



Fl Jelde
Flessner



PORTFOLIO

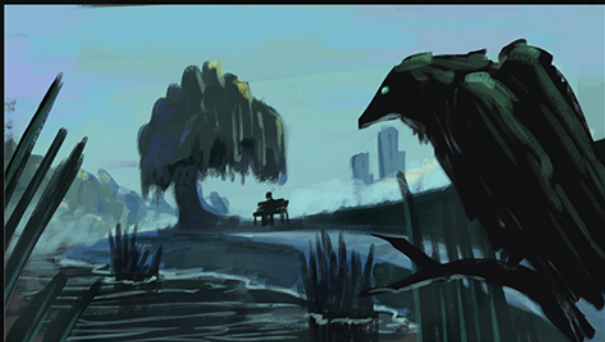
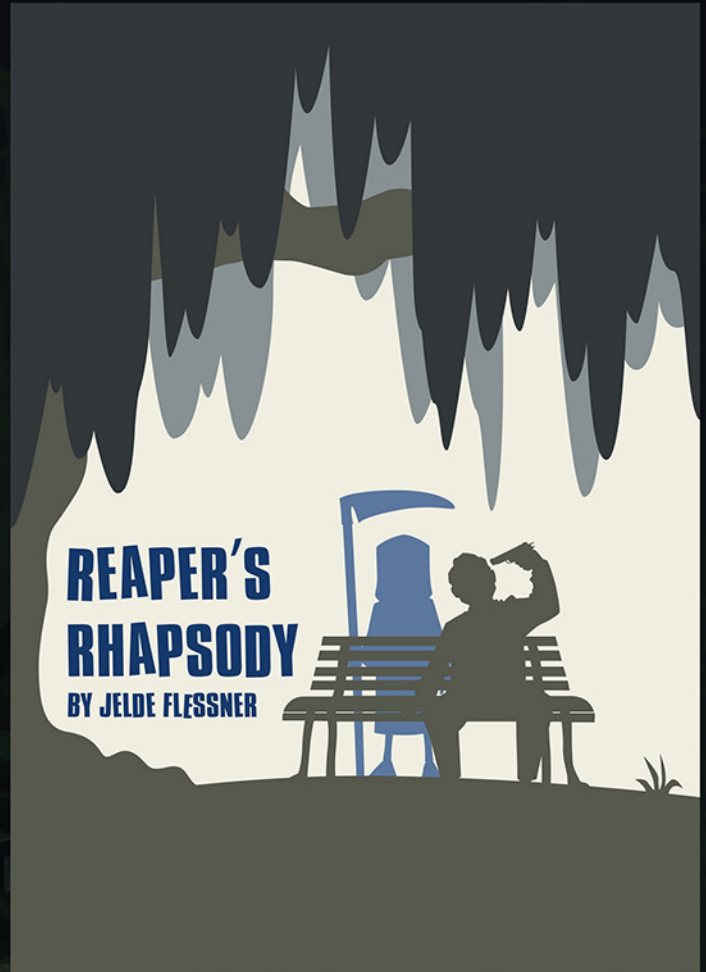
"Reaper's Rhapsody" is the story of a small grim reaper called "Todd", who is at odds with his job of bringing death.

He works at "EXITUS", a huge company, where nearly every Grim Reaper of "Reaper Town" fulfills his duty.

To numb his conscience, he has to take pills with the name "RIP". These drugs transform Todd into a soulless being, who is able to cut the lifeline of humans at the drop of a hat.

At one point he has no pills left and his inner life-affirming part of personality is confronted with a man who wants to shoot himself.

Todd can't fulfill his job. Instead of ending the man's life he stops the bullet from killing the man.



At first Todd is disappointed of himself, because he couldn't cut the lifeline. But after recognizing the man's happiness about a second chance in life, he starts to feel good about "not fulfilling his duty" and saving the man from committing suicide.

Todd's Boss doesn't like this at all. He has to put Todd in his place.

