Peter Cunis
2D Art Portfolio

Title: Death on Break

Medium: Ink on paper, edited with Photoshop.

Description: I created this for my Character Design in Video Games class, taken through the California Institute of the Arts on Coursera.

Title: Little Death Boy

Medium: Ink on paper, edited with Photoshop.

Description: This is the alternate design I made for the character in the above picture. This version is smaller with fewer details, for purposes of demonstrating different styles of game.
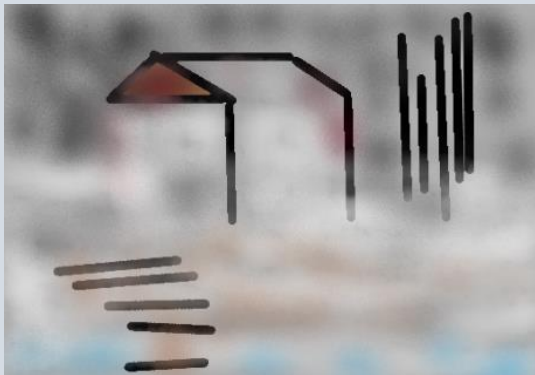
Title: The House on the Lake

Medium: Created with Krita, a graphic design program

Description: This is a minimalist cover image I created for a short story I posted on my blog at www.petercunis.com. The purpose is to convey the setting of the story with minimal detail.

Title: Pick your Pirate

Medium: Ink on paper

Description: Created for Instagram (@petercunis_makes_stuff). Commenters were asked to vote for their favorite pirate to become a captain in the ongoing story.

Title: The Gassbo Adventure: The Demon Evolves

Medium: Ink on paper, edited in Paint 3D.

Description: This is an installment in a long-running comic strip on my Instagram. Commenters are allowed to vote on one of six options (the six yellow circles) to determine what happens next in the story. This page was the result of the commenters voting to have Gassbo (the main character) feed a demon a hot pocket.
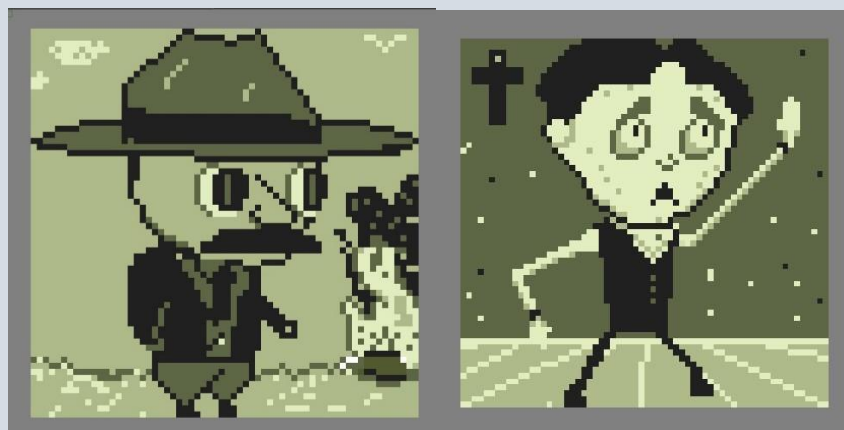
Title: Deimos, God of Dread and Terror

Medium: Ink over pencil sketch

Description: Another design for my character class, this is a picture of the Greek God Deimos, the god of a specific type of dread felt before battle. I decided to design him as an older god with battle damage.
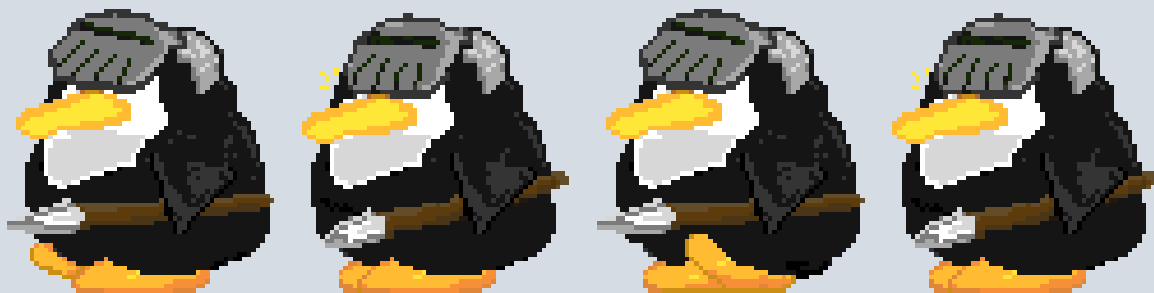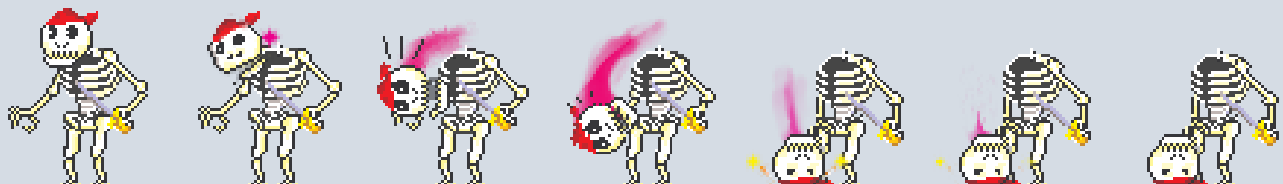
Pixel Art Samples - Characters

