

DAAN VAN HAPERT
PORTFOLIO 2022

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'To see a world in a grain of sand and
heaven in a wild flower, Hold infinity in the
palms of your hand and eternity in an hour.'
- William Blake



plein air drawings, Planet Xancara, Hely Hutchinson reservoir (up),
Cape Town 2021,

PREFACE



I consider myself to be an allrounded person. I have a broad skillset and an unlimited range of interests and skills. Especially my visual and conceptual understandings and capabilities are worth pointing out. I am a classically trained draftsman with the mind and tools of a modern designer. I hope this portfolio gives an impression of these capabilities. Besides my conceptual and visual skills, I hope this document also gives some insights into my determined and flexible mentality. I have an eye for opportunities and solutions. I perform the best in teams that want to reach the limits of their capabilities. I like to be challenged every day and therefore I am willing to take on projects that do so.

If I stumble upon something that is beyond my knowledge I am eager to learn. I am a driven autodidact but happy to learn from experienced people that are willing to share. Learning is a gift, I wish to never stop doing it.

POSSIBLE FUNCTIONS

'Drafts & Crafts'

- Production designer (assistant)
- Concept artist
- Art director (assistant)
- Set decorator (assistant)
- Set design
- Set constructor
- Draftsman
- Scenic artist
- Sculptor
- Modelmaker
- Prop maker
- Storyboard artist



Reasonably functions as a clown too



plein air drawing, Skeleton Gorge, Cape Town 2021, a long climb upwards

CHARACTER DESIGN - FACES

2022

DRAFTING - CHARACTER DESIGN - CONCEPT ART

MATURITY



PROPORTION & GESTURE
quick studies, ink or pencil.



EXPRESSION Rapid minute studies in Ink.



CHARACTER Detailed studies in pencil

CREATURE CREATION

2022

CREATURE DESIGN - SPECIAL PROPS



Photography by
Thomas Weber



LIFECASTING



SCULPTING



MOLDMAKING



LATEX



DECORATING

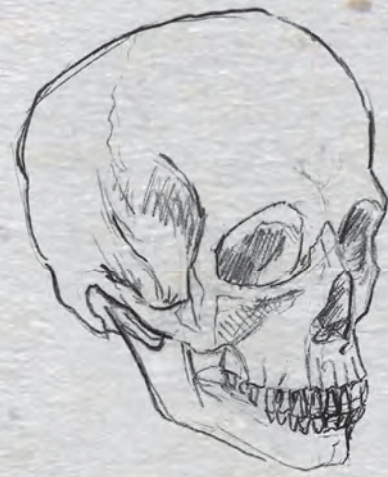


STAGING

BODY GESTURE & ANATOMY

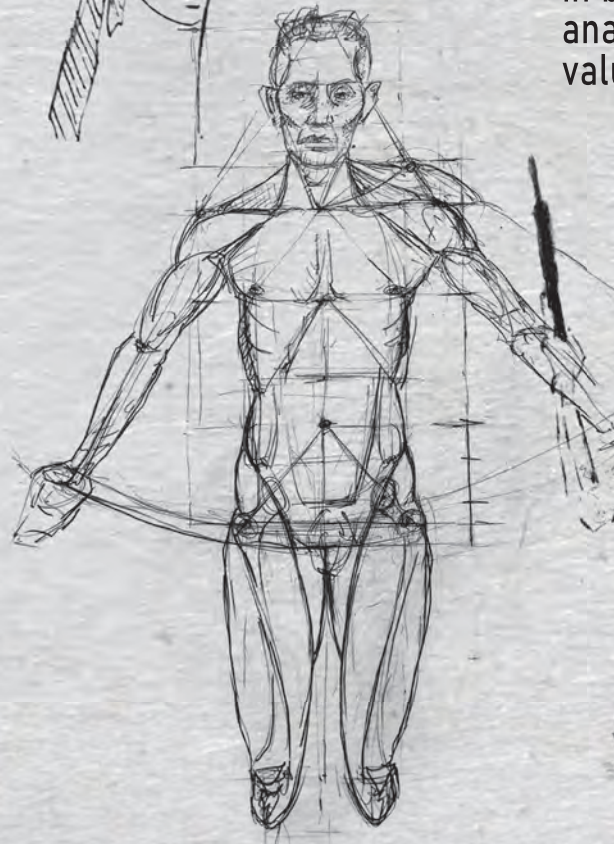
2020

DRAUGHTSMAN



BODY GESTURE & ANATOMY

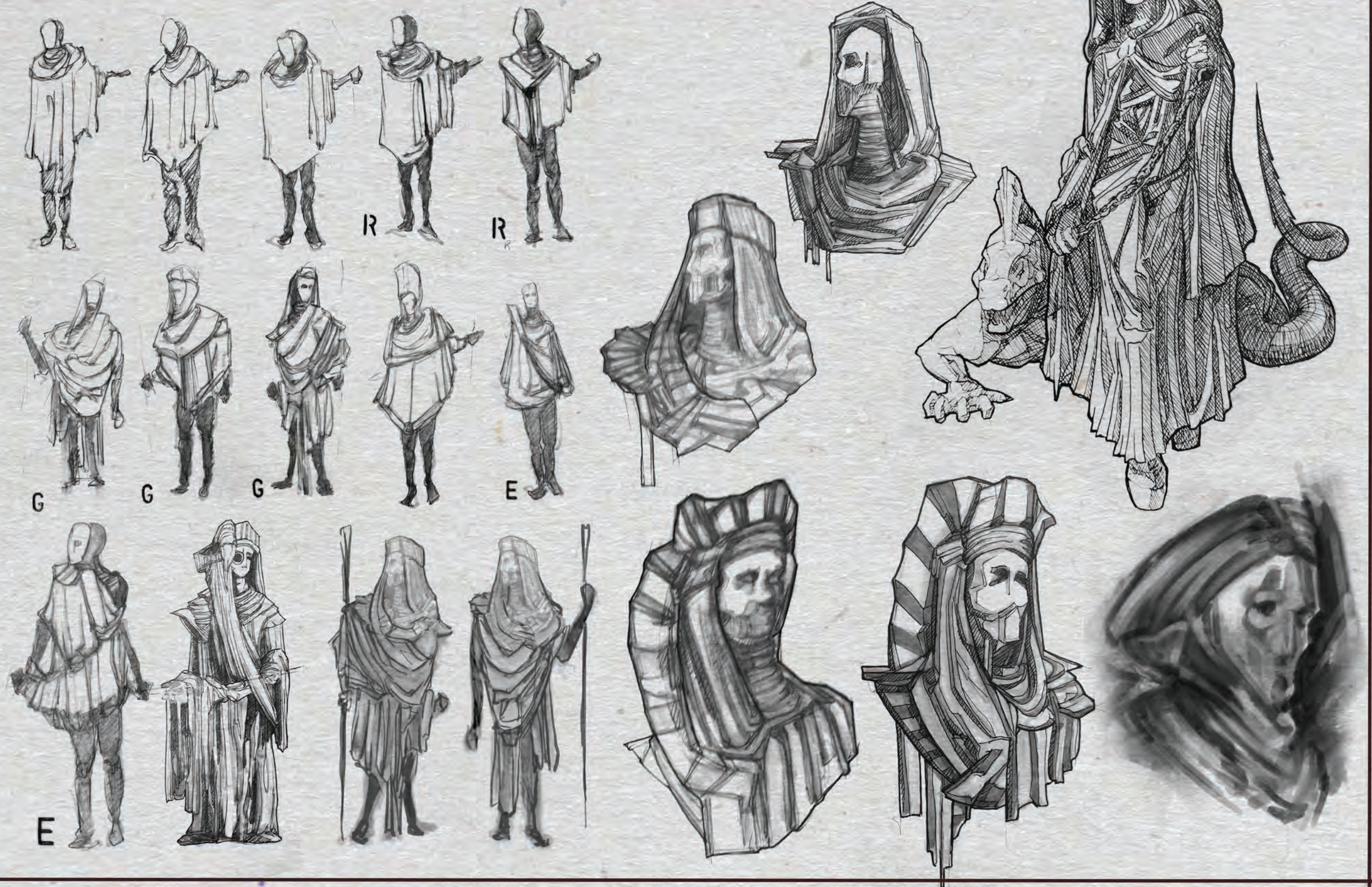
People move me in many ways. The motion in body language and the perfection in it's anatomy. Both are a very inspiring and a valuable training for me as a draughtsman.



