

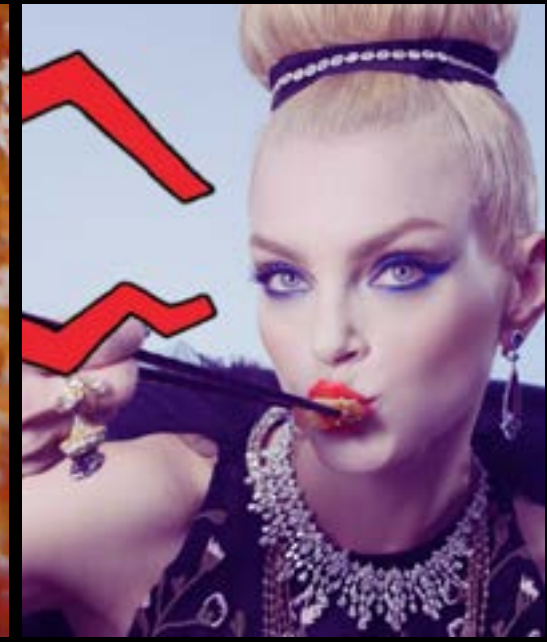
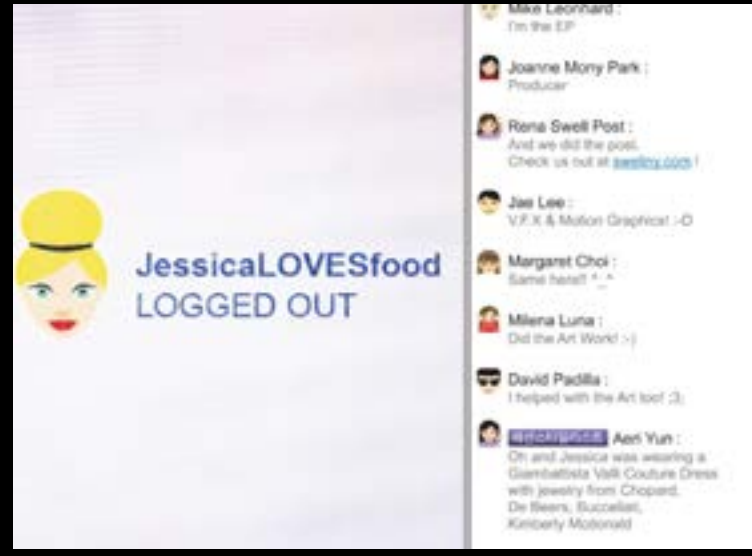
**DAVID PADILLA'S**

PORTFOLIO

DESIGN

JESSICA STAM

AND TIMOTHY DOUGLAS



TIMOTHY DOUGLAS TIMOTHY DOUGLAS

muk-bang or mukbang  
(Hangul: 먹방; RR: meokbang; lit. "eating broadcast") is a type of performance in which someone eats large quantities of food, while interacting with their audience. Usually done through a webcast, muk-bang became popular in South Korea in the 2000s.  
Wikipedia