Idle animation for sidescroller player character
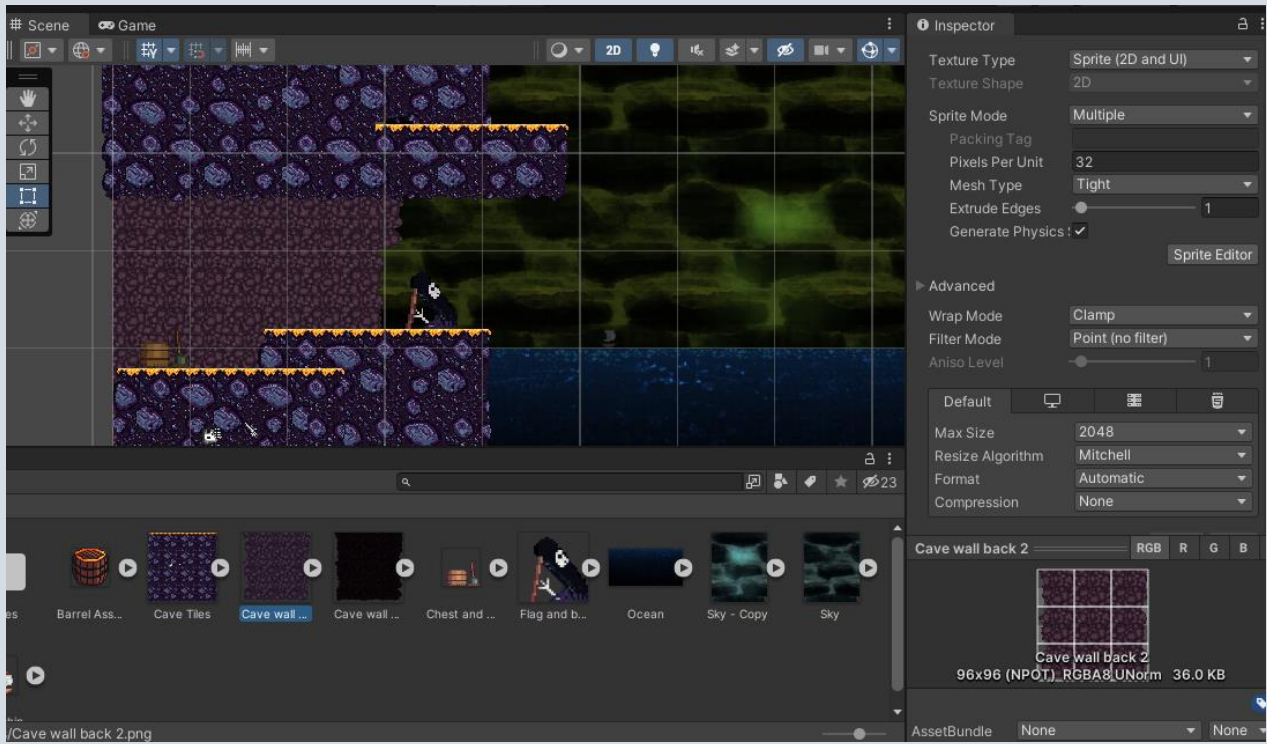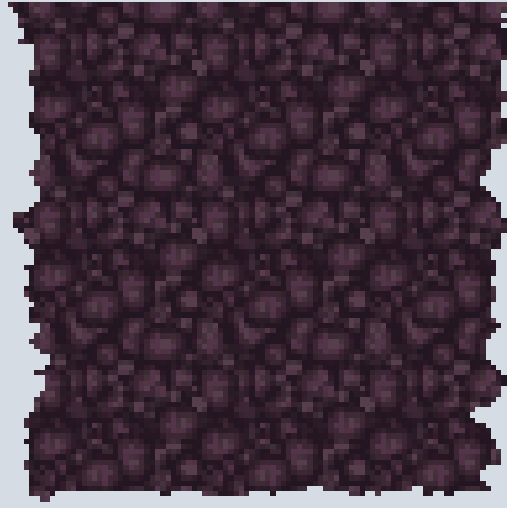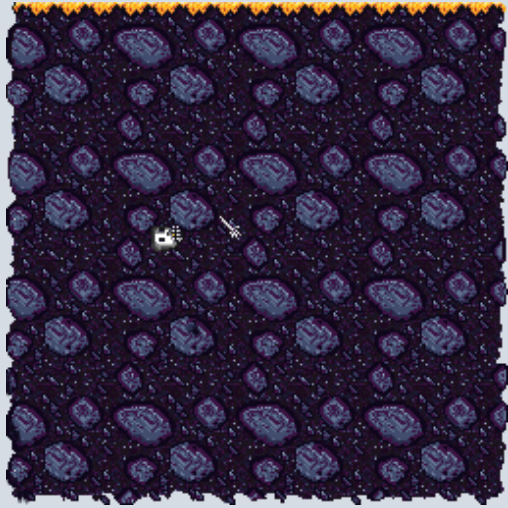

Game Boy palette art

Penguin Soldier walk cycle

Animation frames for a skeleton whose head is falling off.

Following my character design courses, I started translating characters into pixel art to be used in Sprite-based games. Above are some of the characters I have designed in pixel form for the Unity engine.

Pixel Art Samples — Terrain & Backgrounds

Sample scene in Unity

Title: Character Sketch of Gwenpool

Medium: Ink over pencil sketch

Description: This is a quick design for my own take on the character Gwenpool from Marvel Comics, created for Instagram.

Title: Lost

Medium: Ink on paper, edited in Paint 3D

Description: This is one of my more abstract pieces. I created this to depict the depression caused by my ADHD.

Title: A Tribute to the Greatest Video Game Villain of All Time

Medium: Pen and ink

Description: One last picture: this is just some fun fanart I did of the classic 1990s Windows free game, *SkiFree*.

See more work at:

www.petercunis.com

@petercunis_makes_stuff on Instagram