CHARACTER DESIGN

2021

CONCEPT ART - COSTUME DESIGN - VISUAL DEVELOPMENT

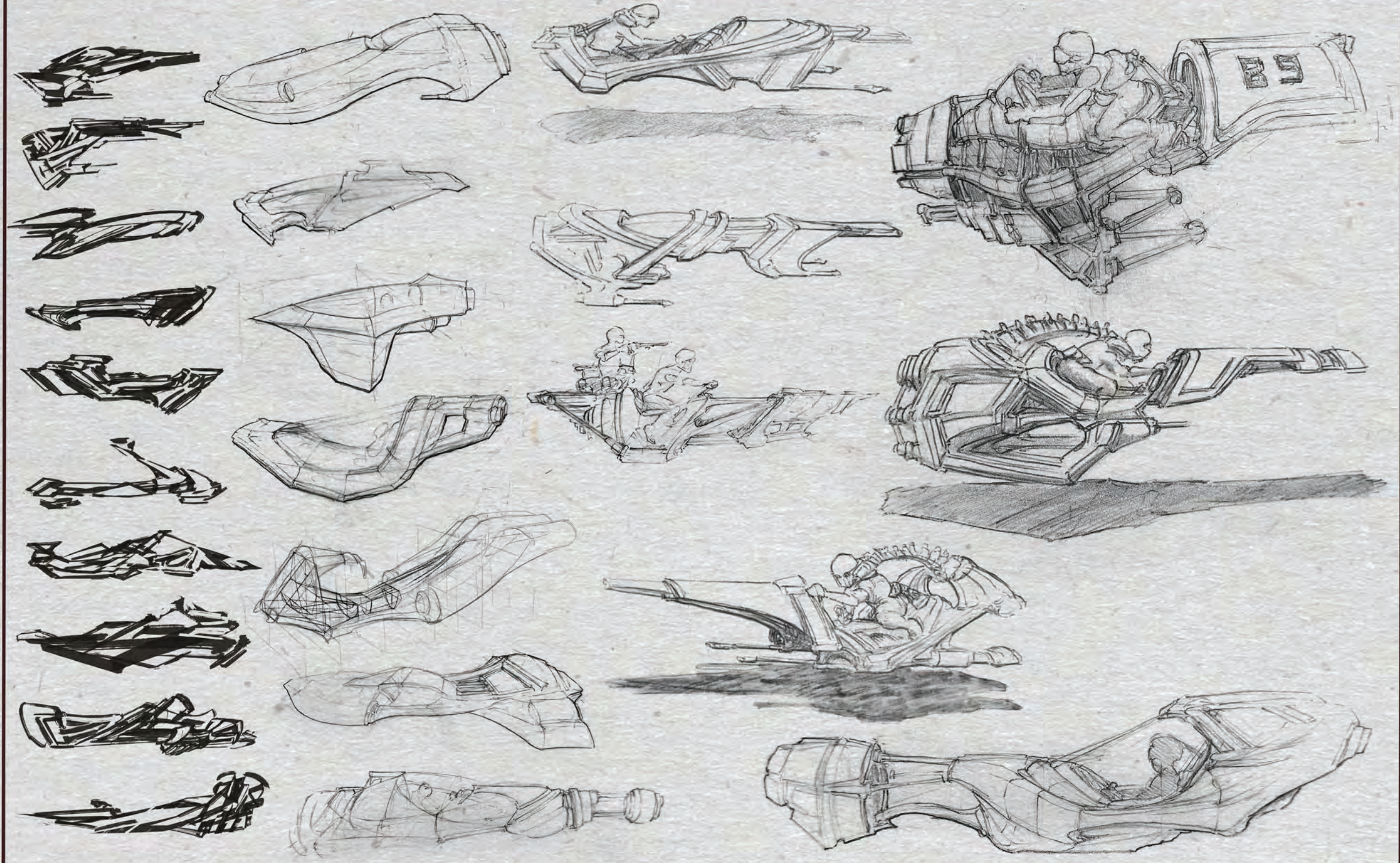


Doing iterations in traditional media like markers, pencil and Ink helps me finding new shape languages. In this case developing a fashion for the world of our film Eos.

VEHICLE DESIGN

2022

VISUAL DEVELOPMENT - CONCEPT ART - ENVIRONMENT ART



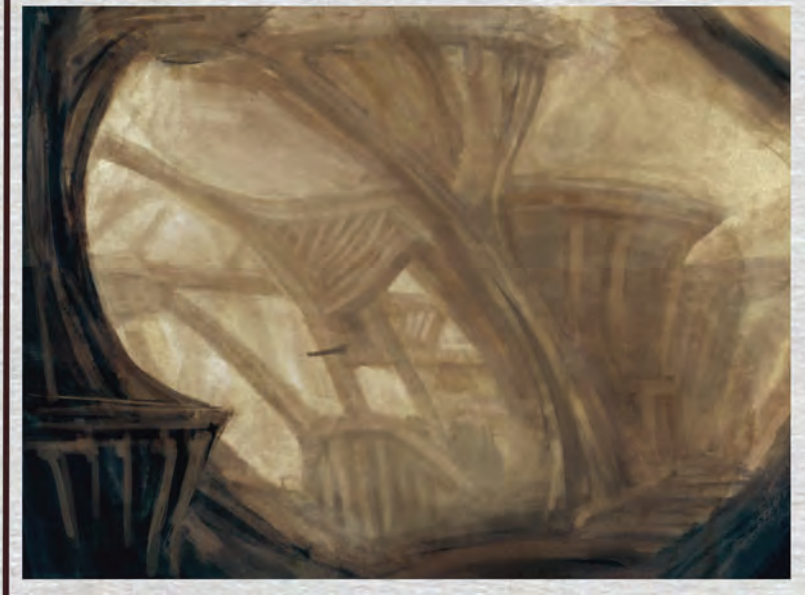
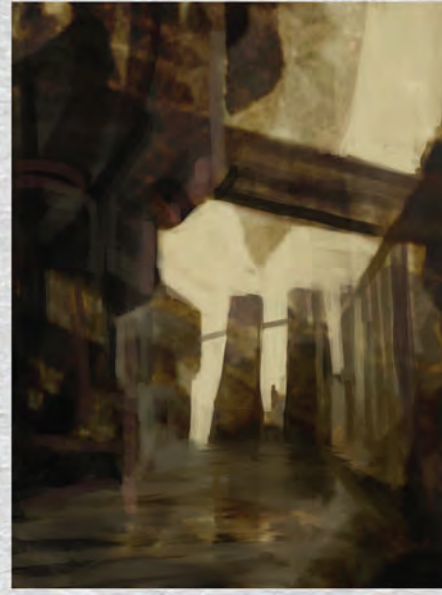
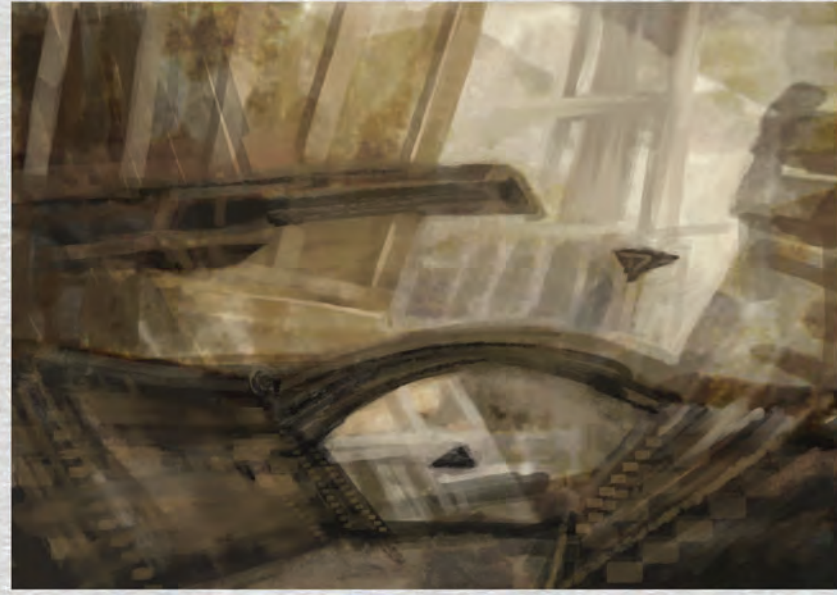
IDEATION THUMBNAILS & SKETCHES