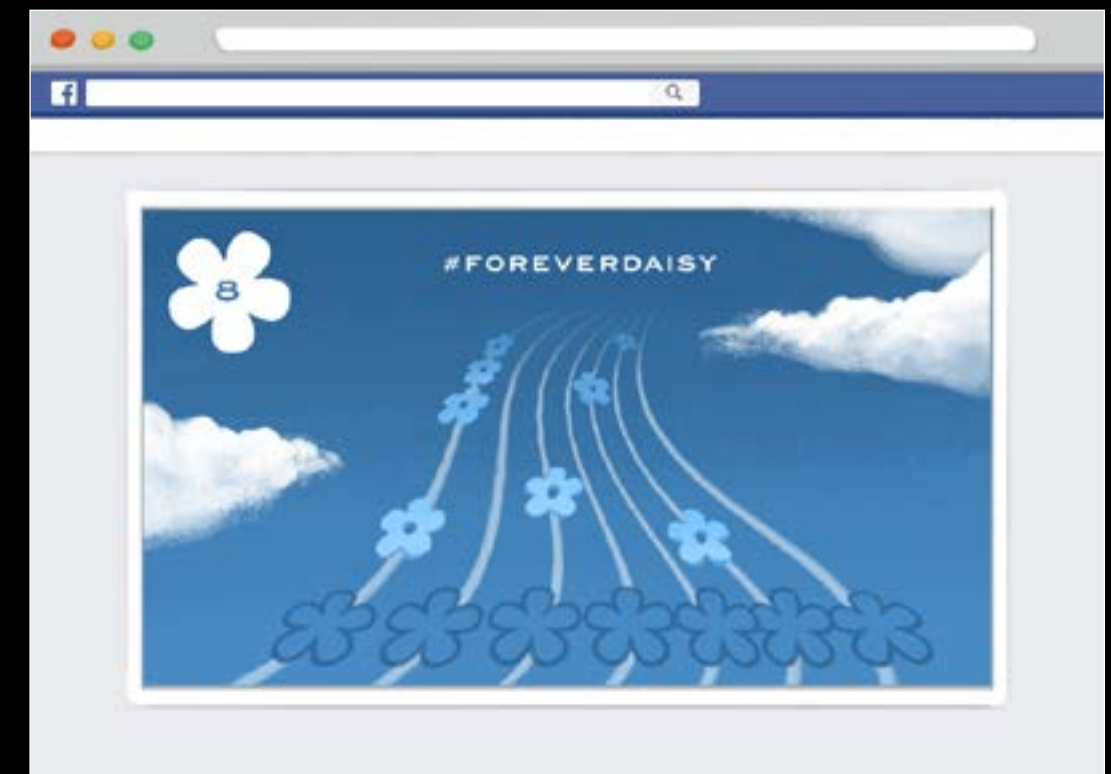
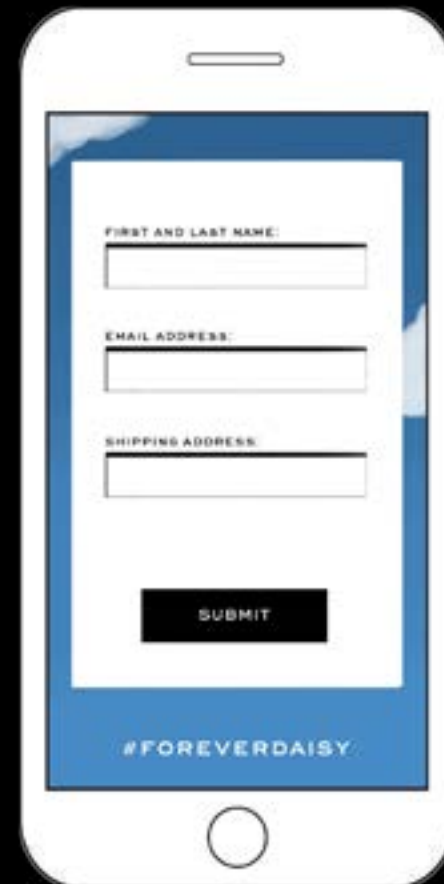
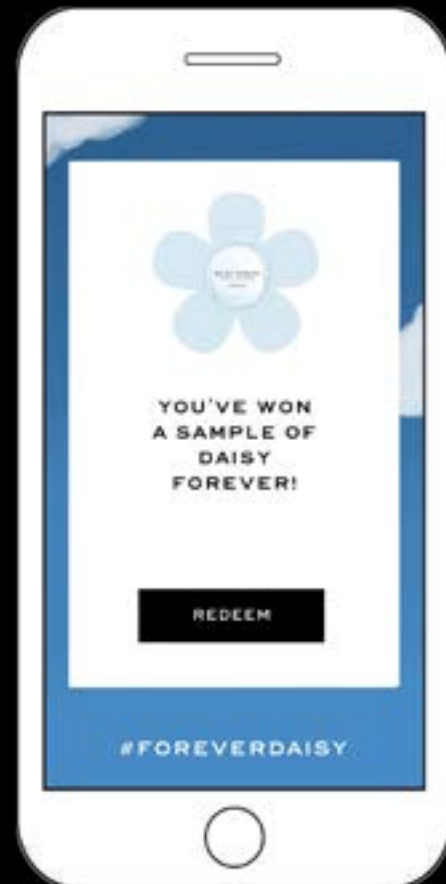
