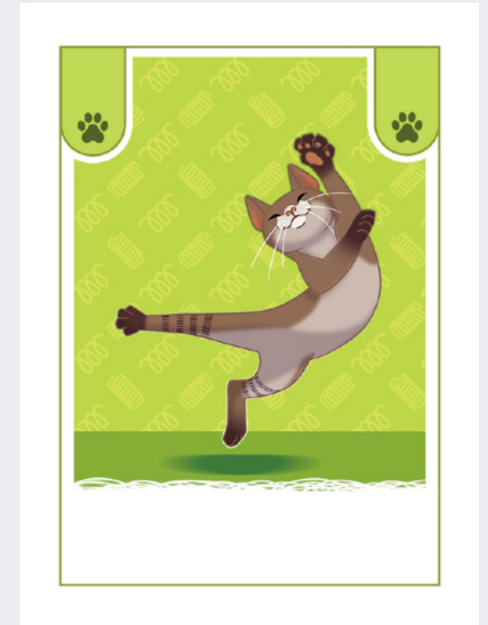
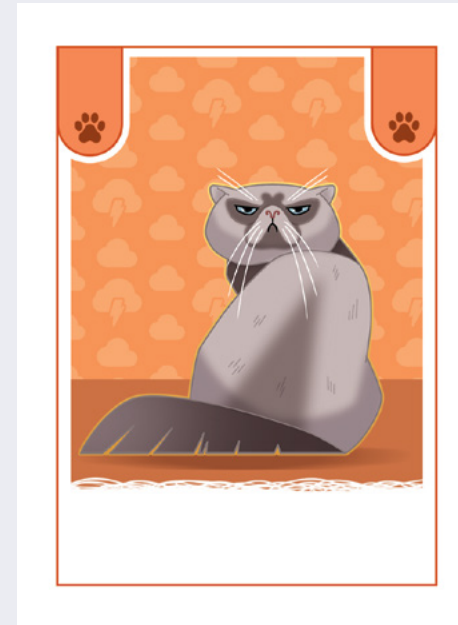
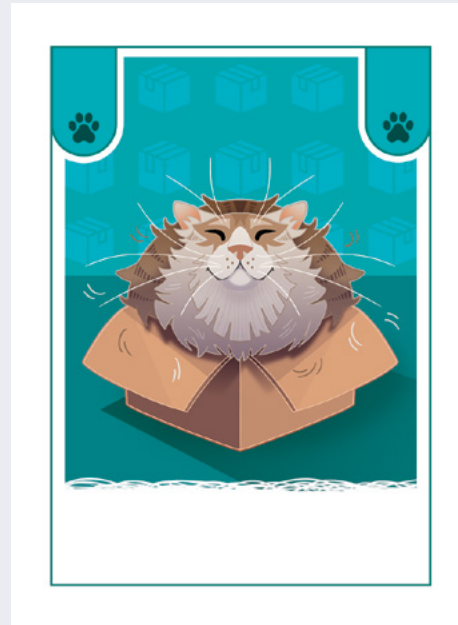


CARD GAMES

ILLUSTRATED PROJECTS:

Cat Days

published by Bankiiz Édition.
Board game designer:
Gareth Edwards.



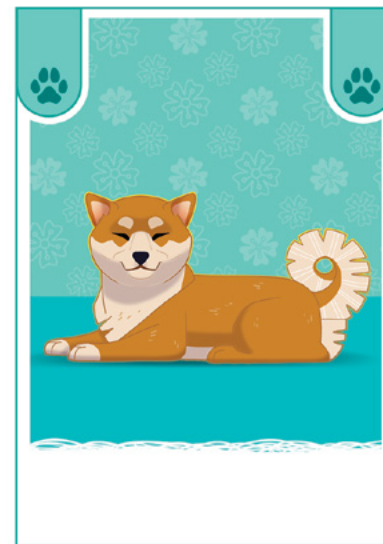
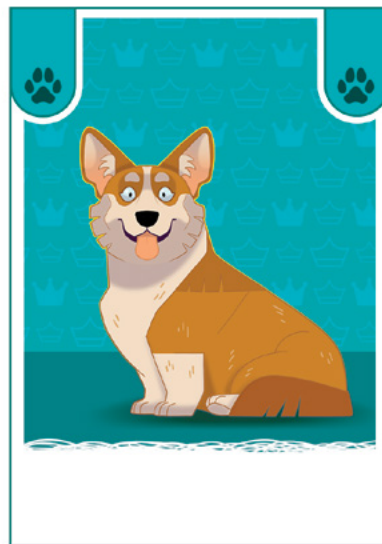