I will start modelling some of these designs in Autodesk Maya. I will upload further progress on Instagram and Artstation

ENVIRONMENT ART

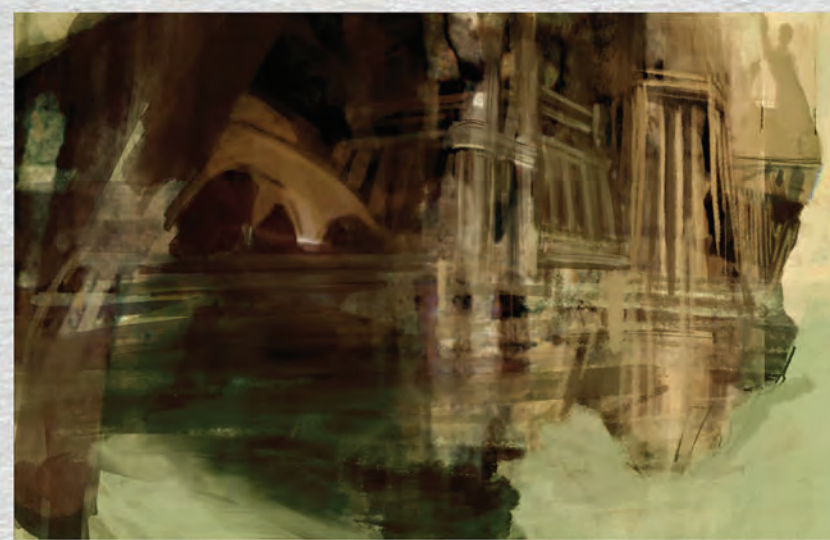
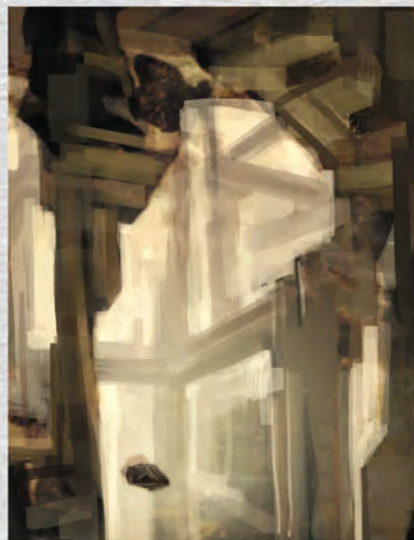
2022

VISUAL DEVELOPMENT - CONCEPT ART



IDEATION THUMBNAILS

Thumbnail ideation in ProCrate is something I really enjoy doing on my 'lazy' sun-days. It is funny how these lazy days tend to be the most productive and inspirational.



WORLD BUILDING

I am currently developing a new world. A dark foggy surreal environment, in which I'd like to bring together the styles of three of my favourite artists: H.R. Giger, Roger Dean and Zdzislaw Beksinski.

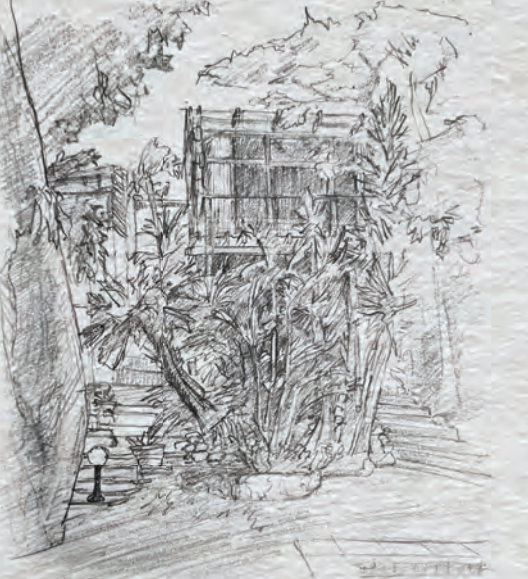
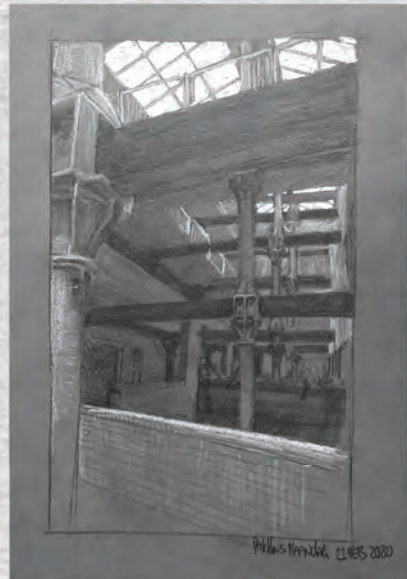
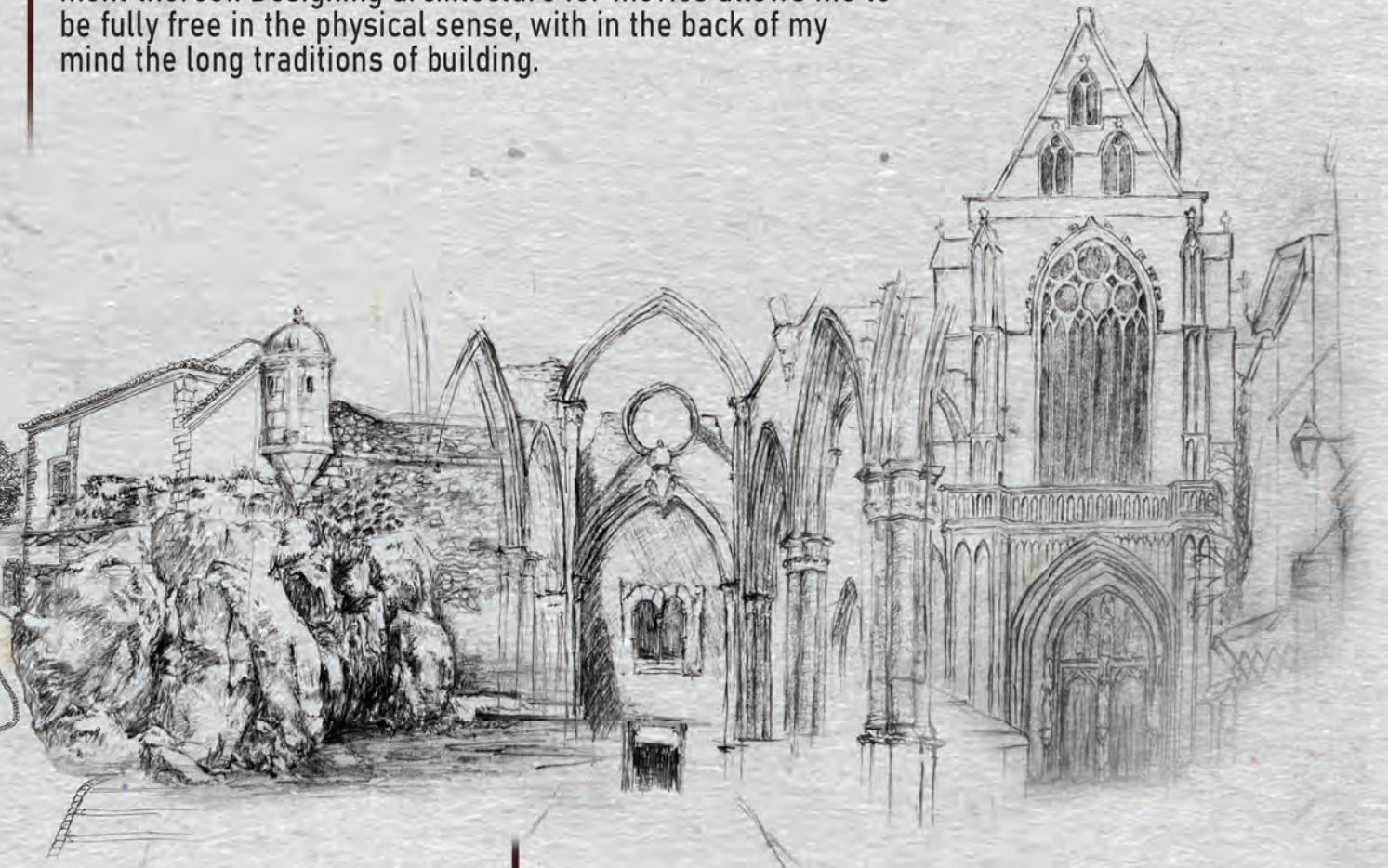
I will soon start posting the finished pieces on my Artstation and Instagram.