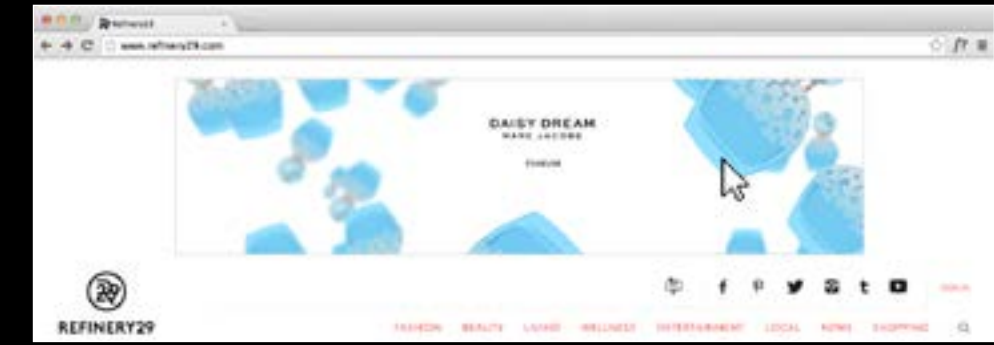
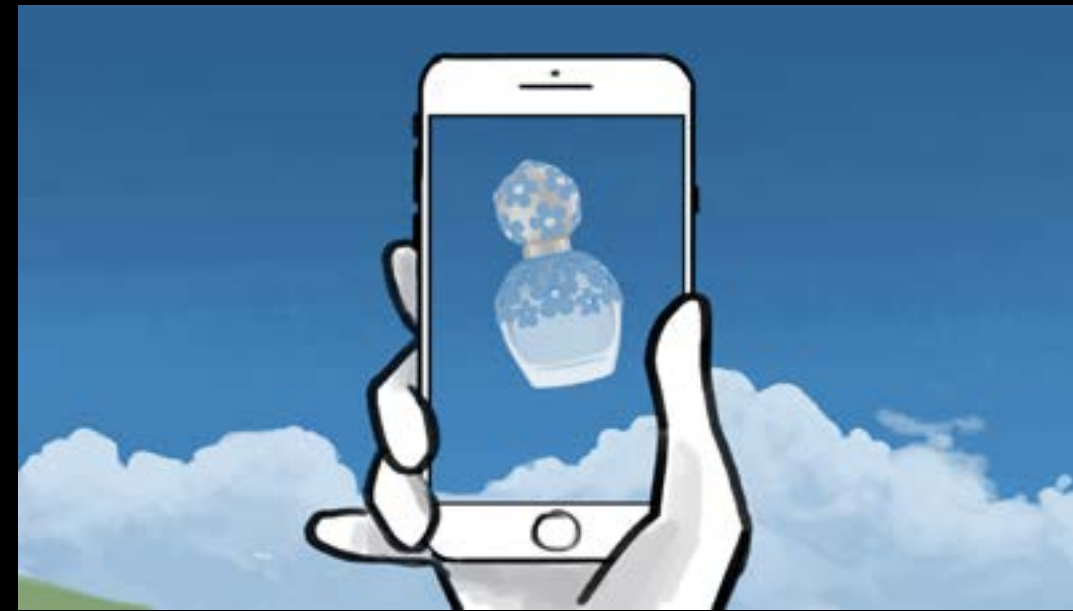


