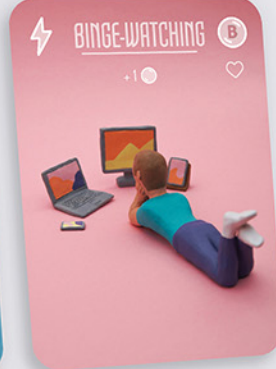


# PORTFOLIO

Sculpture game art  
Eline Melissen





## CLIMATE BATTLE

Climate Battle is a graduation project and deck-building game that stems from the question: 'How can you spark interest in climate issues among people with little interest in the subject?'







# STURMYL

A concept resource-trading  
game with abstract  
creatures and icons.







## A GAME OF SHIFTING FACES

*A concept strategy game exploring shifting identities through masked characters, inspired by an existing artwork.*



Every red mask may be traded for a yellow one at the start of a player's turn.



For any three colors of choosing once.

every turn.



For every turn this one of the



When in possession of all five you may skip a turn or



When playing more than four colors in one turn, discard an extra card.



## WHY HIRE A SCULPTURE ARTIST?

*Here are a few reasons why my art style can add value to your game design.*



### UNIQUE ARTSTYLE

Sculpted artwork brings a fresh and distinctive look to board games, standing out from both traditional illustrations and AI-generated designs. Unlike 2D artwork, it adds depth and texture, offering a more tangible, handcrafted feel capturing attention from the moment players see the box.



### EXPANDED VISIBILITY

A game with sculpted artwork isn't limited to the tabletop, it has potential to be displayed in stores, exhibitions, and museums. These showcases create new opportunities for visibility and sales beyond traditional board game channels. For example, Climate Battle was featured in exhibitions, reaching entirely new audiences.



### ART FOR PROMOTION

Sculptures can work great for exclusive giveaways, limited-edition collector's items, and high-value Kickstarter rewards to enhance player engagement. When placed alongside cards, boards, or components, these pieces also create striking visuals that boost the game's presence and make it stand out in marketing campaigns.



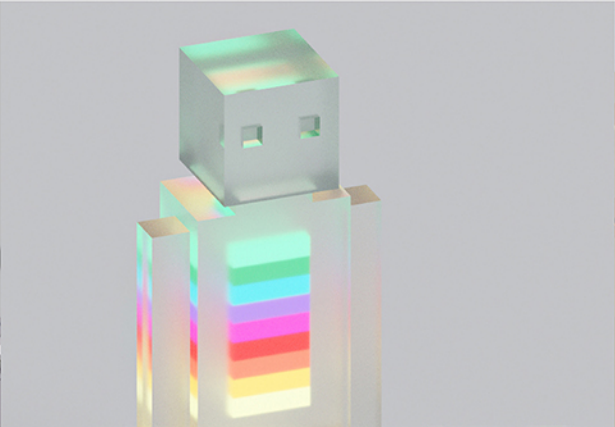
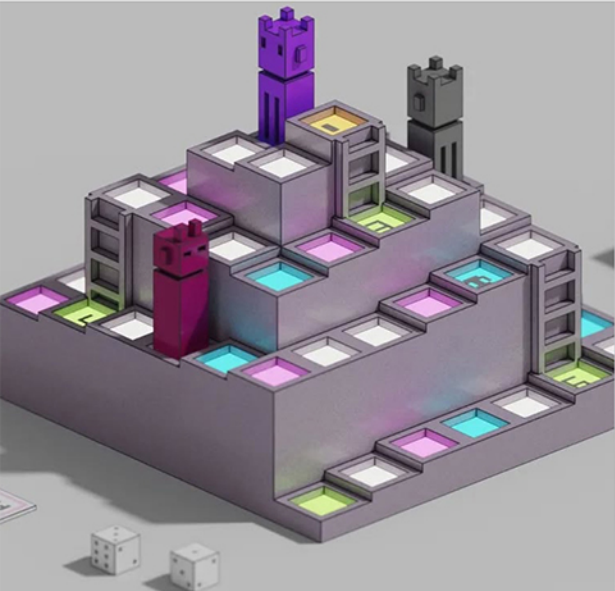
### STORYTELLING

Every piece is sculpted by hand, offering the opportunity to share behind-the-scenes content. Showing the process adds depth to the game's narrative, drawing players deeper into its world. Highlighting the artistic journey also serves as a powerful marketing tool, creating a stronger connection between players and the game.



# LOOKING FOR SOMETHING DIFFERENT?

*I also work in illustraton, graphic design, voxel art and more.*





# ABOUT ME



## ELINE MELISSEN

*visual designer*

**Hi!** I'm a freelance designer and artist based in the Netherlands. With a background in Crossmedia Design, I'm skilled in a variety of creative disciplines, including illustration, graphic design, voxel art, and sculpture artwork, which is my current focus.

Sculpture is a rare medium in board game art though it's great for its ability to add depth and texture to visual storytelling. My passion for merging sculpture with game art began with my graduation project, where I explored how to make the serious theme of climate change more approachable through an unconventional and playful design.

While my primary focus is on artwork, I also design packaging and board game components. My work often centers on humor, color, and surrealism, turning everyday themes into something unexpected and engaging. I strive to create designs that capture attention and spark curiosity. Let's connect and create something extraordinary!

## CONTACT

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to see more of  
my work!



Thank you for your time!