ARCHITECTURE STUDIES

DRAUGHTSMAN

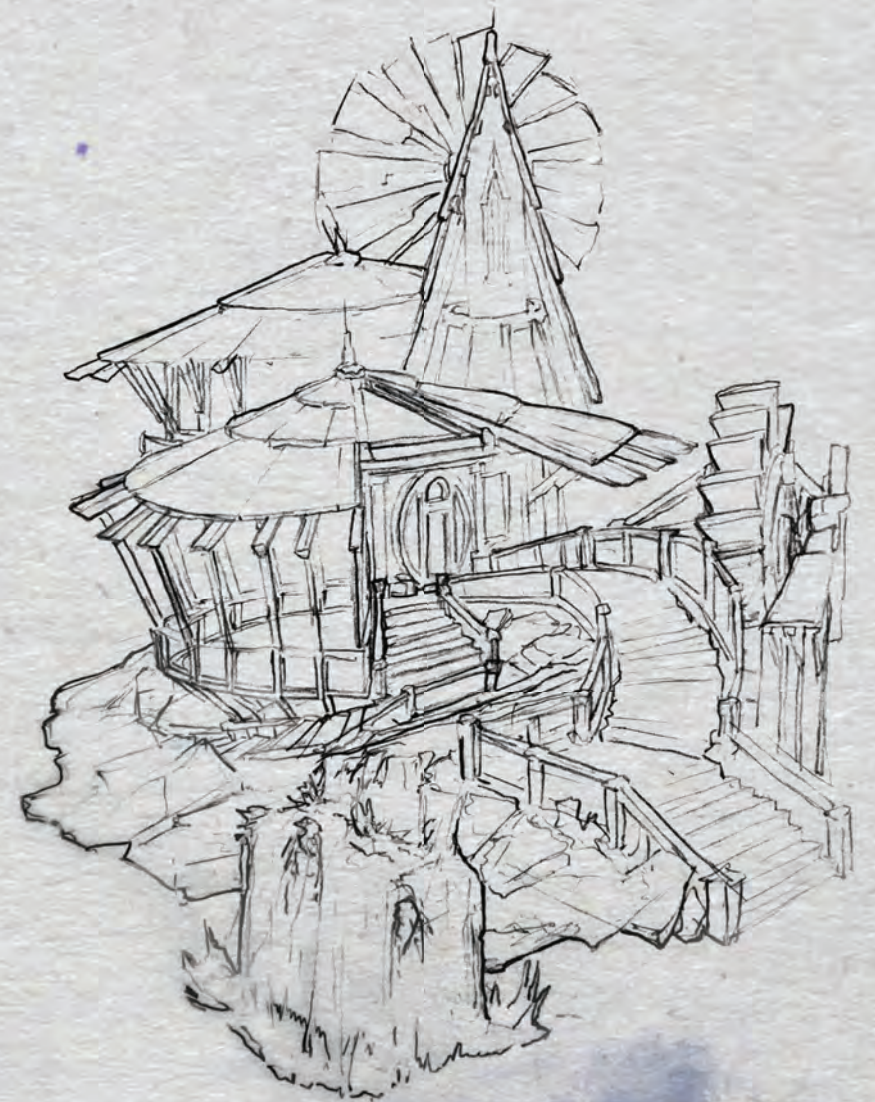


To me architecture is conceptually the perfect fusion of all the arts and sciences, as it were to Vitruvius himself. This is why my study for architecture focusses on the esthetic and cultural aspects of building rather than the physical development thereof. Designing architecture for movies allows me to be fully free in the physical sense, with in the back of my mind the long traditions of building.



ORGANIC FANTASY ARCHITECTURE

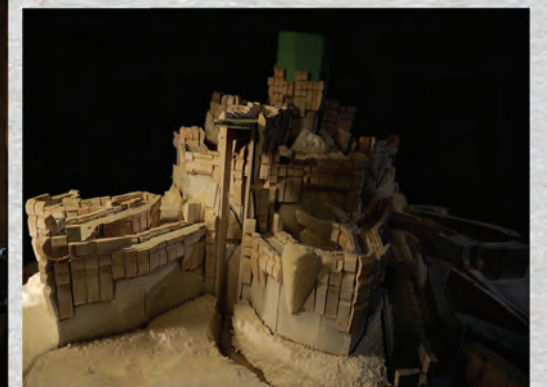
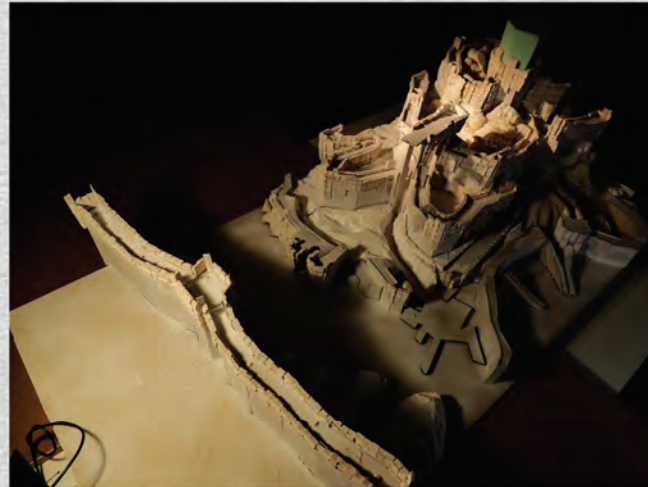
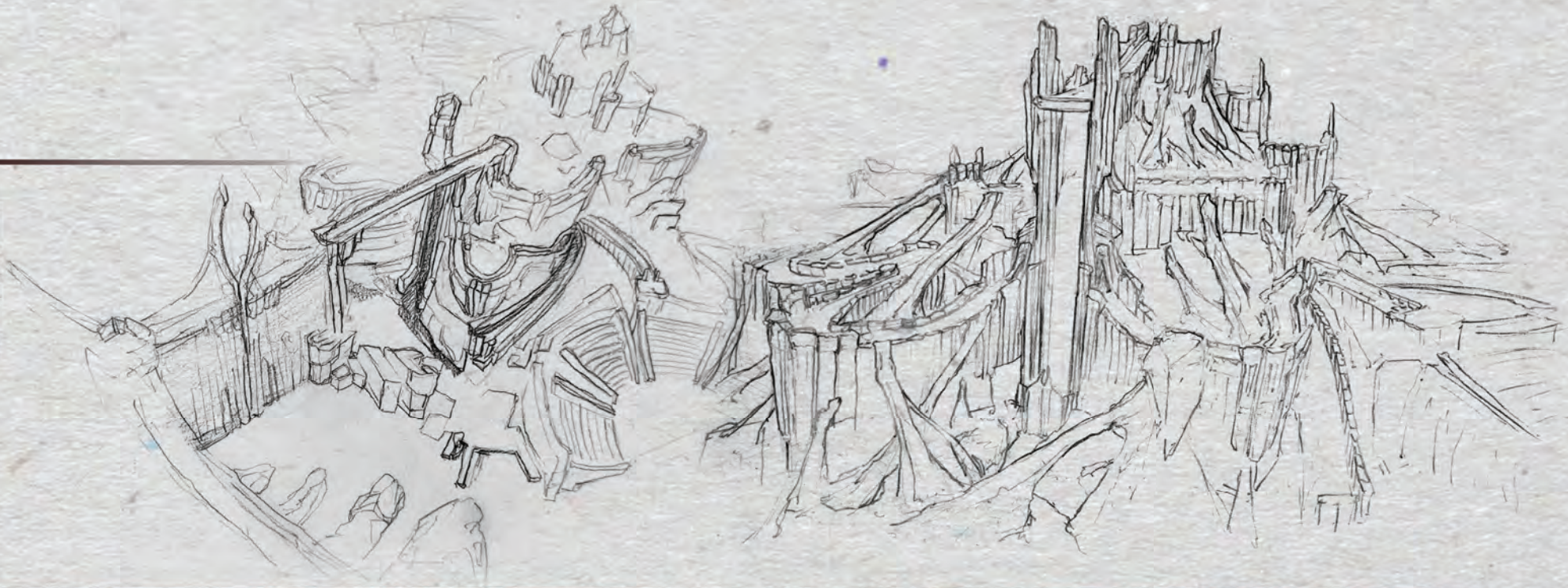
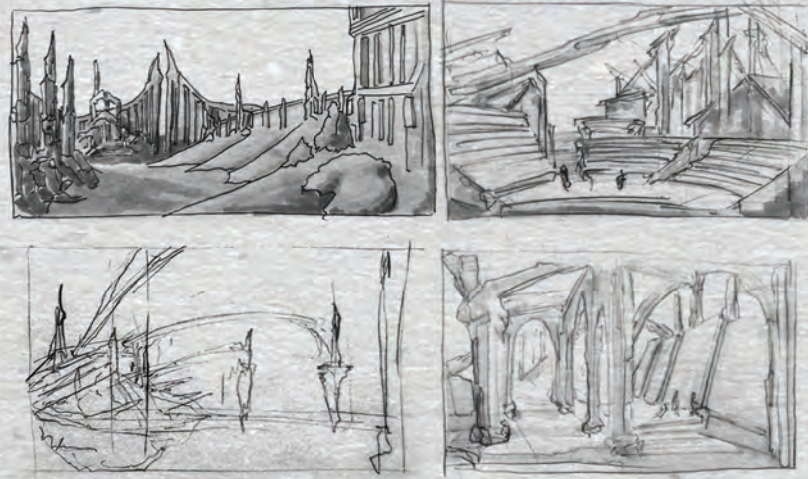
2020 | CONCEPT ART