VOGUE KOREA

ASSETS FOR VOUGE KOREA - MUK BANG

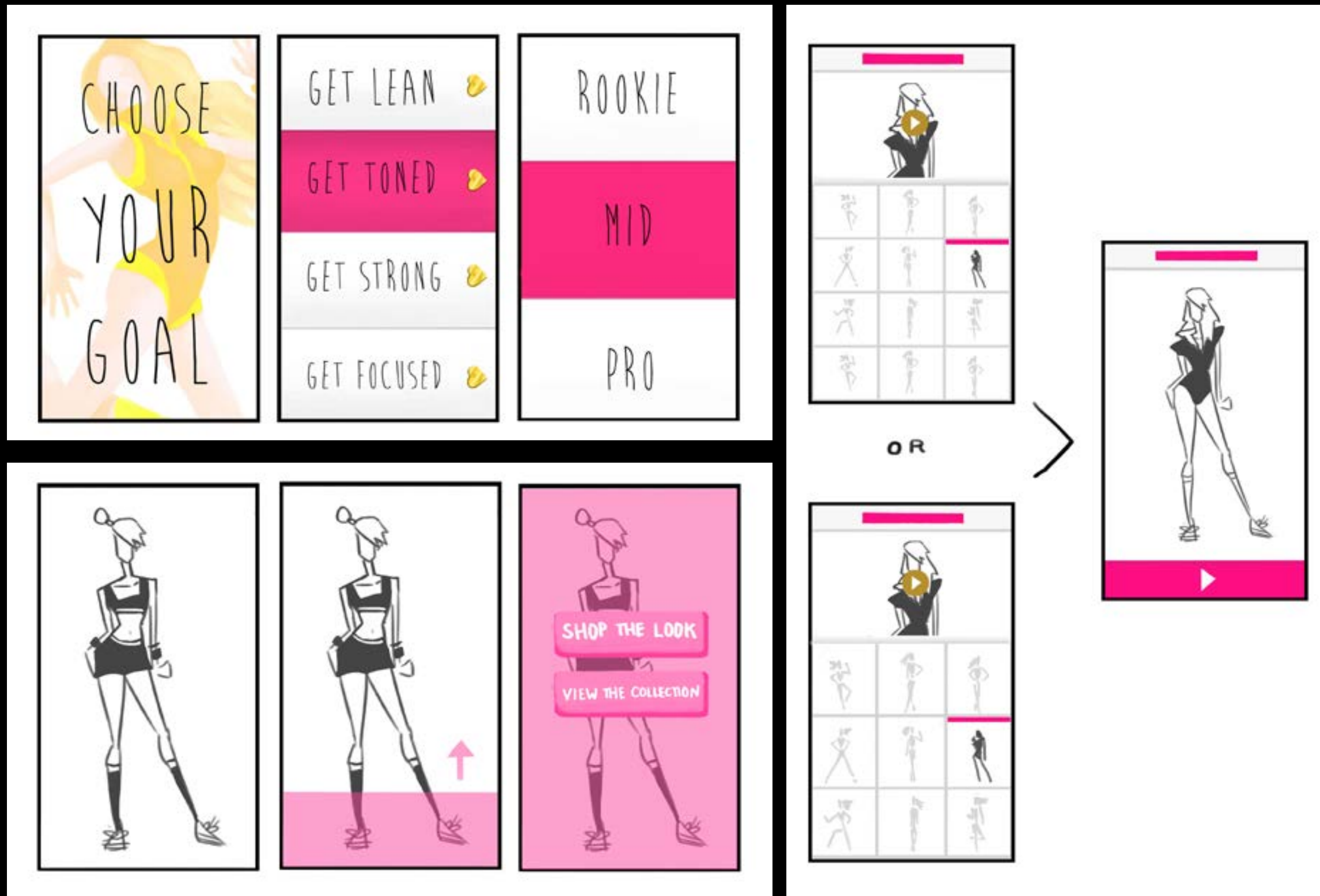
In this project, I had a big hand in the design. I was tasked with designing the title sequence and end credit sequence that appears as a chat room. I also got to hand-letter the titles and draw most of the assets.

PLAY VIDEO



## MOCKUPS FOR MARC JACOBS FRAGRANCE

These were created to showcase possible intergrations of content created for Marc Jacobs Fragrance. Banner ads, Mobile games, facebook app, and even AR.