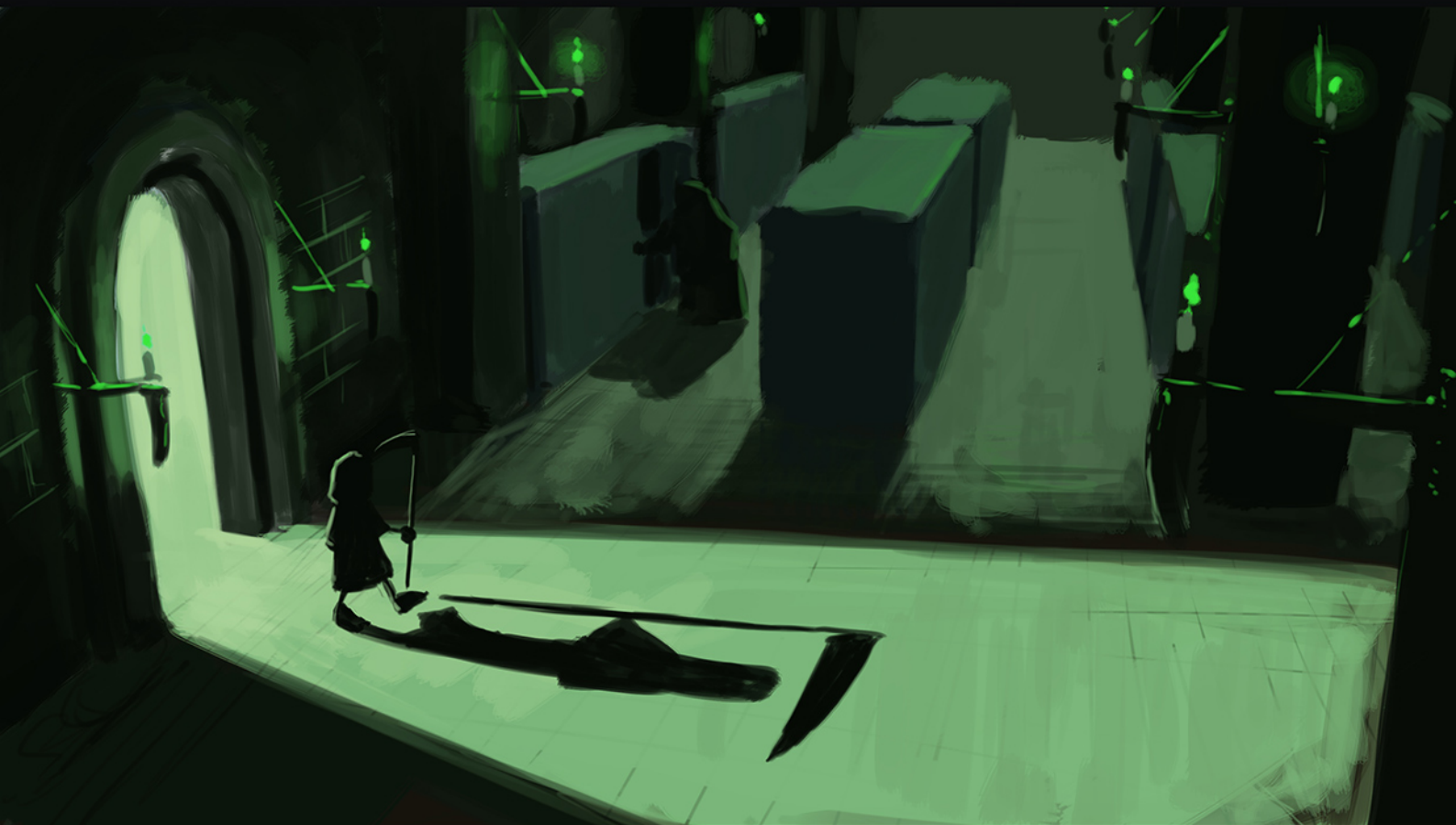
But instead of eating humble pie, Todd stands up for himself and quits his job at Exitus.

Now Todd starts his own business called "2nd Chance" where he stops people from committing suicide and brings them together so they can live happily ever after.

If you want to get more detailed information, you can watch the animatic on my website.
www.jelde-flessner.com/story

PORTFOLIO

CONCEPTING "REAPER'S RHAPSODY"