FANTASY CITY MAQUETTE

2020

ENVIRONMENT ART

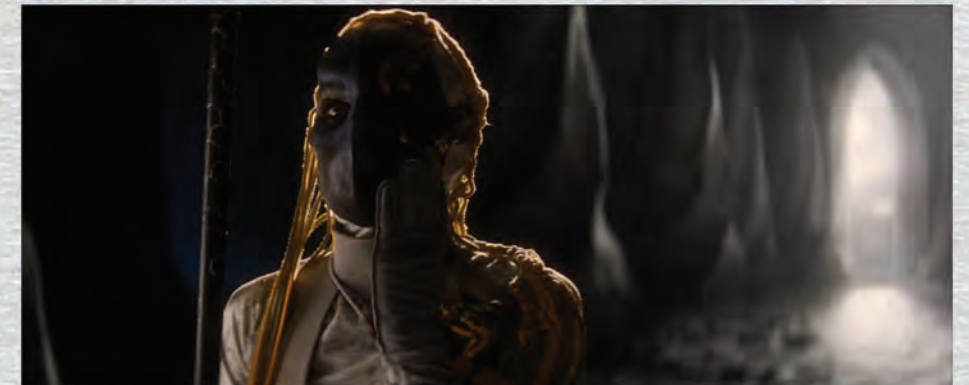
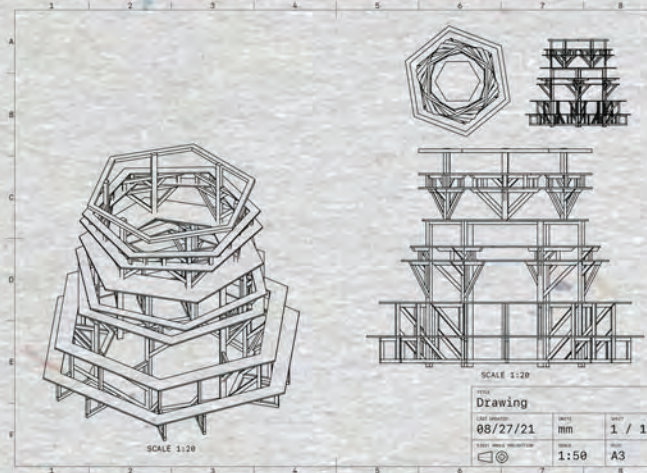
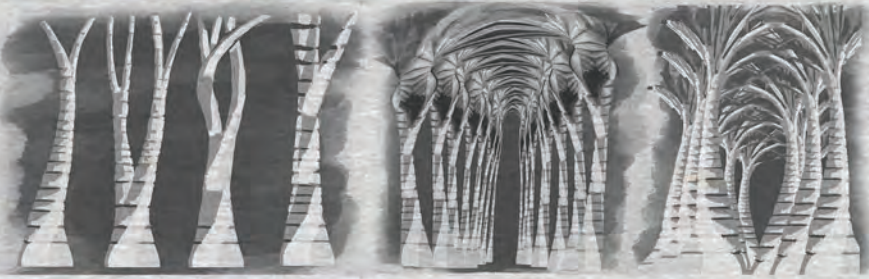
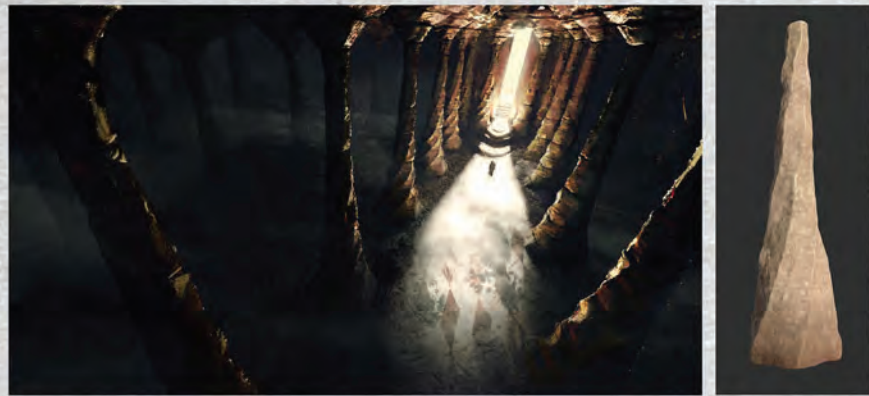
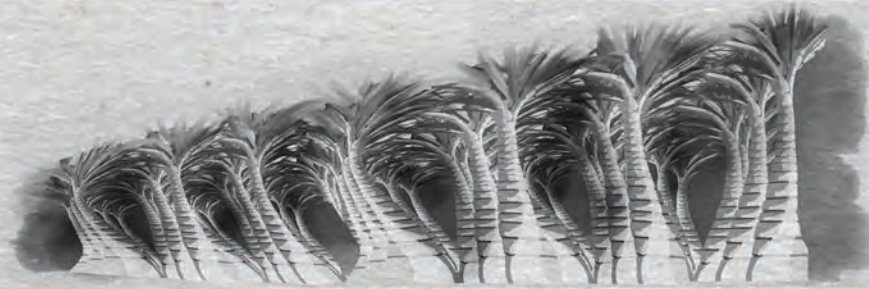


Designed, built and photographed for the purpose of reference. I am working on some concept art for a fantasy city. The project is currently in progress.

EOS - PILLARROOM

2021

PRODUCTION DESIGN - SET DESIGN - CONSTRUCTION



SET DESIGN

From ideation sketches to 3D concepts in Autodesk Maya. This page shows how clear designs and clear plans make real movie magic.



SHOOTING

Shooting a VFX heavy project like this gave me experience in a more technical set discipline.

