



PITCH DECK

ABIGAIL DALESANDRO

CONCEPT
2025

LUCASFILM



EXECUTIVE DESIGN DIRECTOR

DOUG CHIANG

Doug Chiang is an award-winning concept designer, illustrator, and film production designer best known for his work on Star Wars. Chiang's signature style combines cinematic realism with imaginative worldbuilding, making him one of the leading figures in modern science fiction and fantasy design.

LUCASFILM



CREATURE DESIGNER

TERRYL WHITLATCH

Terryl Whitlatch is an American illustrator who primarily creates creatures. Her most well known work being designing the aliens and creatures in Star Wars Episode I: The Phantom Menace. She worked with many big industries such as Pixar and ILM (Industry of Light and Magic) and now teaches.

INSPIRATIONS

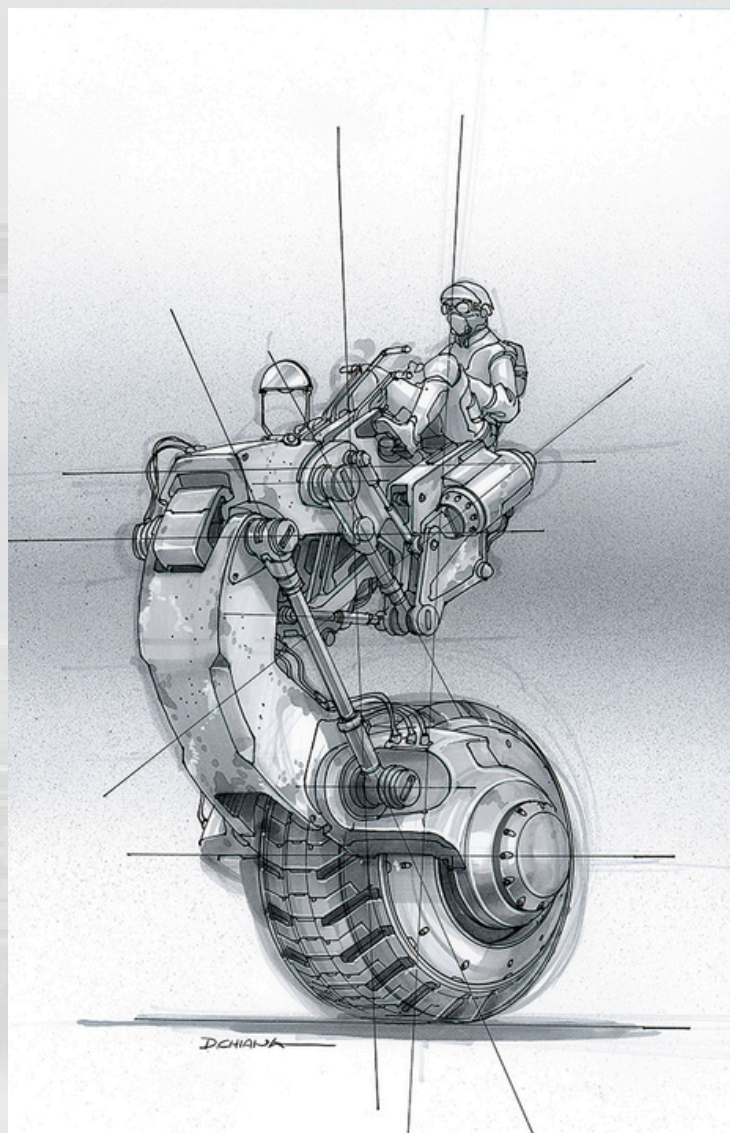
USC ALUMNI



VIS DEV ARTIST

CHRISTINA ZHANG

Christina Zhang is a student alumni from USC and Vis Dev/Character Designer artist. She currently is interning at multiple major studios as well.