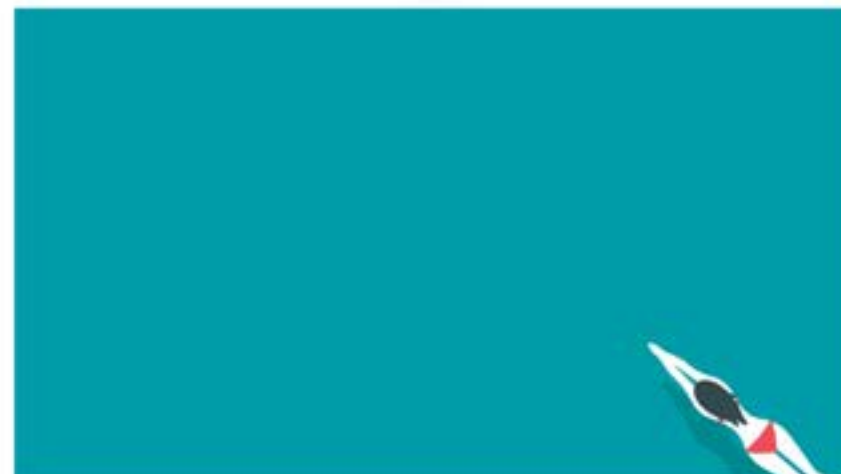
## MOCKUPS FOR JUICY COUTURE MOBILE SHOPPING EXPERIENCE

Working at Swell, we deal a lot with mobile design from our Swell Labs side. So being tasked with thinking in the mobile space is second nature. Here I explored various shopping experiences.

CONCEPT ART



Working at SWELL, I have a big part in the films and editorials we create. I am tasked with creating concept art that is later used as a guide on set for filming. Here are a few examples of some concept art I've created that has been used in production. On the left is only some of the concept art, and then on the right will be the end shots matching the art.



## CHANDON DÉLICE

For this project, I was in charge of the concept art, and making the assets. Each scene and every detail was made by me in illustrator and then handed off to an animator.

[PLAY VIDEO](#)



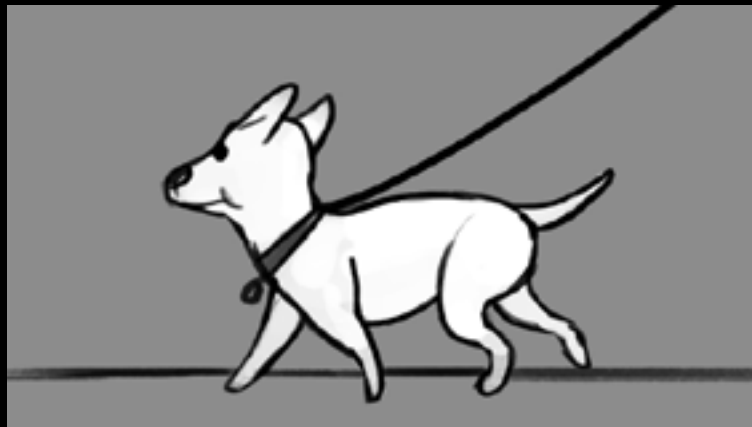
INTERLOPER FOR MODLES.COM

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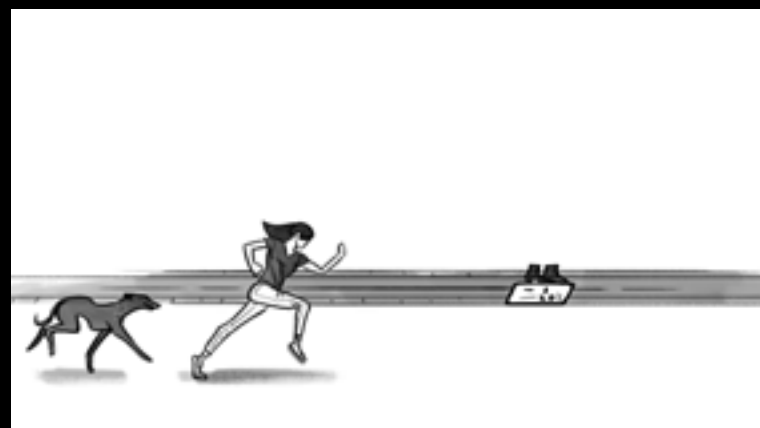
MO&CO 10th ANNIVERSARY with FREJA BEHA