CARD GAMES

ILLUSTRATED PROJECTS:

Woof Days

published by Bankiiz Édition.
Board game designer:
Gareth Edwards.



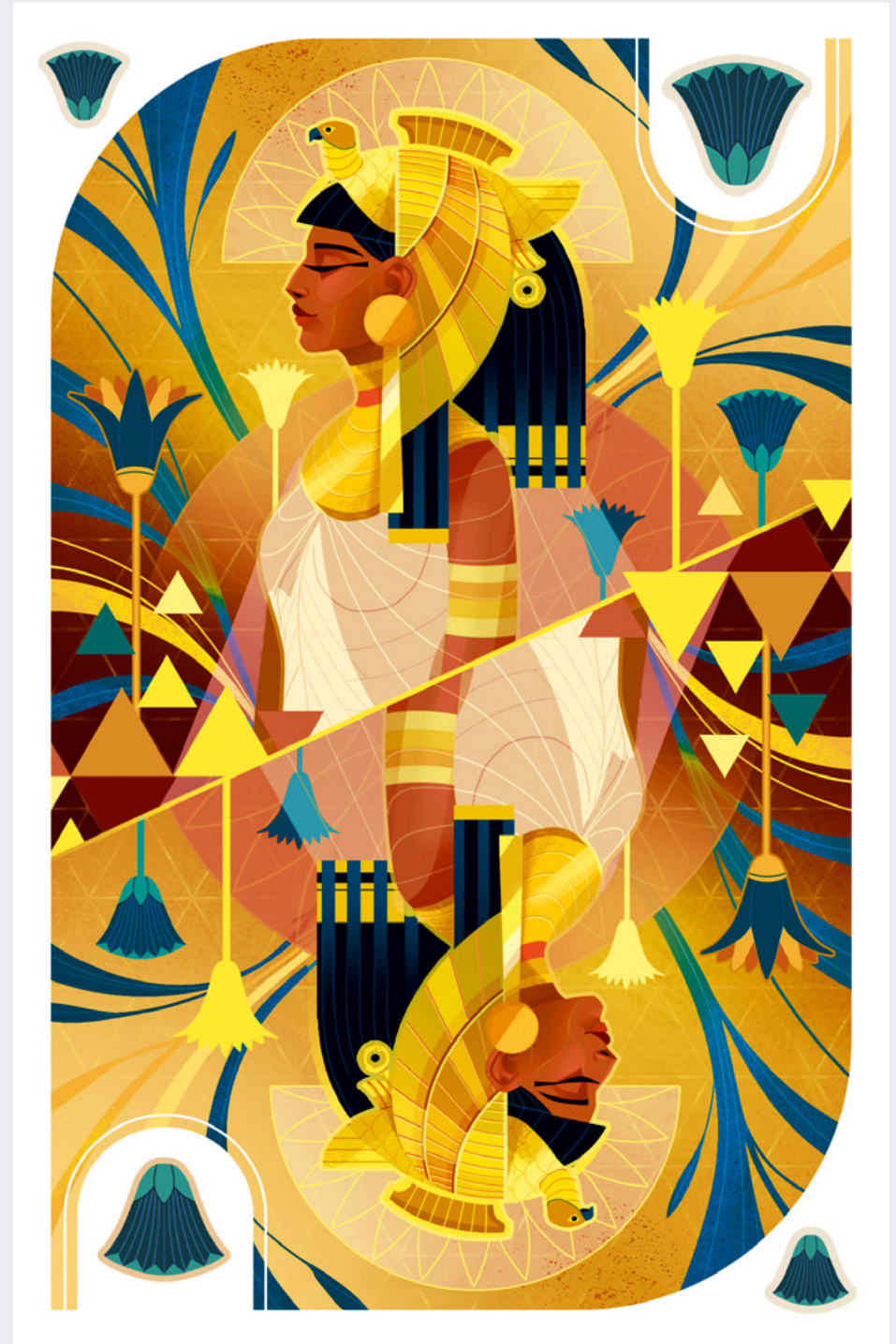
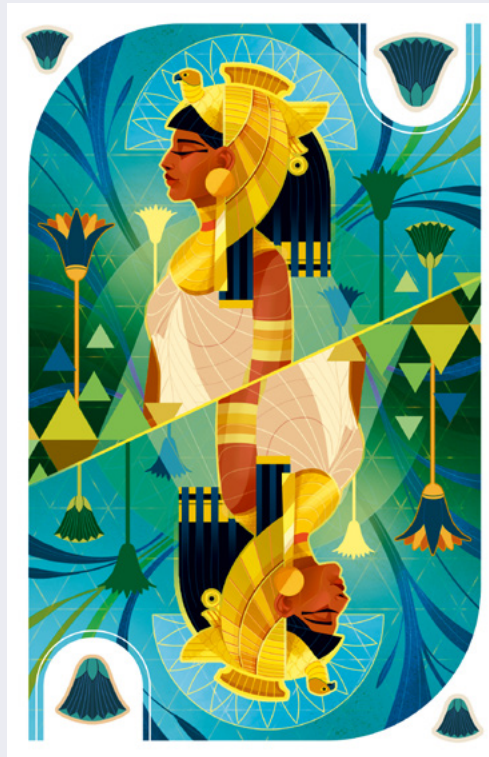