Doug Chiang



Terryl Whitlatch

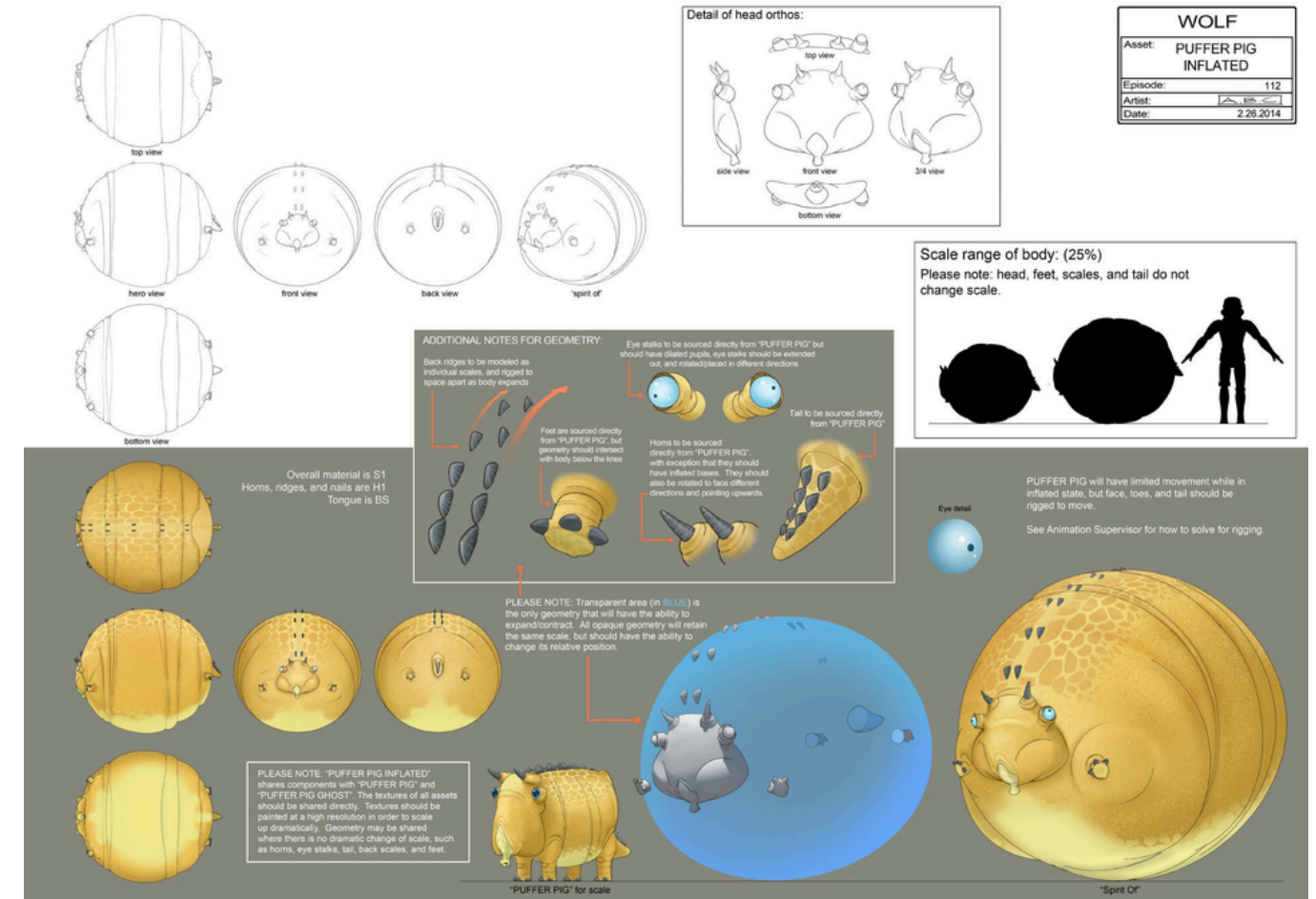


Christina Zhang

MEDIUM & SCOPE

My project is to make a look book of original creature designs, showcasing a collection of illustrations, sketches, and 3D models that explore anatomy, culture, and storytelling.

My goal being to have a set number of illustrations and a handful that go from the pages to being 3D printed or animated.