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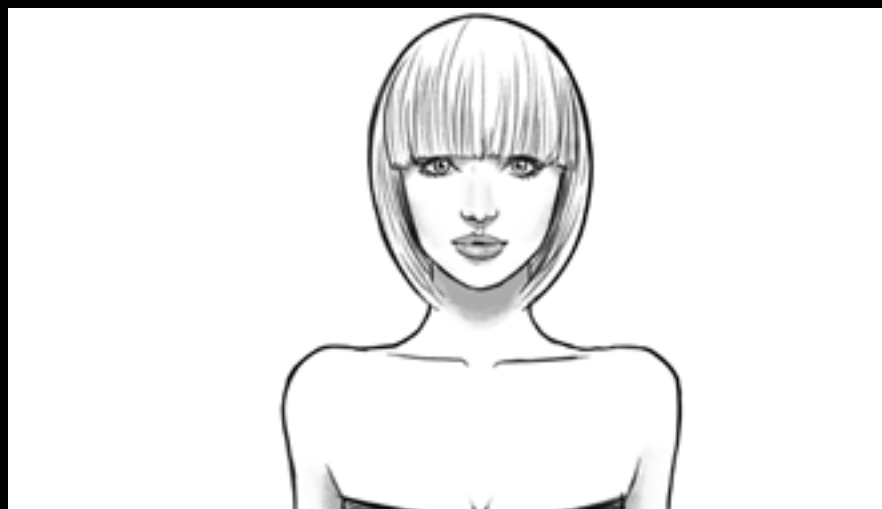
LANE CRAWFORD HOLIDAY

[PLAY VIDEO](#)



LORD & TAYLOR TV COMMERCIAL

[PLAY VIDEO](#)



## MCM - INTO THE GLITCH

In addition to creating preliminary concept art, I also helped create establish the way the "glitch" would look that would be used in the video.

[PLAY VIDEO](#)

PERSONAL WORK



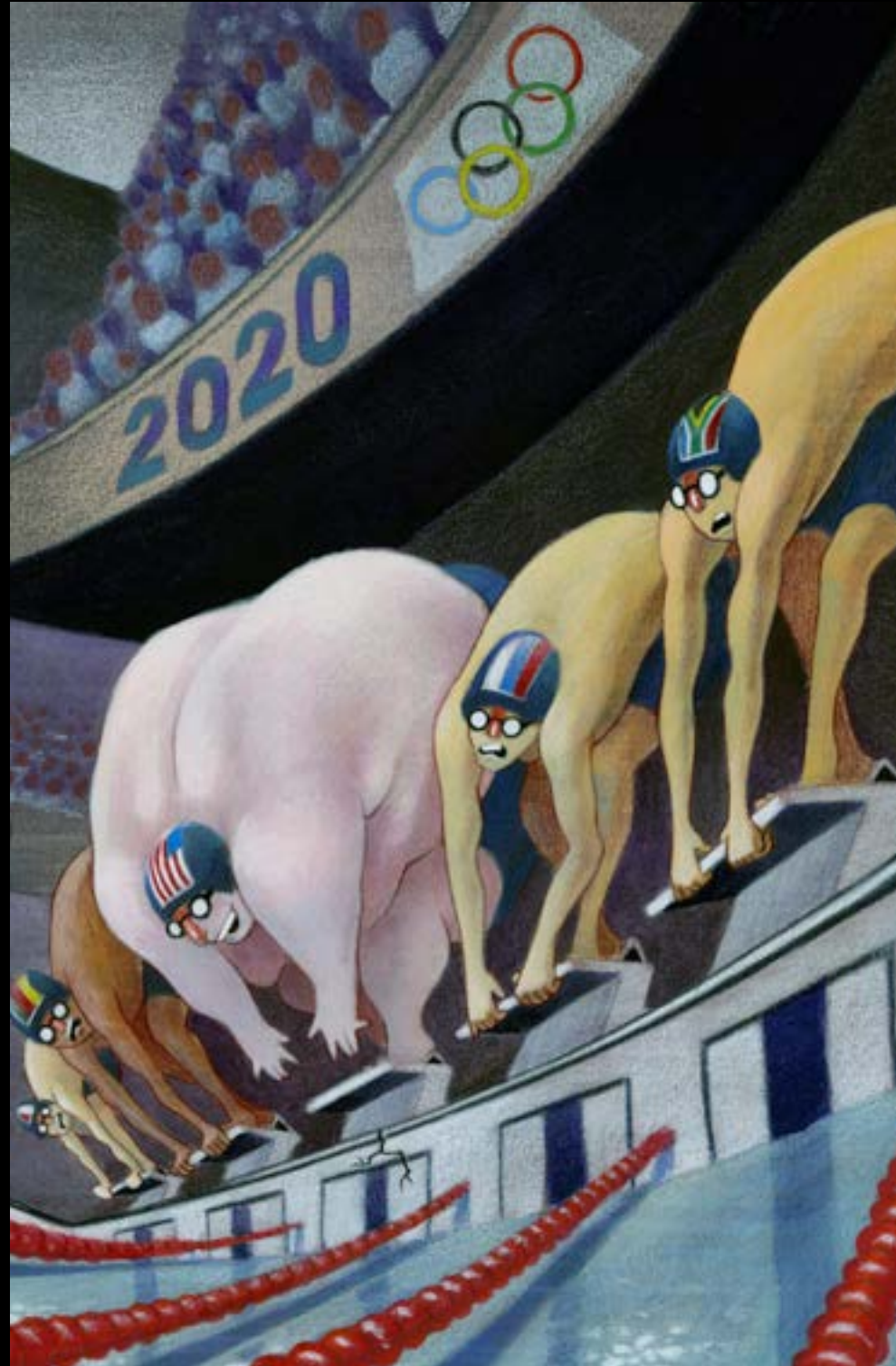
Here is some of my personal work. First there are multiple examples of the art I like to do in my spare time. I usually draw from interesting images or concepts that inspire me. For the most part it's the color red and the Kardashians. And some Courtney Love. After that are more traditional drawings. I love creating stories in my head and drawing helps bring them out. In Sketches, there are some drawings of my co-workers along with some X-files / Twin Peaks fan art.