CARD GAMES

Each card game has its own code, whether it's a traditional card game or a modern deck game. The figures I represent must be designed to enhance game play.

ILLUSTRATED PROJECTS:

Khepri,
published by Lansay.
(Cancelled.)





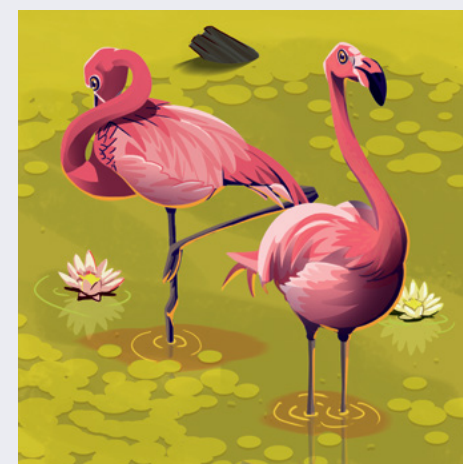
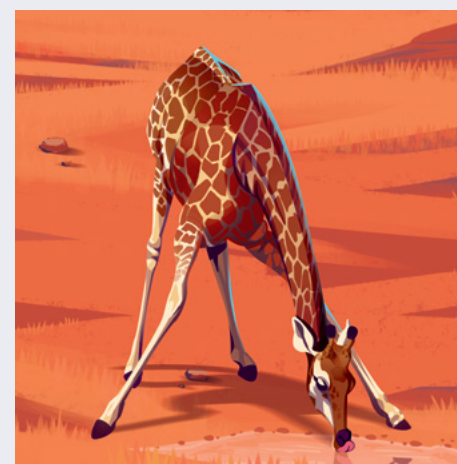
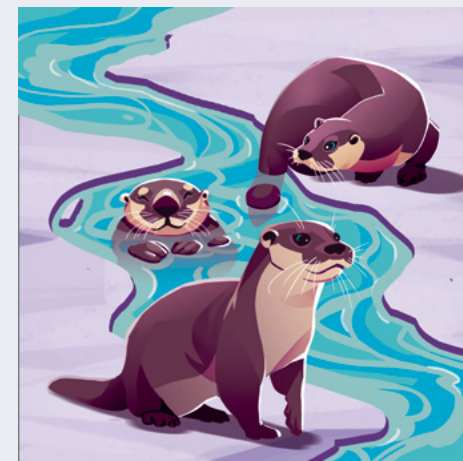
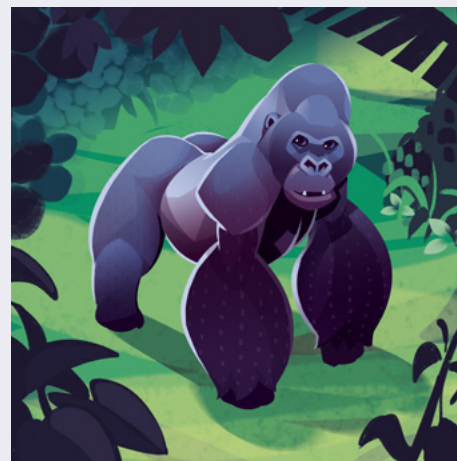
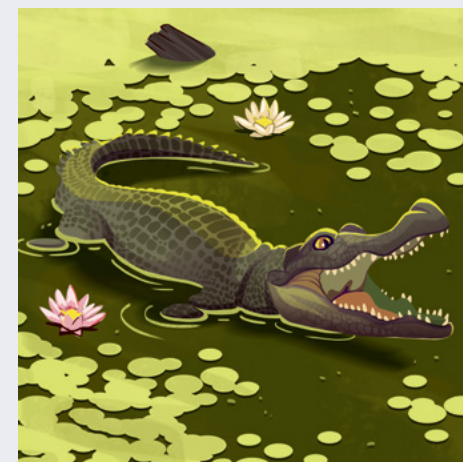
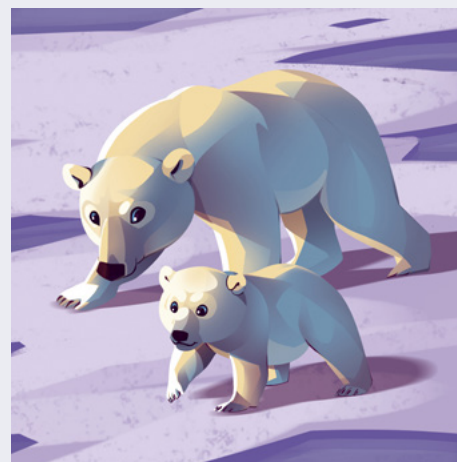
WILDLIFE CONCEPT

original concepts are sometimes quite far removed from the final result, and I find it always interesting to put them in perspective.

ILLUSTRATED PROJECTS:

NIMALIA,

published by La Boîte De Jeu.
Board game designer:
William Liévin.