DELIVERABLES

- Visual Look Book
 - 3D Models
 - Animation Studies
 - “Artist Alley Merch”?
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PROGRAMS

- Adobe
- Maya
- Toon Boom
- Procreate
- Z-Brush
- ClipStudio



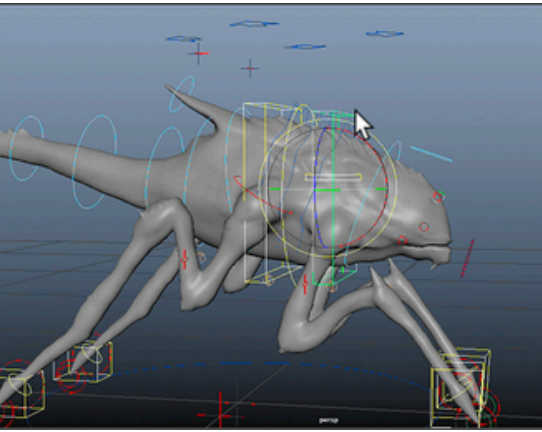
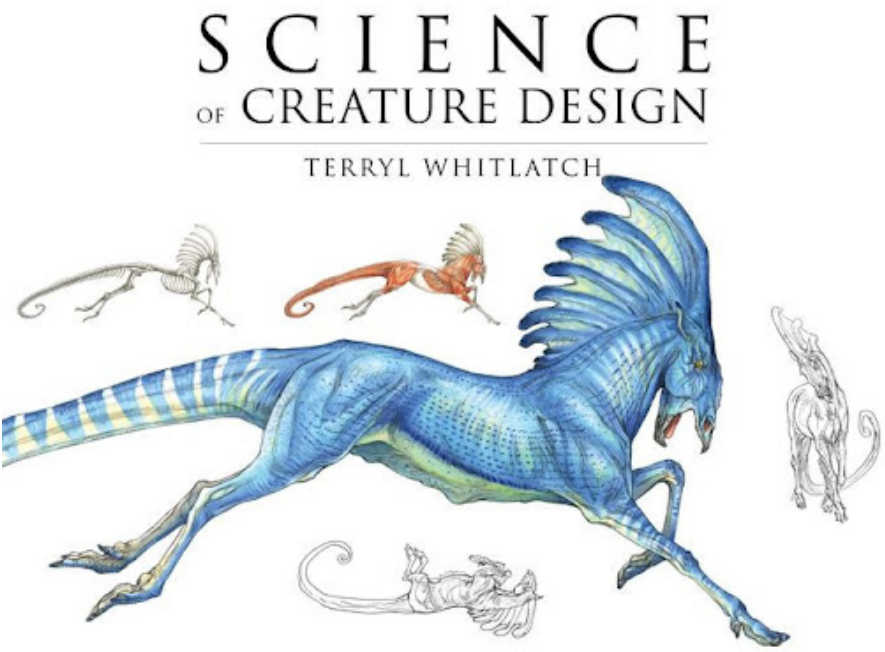
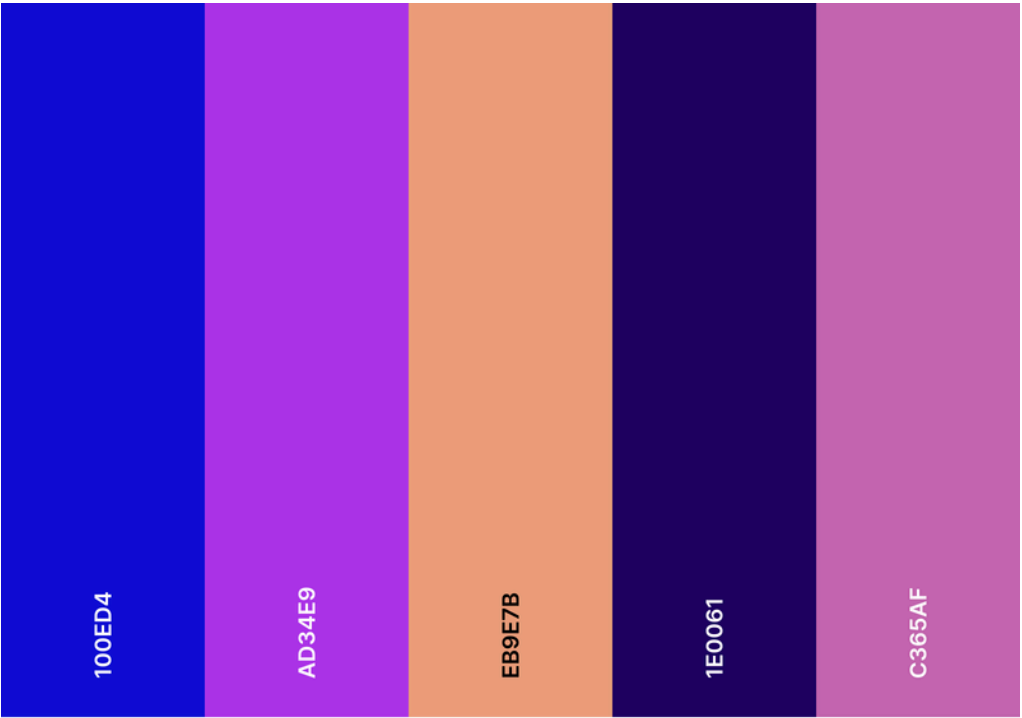