ART



View more on Instagram - [astrouhr](#)

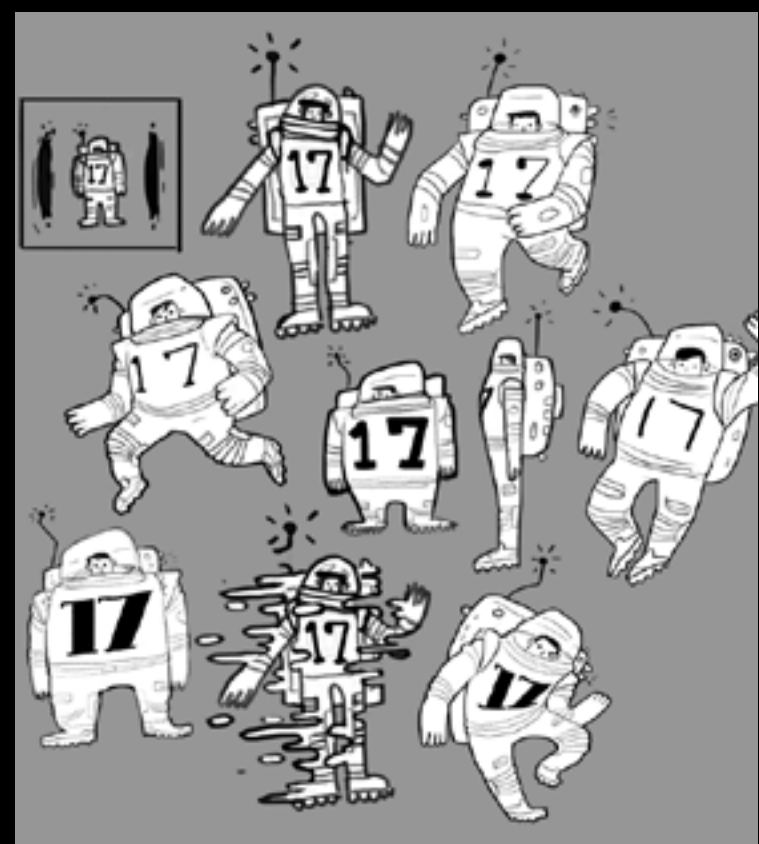
