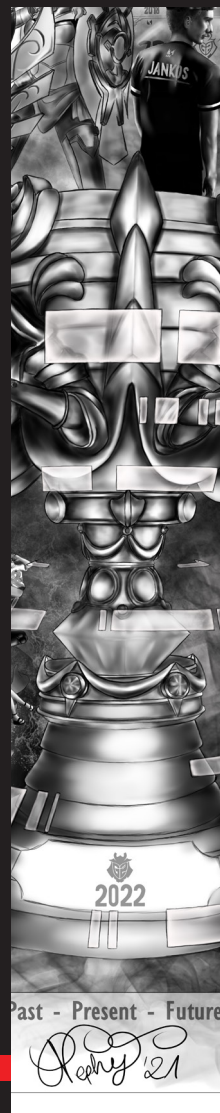
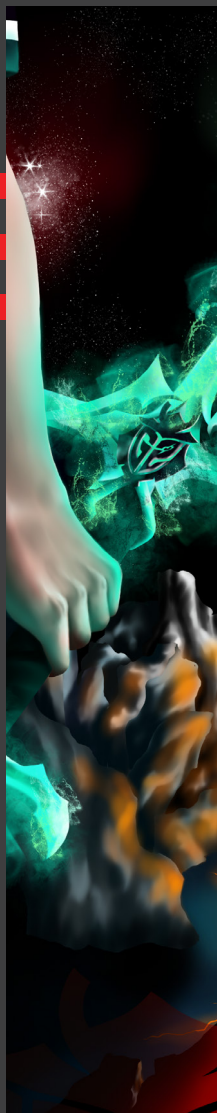


PORTFOLIO



NEPHYRIEL



HELLO

I am Nephyriel, a digital artist and content creator.

My biggest passions, next to creating art, are video games and esports, so combining those is the crucial part about my works. I like to let my pieces show the spirit and fire I feel especially for esports, by creating stories inside my artworks or putting my portraits into a dramatic pose.

I work digitally in different styles, from manga to paintings, but portraits are my special talent.



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TIME FOR REVENGE

Redry

Time for Revenge
2022

Art for G2 heading to their re-
match against Fnatic in LEC Spring
Split Semi Finals 2021.

(8h)

Our Chance to be Kings 2022

Art for G2 in LEC Spring Split Finals 2022
against Rogue.

(5h)



G2 Kitsune Girl vs. VitaliBee (2022)

G2 Kitsune Girl is an original character I designed to represent G2 in my artworks. This piece was made for the first match G2 vs Vitality in LEC Spring Split 2022.

(10h)





VitaliBee was created to represent Vitality in my artworks. I got the idea to make her look like a superhero.





G2 Viego (2022)

Splashart I created for my own skin design for the League of Legends champion Viego in a female version.

(17h)

G2 Kitsune Girl Part II (2021)

G2 Kitsune Girl after the lose versus Mad Lions in LEC Summer Split 2021. The scratches shall represent the hard battle, G2 lost against a Lion, which was the mascot of the enemy team.

(10h)





Drakos
(2022)

Portrait of Daniel "Drakos" Drakos, in which I wanted to emphasize the dramatic momentum with the smoke in the background.

(7h)



300 Wins
(2022)

Portrait of Marcin "Jankos" Jankowski for his 300th win in LEC with the crown held in the colors of LEC.

(15h)



Teach the Doubters (2022)

Marcin "Jankos" Jankowski drawn as the League of Legends champion Lee Sin in the colors of MSI. The dragon shall represent one of the champion's abilities.

(17h)

Past - Present - Future (Part I) (2021)

The first part of the biggest of my projects "Past - Present - Future", I did at the League of Legends World Championship 2021. This part represents the past, the loss versus Damwon Gaming, who got to be the winner of the World Championship in 2020, and Fun Plus Phoenix, the winner of 2019.

Every part has its own name, that is hidden somewhere in the picture itself, in this case "Honor the Previous" written in the clouds in background.