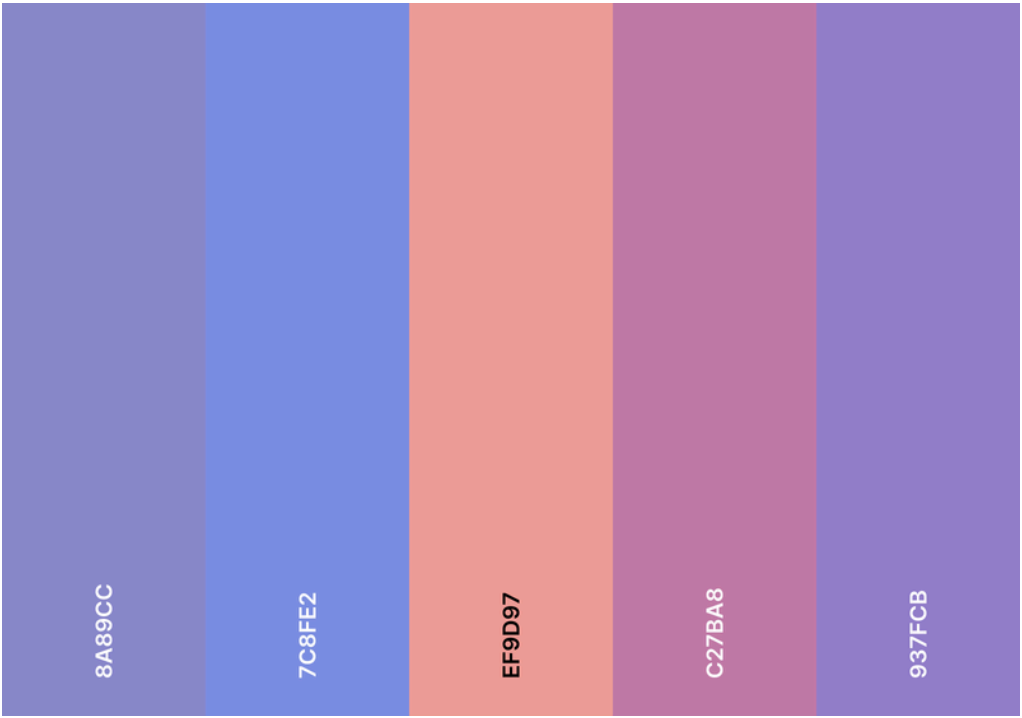
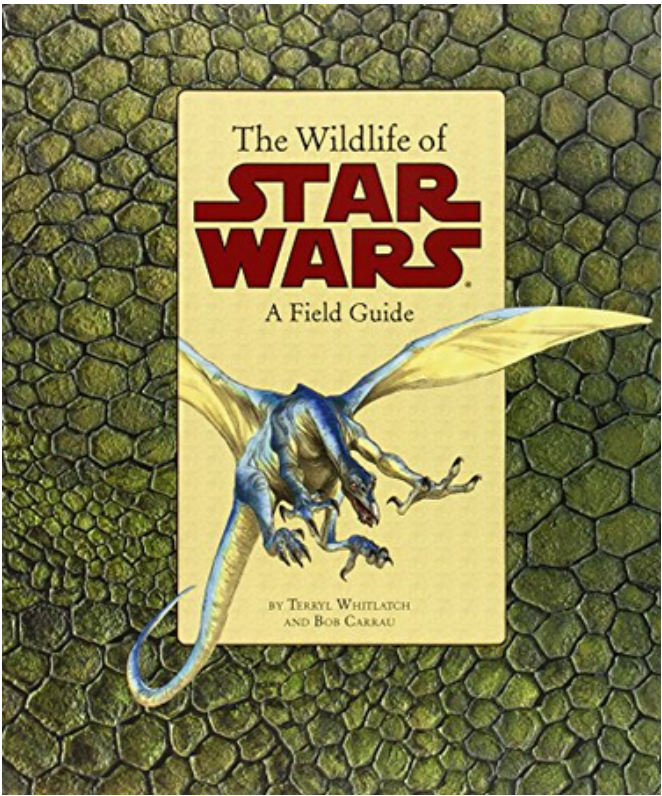
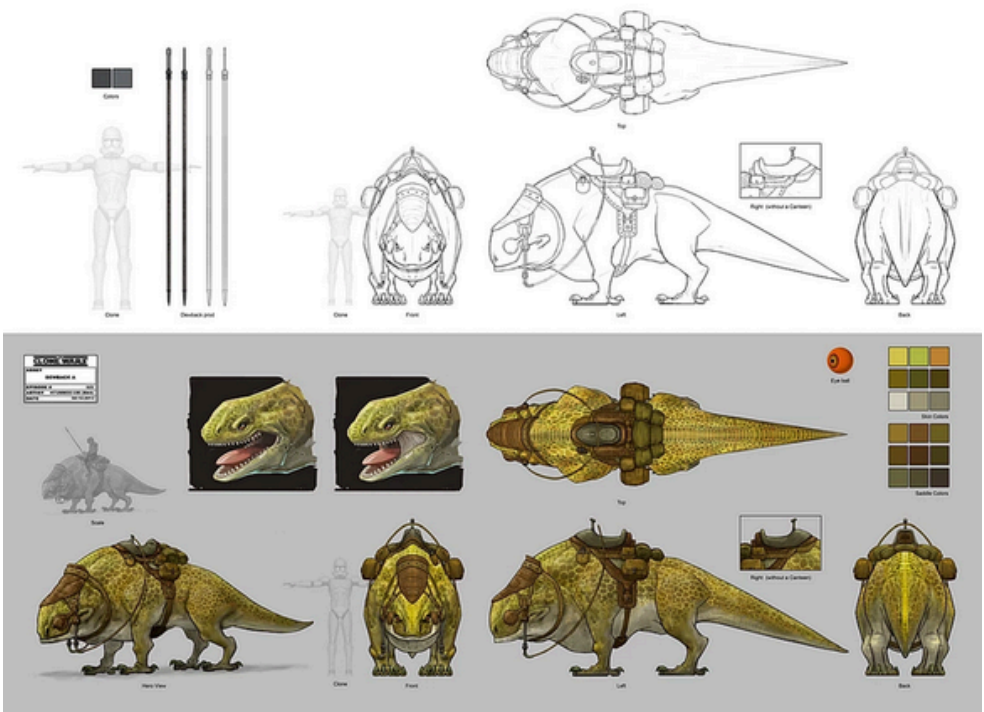
Previous Personal Work



JUSTIFICATION

My goal and interest in DMD is Animation and Concept/Creature Design. I want to utilize this to even potentially work for Lucasfilm or ILM one day. One of my current greatest weaknesses is skill in the digital illustration aspect and I believe that with this project, I can overcome this and become a better artist. I also believe this project will help me with the processes of the creature pipelines, bringing a sketch to concept art and even to rigged animation.

MOOD BOARD





Q / A