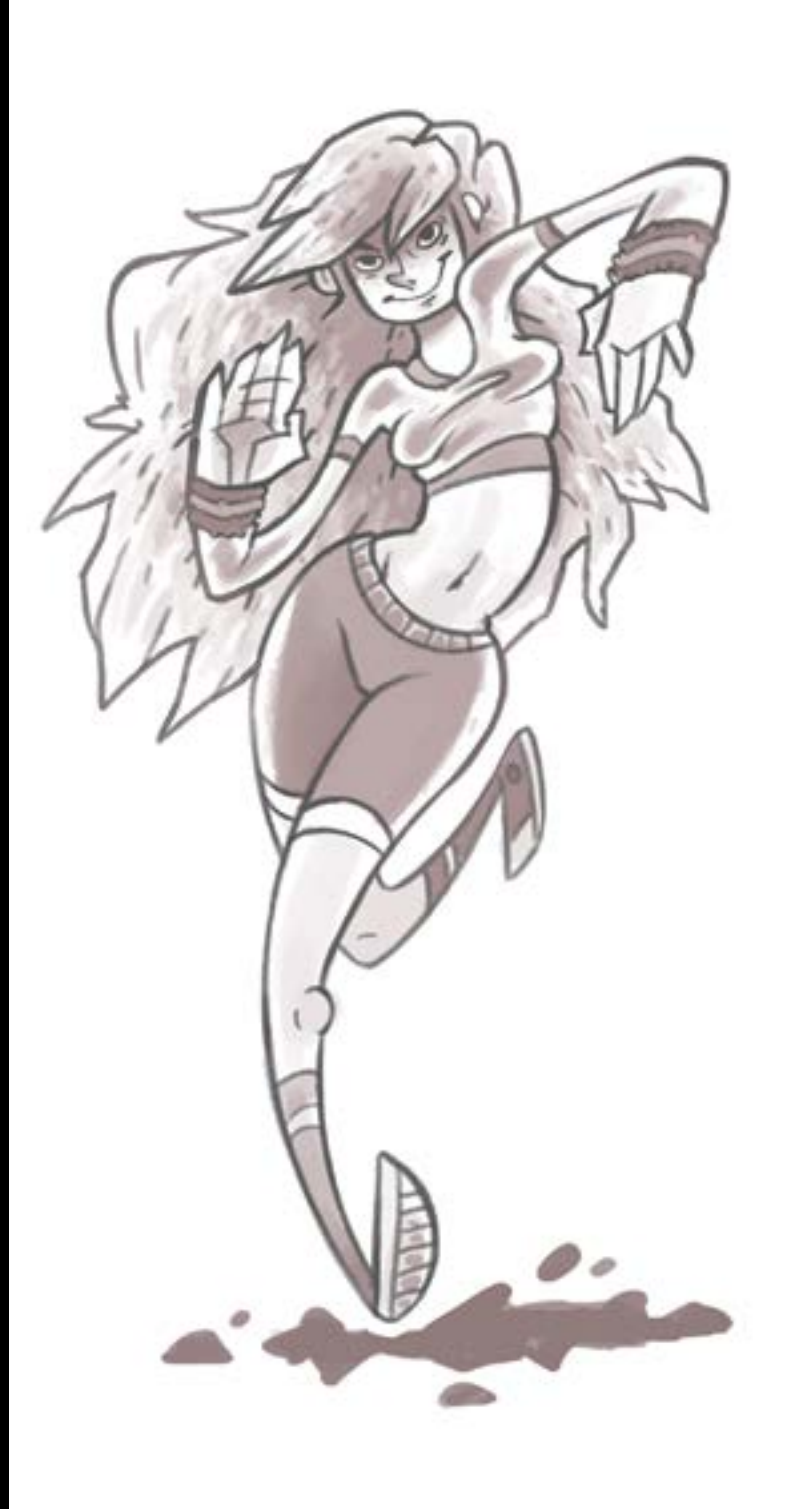
DRAWINGS



DRAWINGS



SKETCHES



THANK YOU