CONSTRUCTION

Set development in Shapr3D, Adobe Illustrator. Lasercut miniature

STILLS FROM EOS

EOS - METAMORPHOSEN

2021

PRODUCTION DESIGN - SET DESIGN - SCENIC ART

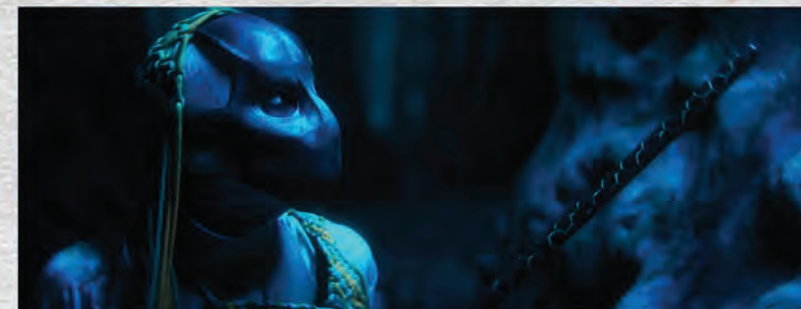
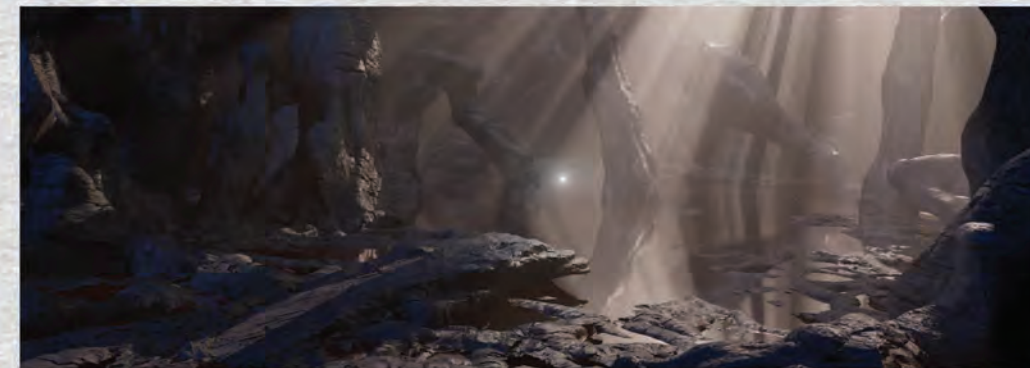


SET DESIGN - SCENIC ART

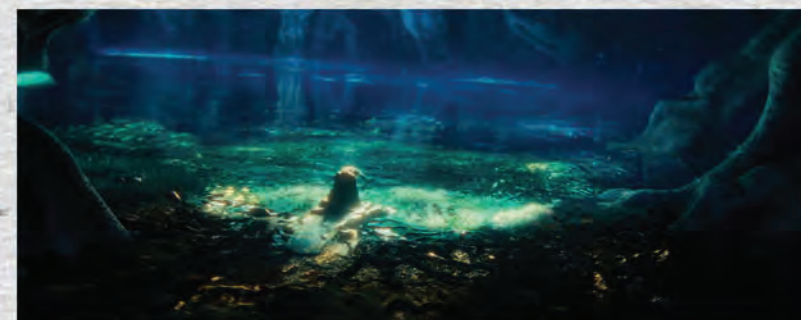
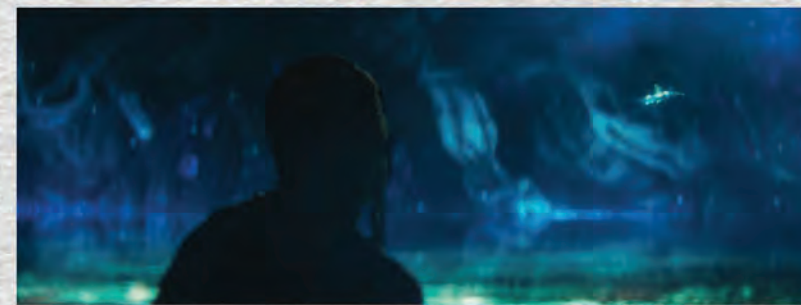
The geometric pillarroom transforms into a cavelike organic environment. To establish this transition, we designed and crafted 30m² loose floor sections. We also decorated the pillars in two different ways to suggest deformation.



ENVIRONMENT ART
The cave was to be a full CG environment. From sketches and quick ideation sculpts, I made the concept art piece below.



DIGITAL ART DIRECTION
For the post production I joined the VFX department to support the VFX supervisors in maintaining the initial concepts in all visual aspects. This also gave me the opportunity of understanding the CG workflow.



EOS - STATUE

2021

PRODUCTION DESIGN - CONCEPT ARTIST - CG ARTIST



Above, two digital paintings, and some sketches that I've made for a colossal statue within the pillarroom.

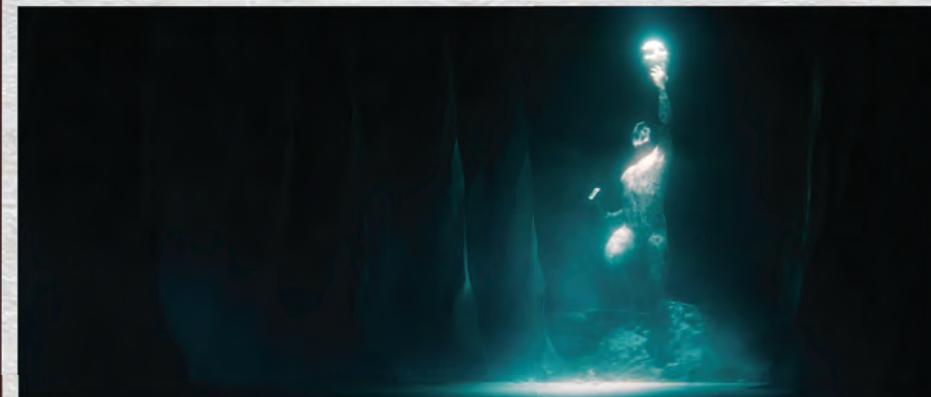
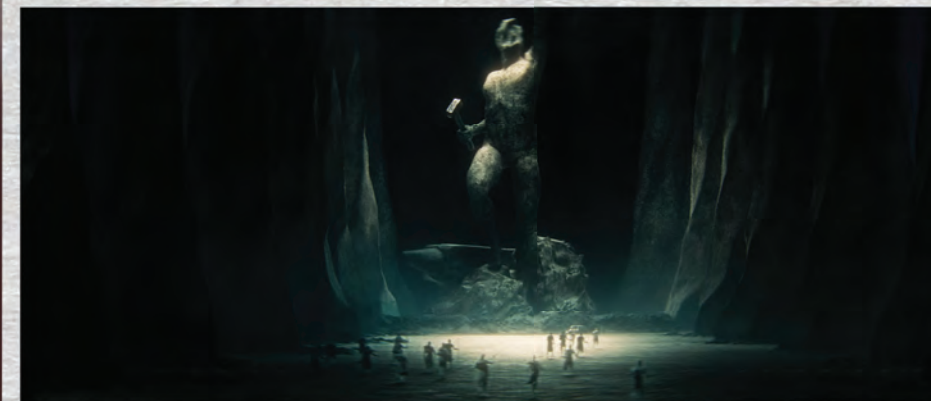
I joined the VFX department for the post production, as an art director, guiding and maintaining the initial concepts for our movie Eos. This gave me the opportunity to gain 3D skills.

ENVIRONMENT ART



CG ARTIST

My first pipeline ready 3D Asset, sculpted in Zbrush, textured in Substance painter



STILLS EOS

EOS - WORLD BUILDING

2021

PRODUCTION DESIGN - VISUAL DEVELOPMENT - CONCEPT ARTIST

DIGITAL PAINTING

Made in Autodesk Maya and Adobe Photoshop



INITIAL SKETCHING

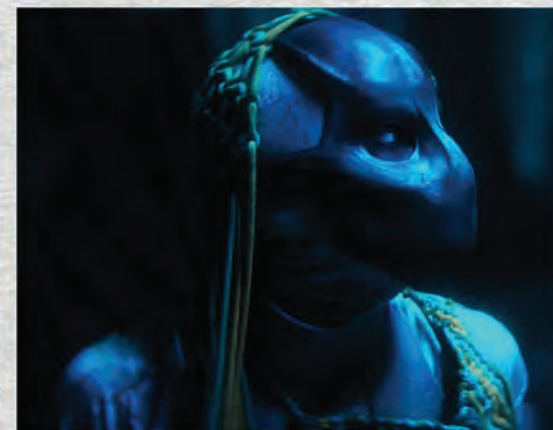
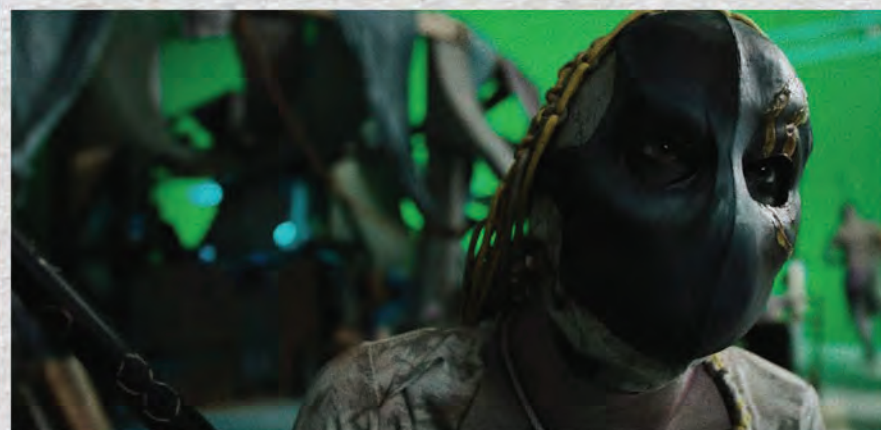
3D CONCEPT ENVIRONMENTS