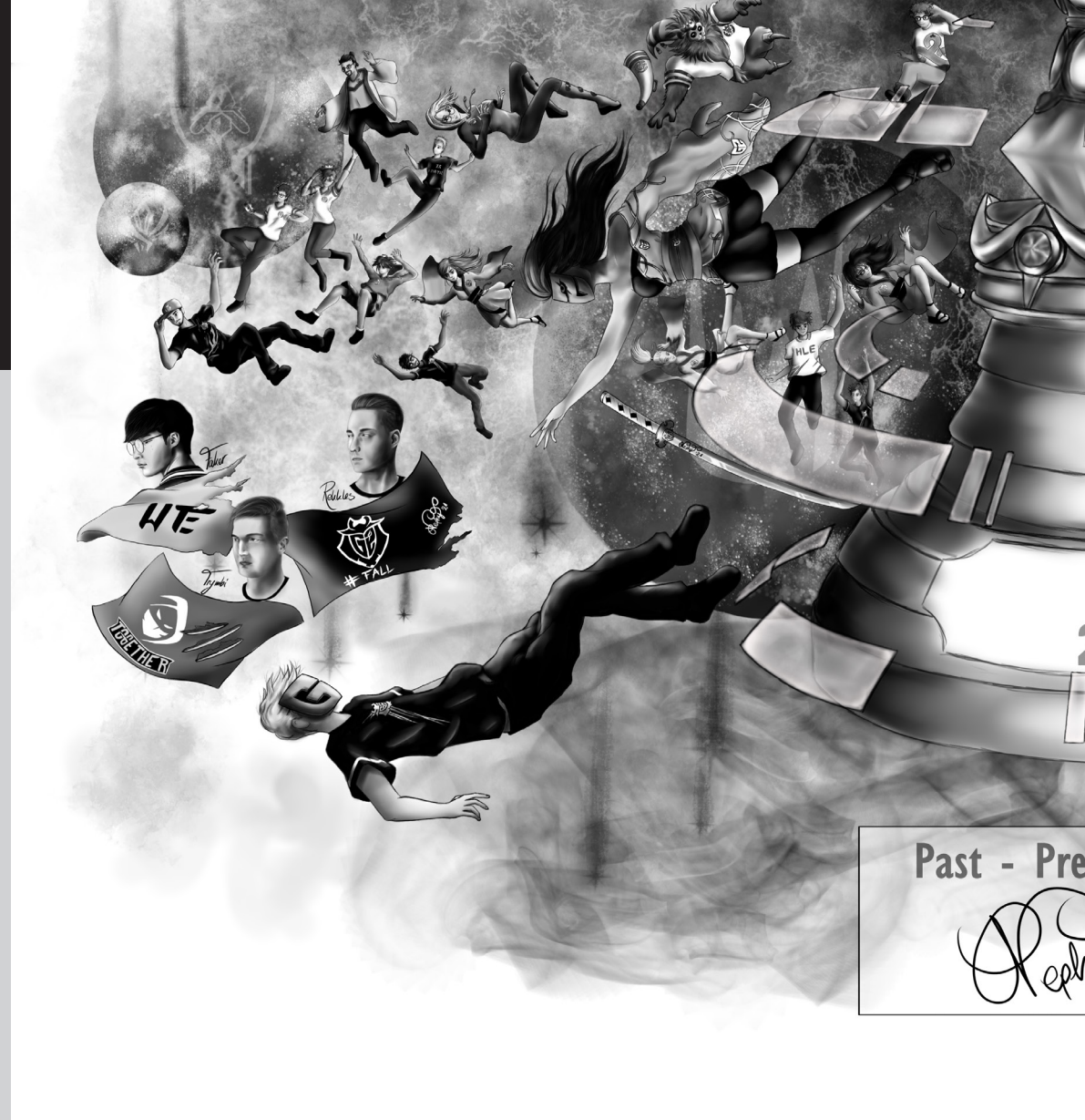


Past - Present - Future (Part II)

(2021)

The second part of this project represents the recent events before Worlds 2021, when G2 didn't manage to get a spot to compete in the tournament. Behind the portrayed players of G2, Mad Lions, Rogue and Fnatic, I placed the LEC winners wall to show the fall of G2 in 2021. Again, the name of the part, "Kings of Europe", is hidden in the piece itself in shards falling from the sky.