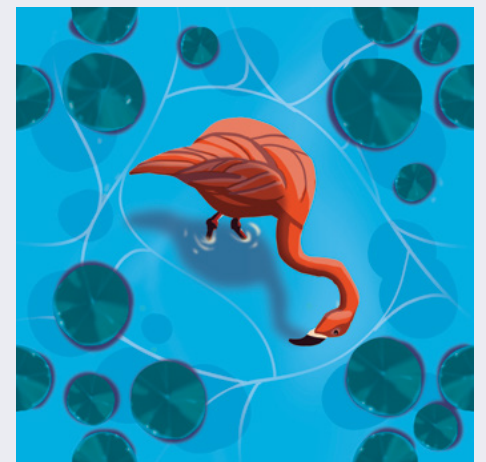
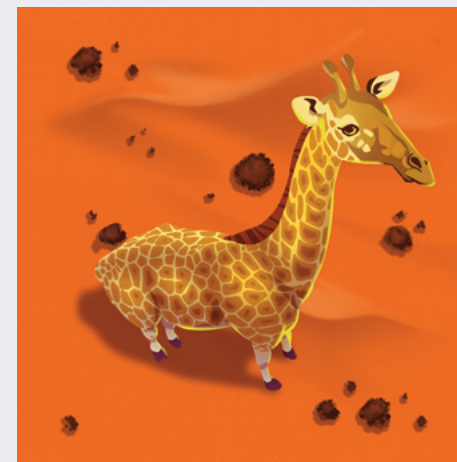
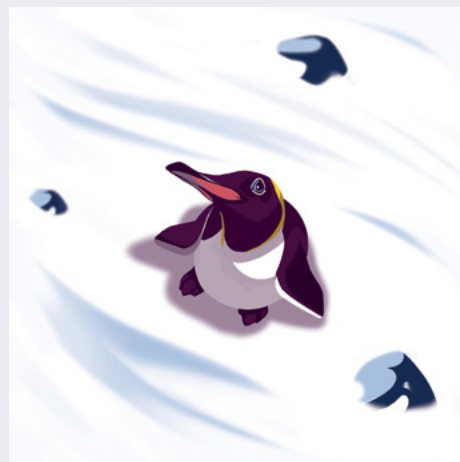
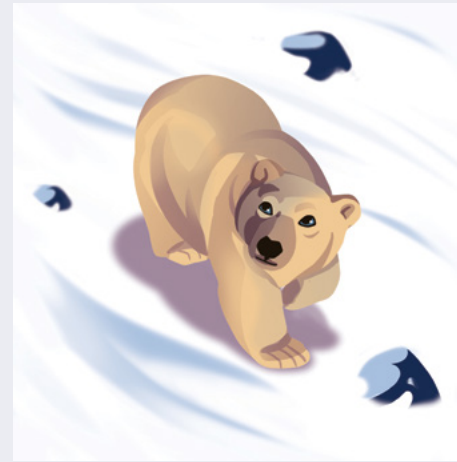


FINAL RENDER