STILLS FROM EOS

EOS - SPECIAL PROPS

2021

MASKS & FRUITS



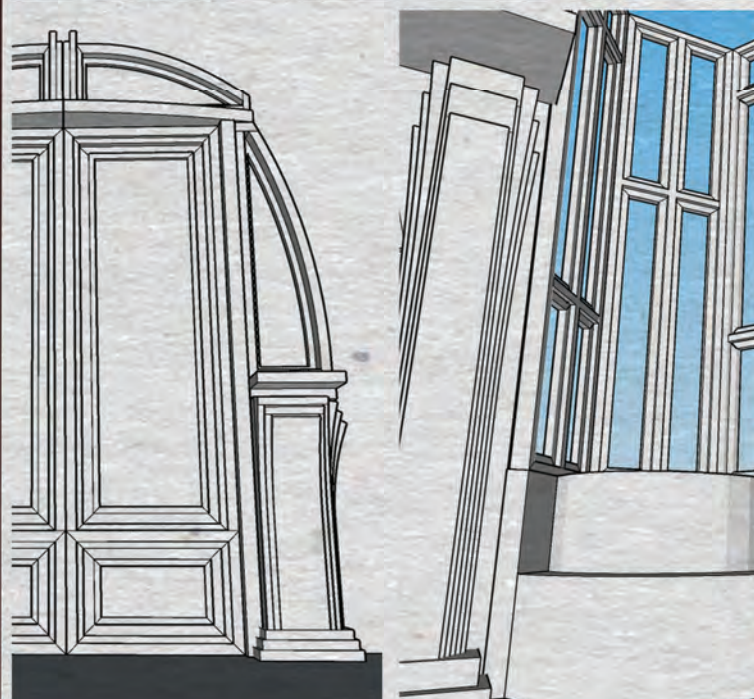
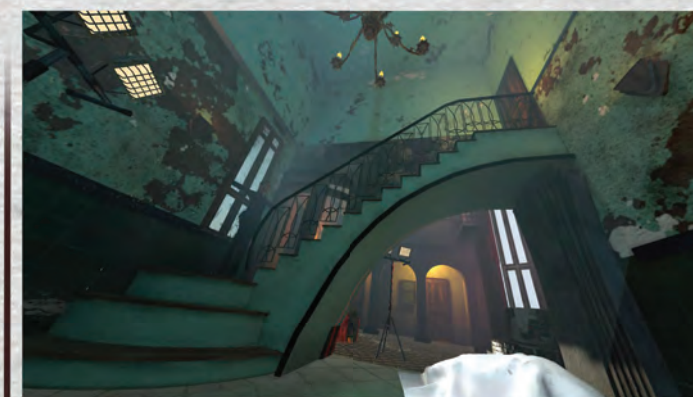
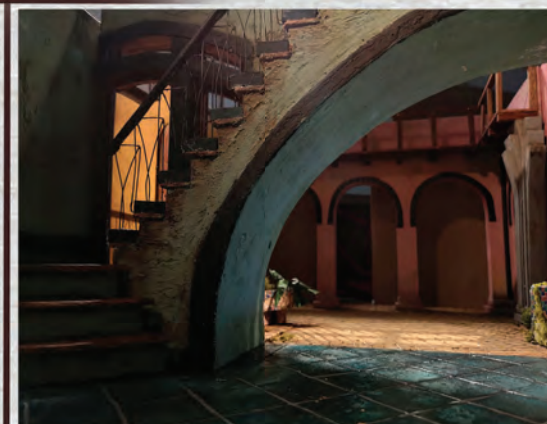
SCULPTING - MOLD MAKING - LATEX

INITIAL SKETCHES - SCULPTING - SILICONE

PRODUCTION DESIGN

2019

SET DESIGN



INITIAL SKETCHING

The uniqueness of this project is the opportunity to design a set before any story was written. We designed a multi interpretable courtyard set to inspire screenwriters in variety of ways.

SKETCHUP MODEL

I modelled the set in Sketchup to read dimensions and proportions. While others focussed on the color palette and textures.

MAQUETTE MAKING

Building a Maquette proved to be very efficient. I practiced all the aspects of modelmaking.

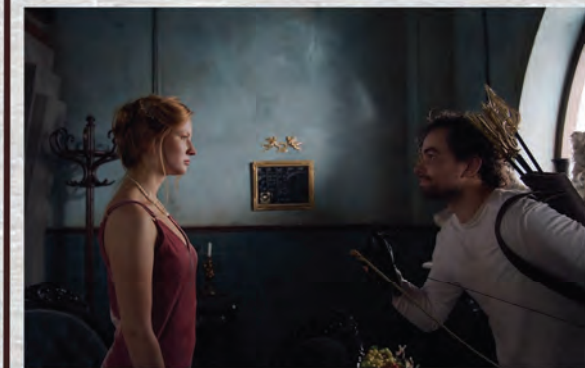
VR MODEL

In collaboration with the academy's VFX department we developed this 3D model which was visitable in VR. I learned how to build and use digital 3D environments for set development. I can model in Autodesk Maya.

PRODUCTION DESIGN

2019

SET REALIZATION & PRODUCTION



SET CONSTRUCTION

We built the set in about 5 weeks. I can do basic timberwork and constructional planning.

SCENIC DECORATION / PAINTING

Decorating the set took about 2 weeks. I got to work on many techniques: priming, painting, plastering, wood, tiles etc.

PRODUCTION & SPECIAL PROPS

A diverse set of scenarios had been written. I got to transform the place to a Vineyard, and Cupid's Mansion. Both productions demanded different special props, which I designed and made. Cupid's arrows were supposed to unfold with VFX. Next to the actual prop I had to make a trackable replacement.

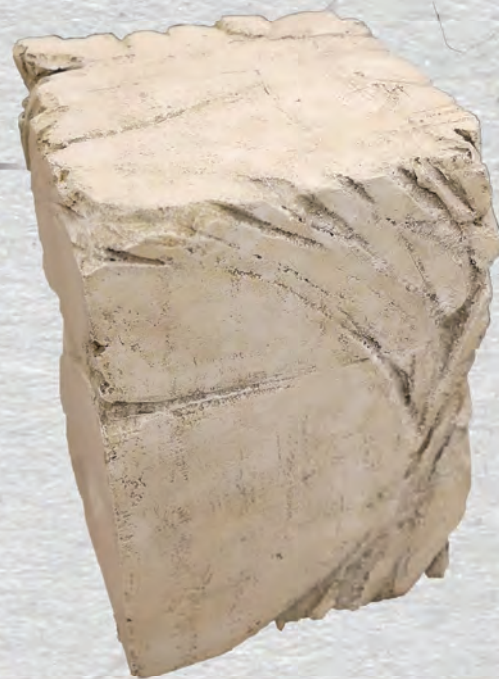
SCENIC ART & DECORATION

2020

EXPRESSIVE ROCK & SCENING EXPERIMENTS

These are some scenic experiments that I've done. All are a about square meter.

On the far right is a detail of the Courtyard set shown before.



Expressive rock, Built for a music video by Noha Saré.

Comissioned by Production designer Klaudia Schenkel.