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BOSS



TODD



RUTHLESS
GRIM REAPER

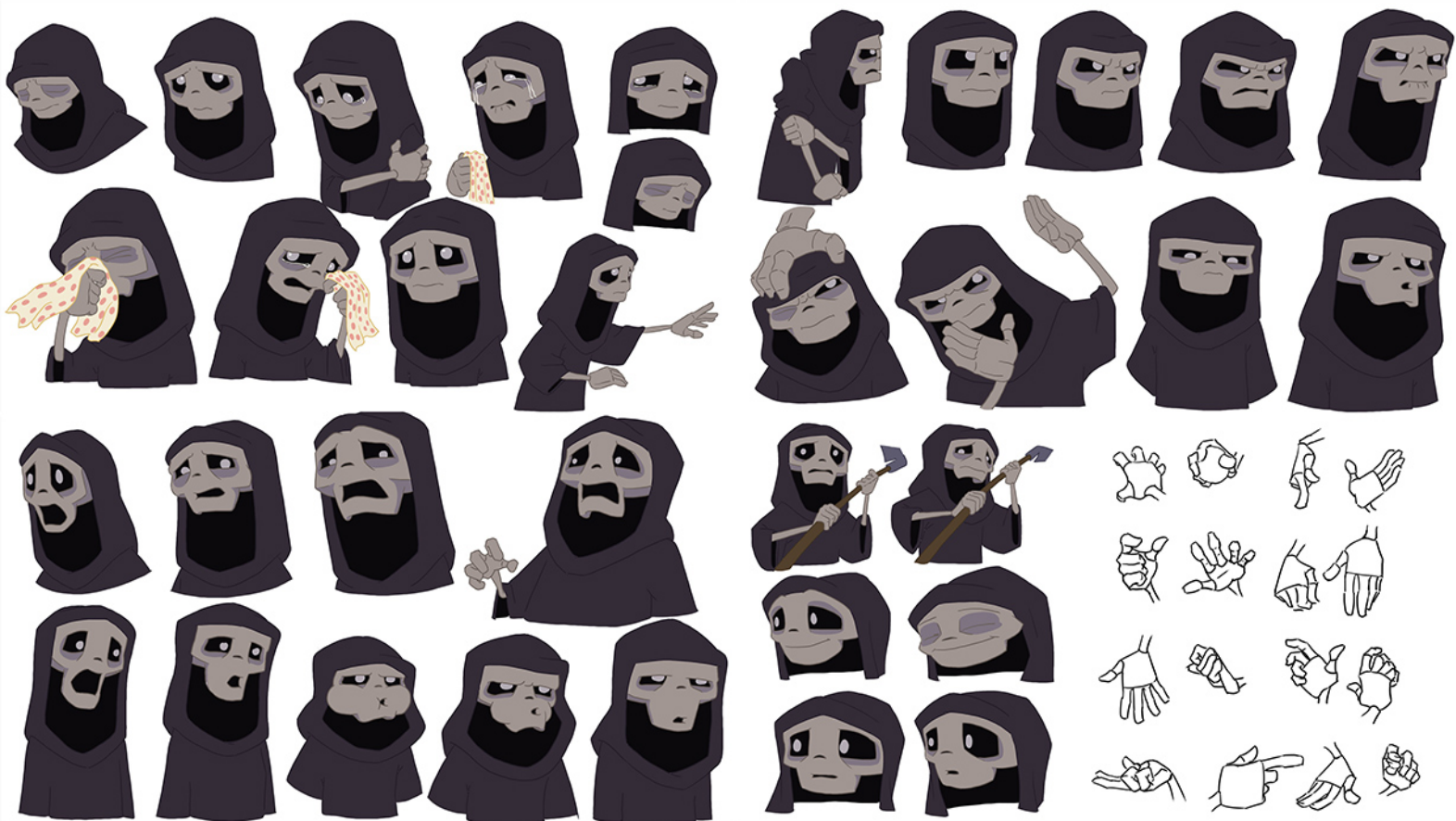


FIRE
GRIM REAPER



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CONCEPTING “REAPER’S RHAPSODY”