ILLUSTRATED PROJECTS:

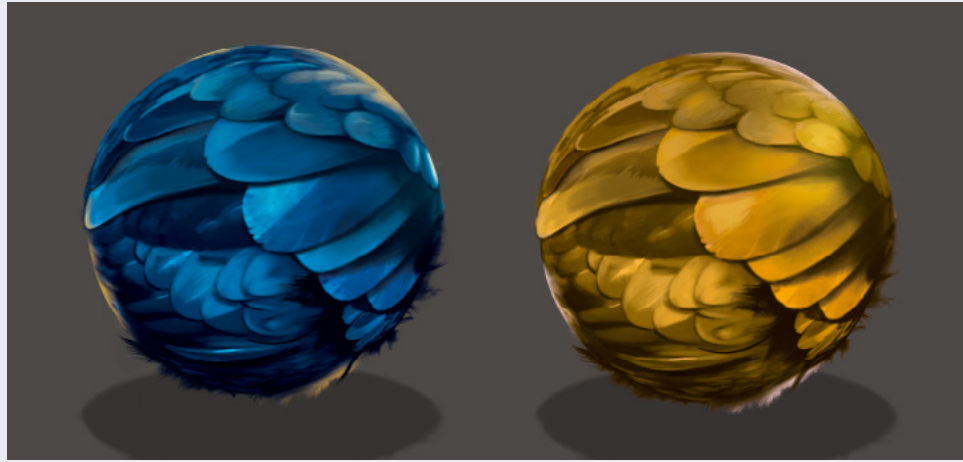
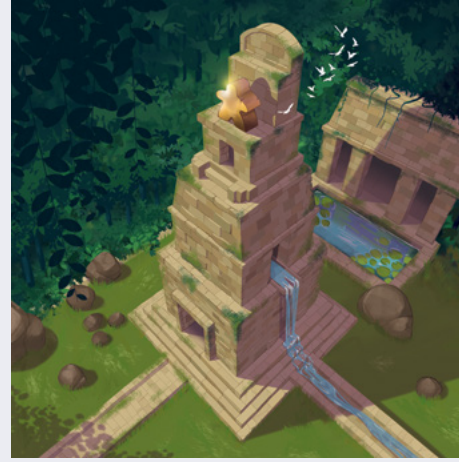
NIMALIA,

published by La Boîte De Jeu.
Board game designer:
William Liévin.