HISTORICAL MURAL PAINTING

2020

LATE ROMAN FRESCO

Historical Research, Compositional Sketching, Conceptual design, Scenic art

in collaboration with Todd van Hulzen

Het verhaal van Nederland, is a historical series about the story of the Netherlands. Which are currently in post-production.

Commissioned to develop a fresco from actual found archeological pieces. Because the series were to be historically accurate, this piece required a lot of research.

After researching late Roman frescos, togas and culture, I got to design the story being told on the piece. It tells the story of a father showing his son the ways of nature. How a bird builds his own nest.

The piece now fills my son's bedroom. To inspire me and my son to always be amazed by nature.



MURAL PAINTING

2018

COMMISSIONED BY PHILIPS LIGHTING

Inspiring mural for architects and (lighting) designers. Next to the official show-room for their lighting and armature innovations.



located in the Hightech campus, Eindhoven

FILMING & PERFORMANCE EXPERIENCES

Performer, Decoration (street theater)	Brabantse Dag	Broers van Gerwen	2008,09,10
Musician, Actor, (theater)	Sunshine Hotel	HKU, Mies de Waal	2015
Choir vocalist, tenor	Kwaya	Loes van Hapert	2015
Action extra	Redbad	Farmhouse Film	2017
Swordfight stunt performer, Choir	Thijl, Opera	USConcert	2018
Production design, Art direction	Student productions	NFA	2018,19,20
Production design, (Short)	Het begin en het einde	Barra Media	2019
Art construction, Scenic	Nora Saré- Talk to me	Klaudia Schenkels	2020
Scenic artist	Het verhaal van Nederland	Todd van Hulzen	2020
Production design, Art direction, Concept art	Eos	NFA	2021
Production design	"Entertainment"	NFA	2022
...

RESUME

Pizzachef & sales	Pizza Avanti, Eindhoven	2009-2011
Dishes & catering	Restaurant Effenaar, Eindhoven	2010-2012
Festival market sales	Rockwear Clothing, International	2009-2013
Bartender	Kuinns bar, Lagos, Portugal	2012 summer
Chef	Restaurant Loft 88, Utrecht	2014 summer
Public house manager	STW Nederland, Utrecht	2014
Kitchenhelp	Te Koop & Keuken van Gastmaal, Utrecht	2014 winter
Catering & bartender	Touring Theaterfestival Parade	2015 summer
Poster distribution	Binnenverspreiding, Utrecht	2015 winter
Chef, Sales, manager	Foodcorner Pancakes & potatoes, Eindhoven	2015-2016
Chef	Restaurant the Garden, Lagos, Portugal	2016 summer
Chef	Restaurant de Galerage, Eindhoven	2016 winter
Bartender and waiter	Bar Bistro Calypso, Eindhoven	2017 summer
Shop manager (of the year)	van Delft pepernoten fabriek, Eindhoven	2017 winter
Barista, kitchen, waiter	Vascobelo Coffee, Eindhoven	2018 spring
Chairman, participation council	Netherlands film academy, Amsterdam	2019-2022



set foto, Eos 2022
Production design, art direction, concept artist

EDUCATION

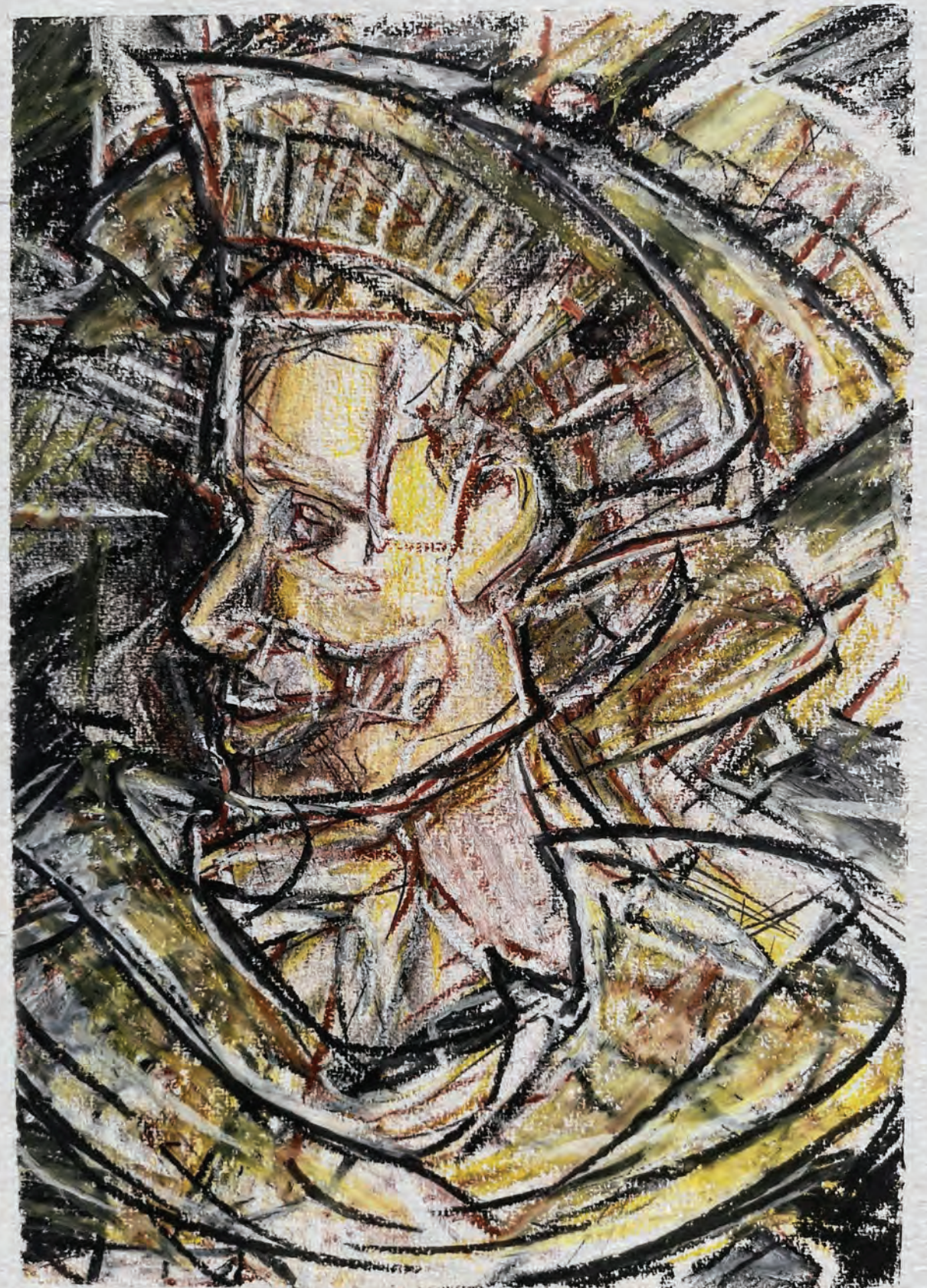
HAVO, ROC Montesorri college, Eindhoven	2005-2012	Graduated
HBO Fine Arts, HKU Utrecht	2013-2014	Attended
HBO Building engineering, HU Utrecht	2014-2015	Attended
HBO Lighting Design, LDA Amersfoort	2017-2018	Certified
HBO Production Design, NFA Amsterdam	2018-	Expected 2022
...

ASPIRATIONS

I want to gain experience in the international movie industry in order to get a sense of a serious, creative, working environment. I think that in every facet of the art department there is something for me to gain. At some point I wish to focus and gain more experience in conceptual development as a draughtsman, concept artist or production designer. When established, I wish to join or initiate meaningful, world-changing, projects concerning education, equality and climate change. When my visual and conceptual skills have matured, I wish to continue studying the more concrete aspects of architecture.

SOFTWARE

Ipad Pro	Proficiency	Windows	Proficiency
Procreate	● ● ● ● ○	Adobe Photoshop	● ● ● ● ●
Nomad sculpt	● ● ● ● ○	Sketchup	● ● ● ● ○
Shapr3D	● ● ● ○ ○	Autodesk Maya	● ● ● ● ○
		Zbrush	● ● ● ○ ○
		Substance painter	● ● ● ○ ○
		Adobe Illustrator	● ● ● ○ ○
		AutoCad	● ● ● ○ ○



Portrait of a dynamic being, 2019