Past - Pre

Rubius

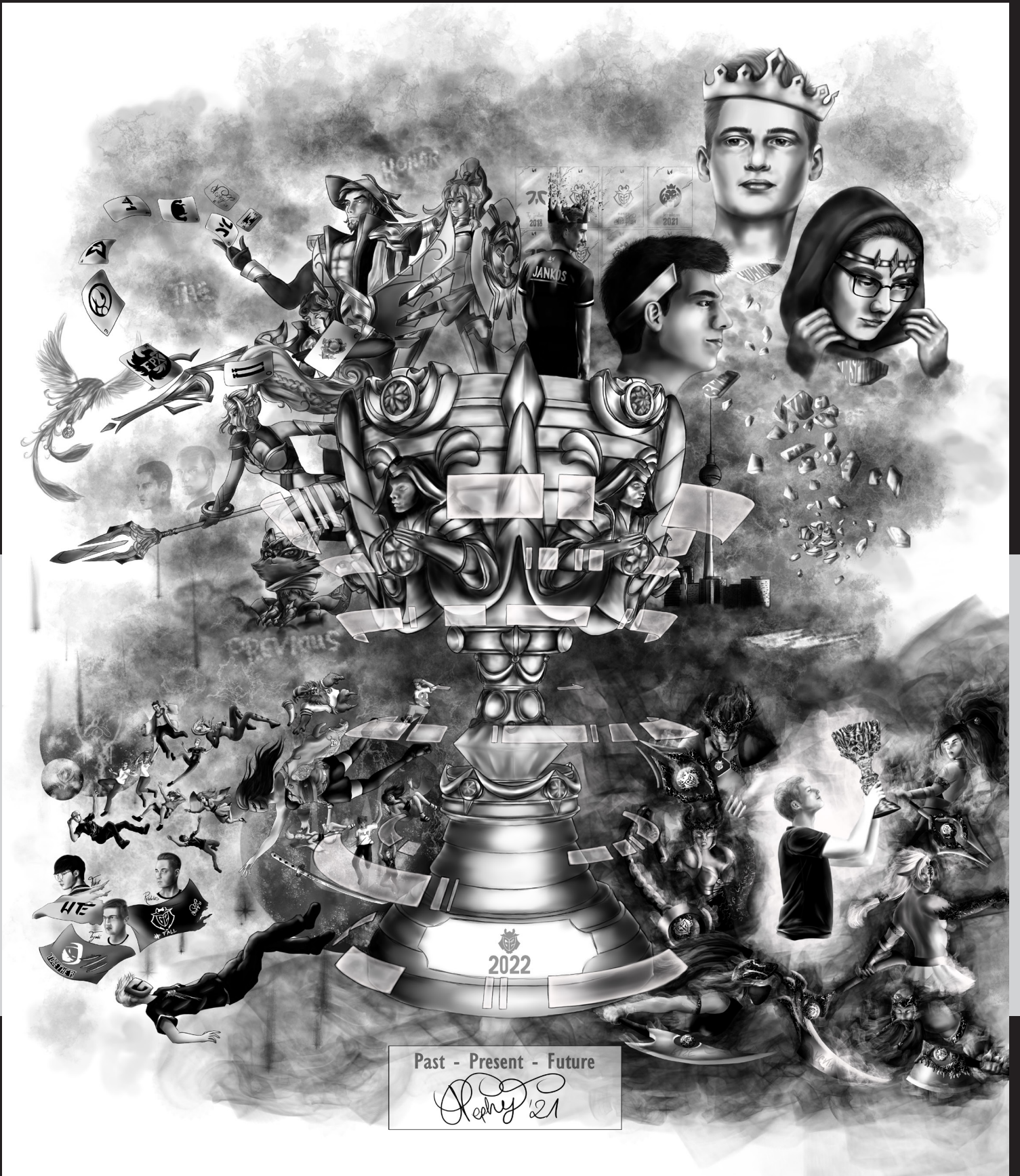
Past - Present - Future (Part III) (2021)

The third part is called "We fall together" and shows the fans of LEC falling together with their teams after losing in the World Championship. For this part I have taken fan commissions of LEC fans who wanted to get drawn for the project. The name is hidden in the destroyed flags.



Past - Present - Future (Part IV) (2021)

The last part of "Past - Present - Future" shall portrait the future as I wanted to imagine it, with Marcin "Jankos" Jankowski representing G2, who I wished to win the next World Championship. Around him I created six champions of League of Legends (Jarvan IV, Akali, Nidalee, Kayn, Olaf and Sejuani) in the style of G2, and hid the name of the part "Rise again" in two of the blades of the champions.



Past - Present - Future
Redney '21

Past - Present - Future (2021)

The whole piece, my biggest project so far, contains ten player portraits, more than fifteen fan commissions in four parts telling the story of LEC teams losing and trying to succeed again. I made it to tell a dramatic story, to show support to the European League of Legends teams and to entertain the fans of LEC and World Championship by offering them a riddle game in my work. I uploaded the single parts one by one in a time span of four weeks throughout the tournament to finish it with the full piece last.

The whole project took more than 190h to complete.