OTHER PROJECTS





OTHER PROJECTS

BOARDGAME FESTIVAL
POSTERS.





3D ILLUSTRATION

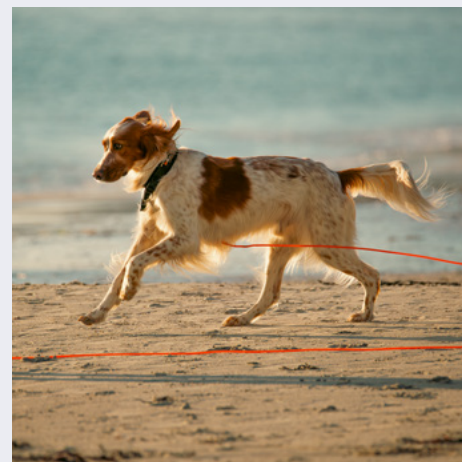
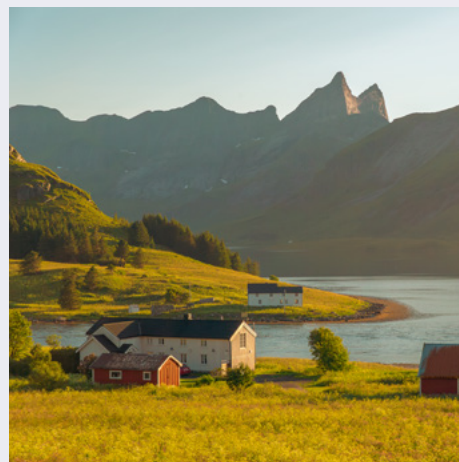
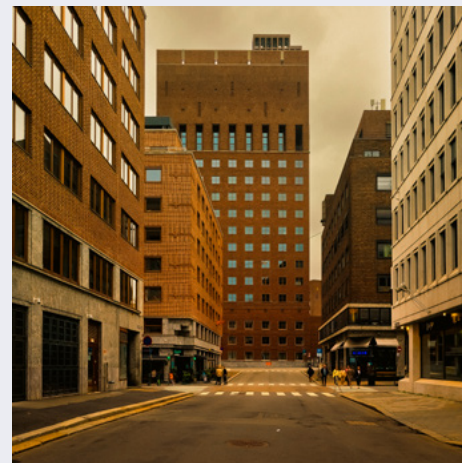
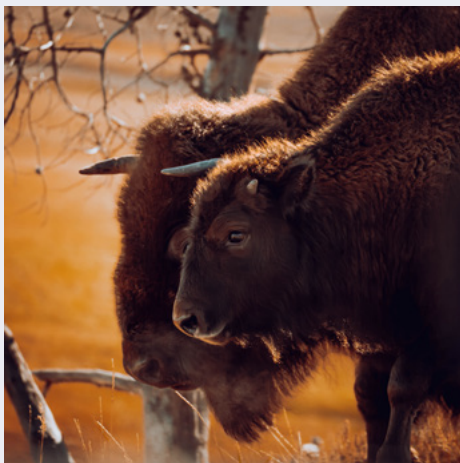
3d illustration opens up new possibilities. Compared to traditional or digital illustration, it allows the creation of complex environments that can be profiled for large-scale games, or that require precise views. It can also be used to create physical game elements.





PHOTOGRAPHY

Photography allows me to keep a curious eye on the world and recharge my inspiration. It's complementary to my work as an illustrator, but brings me the same passion for fundamentals such as composition, lighting, palette and so on.





PHOTOGRAPHY

I work on my pallets in triptychs because I find that the juxtaposition of shots gives them an extra narrative force.