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RESIDENTIAL HOUSE

APARTMENT BUILDING



GAS STATION



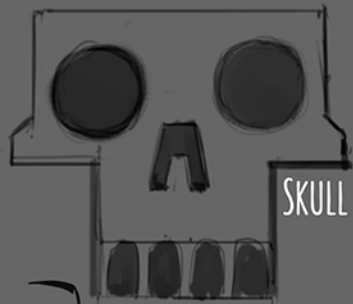
LITTLE STOREHOUSE



GROCERY STORE



TREE



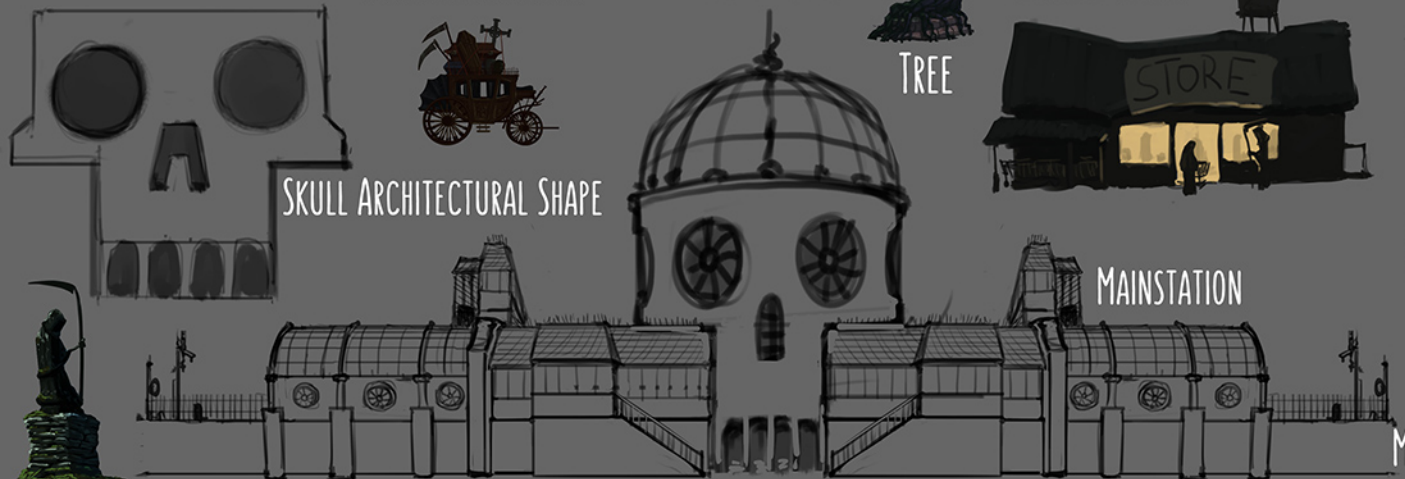
SKULL ARCHITECTURAL SHAPE



MAINSTATION



MEMENTO MORI



EXITUS
INDUSTRIES
COMPANY LOGO



DEATH COIN



EXITUS ENTRANCE



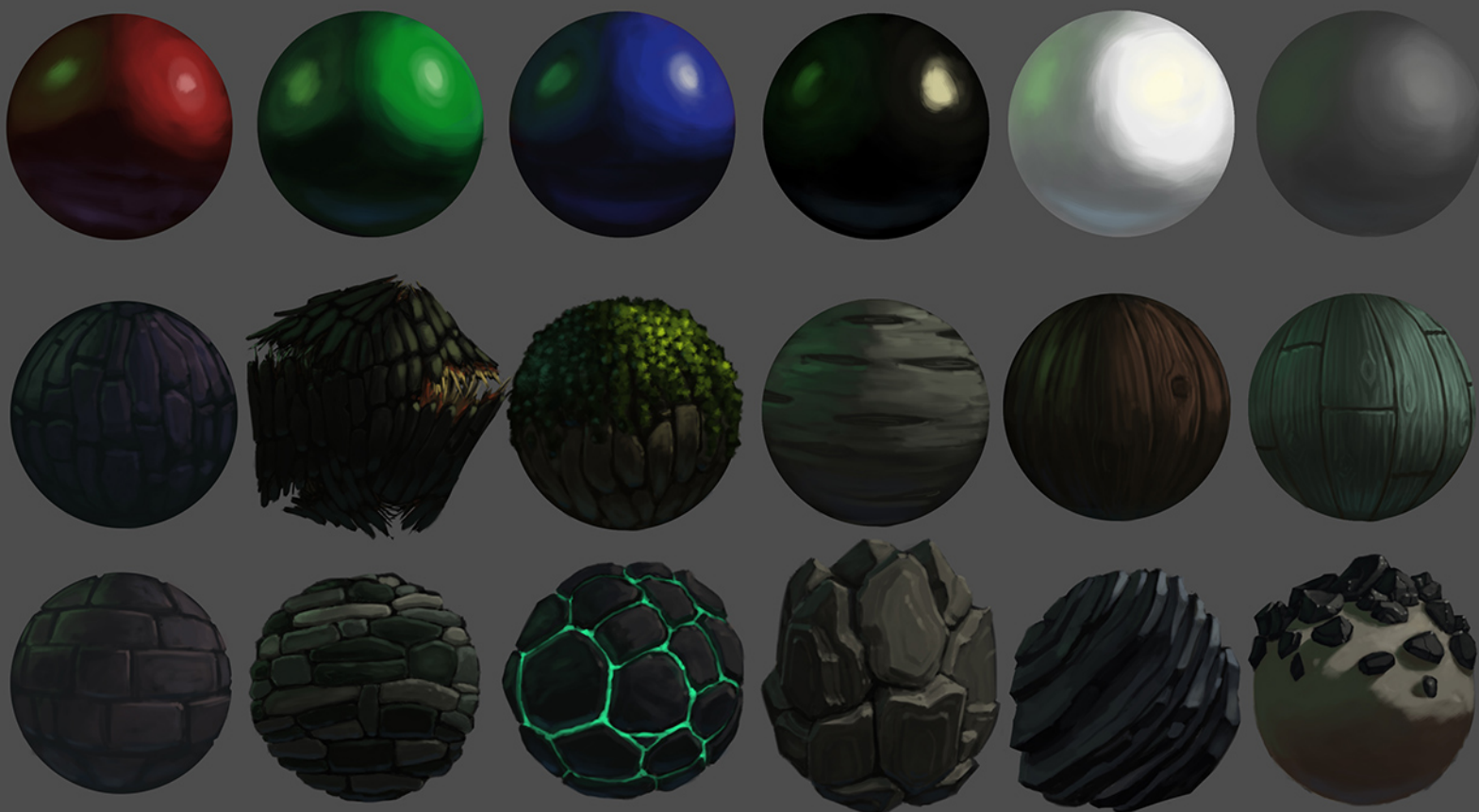
TAPESTRY

WINDOW
EXITUS



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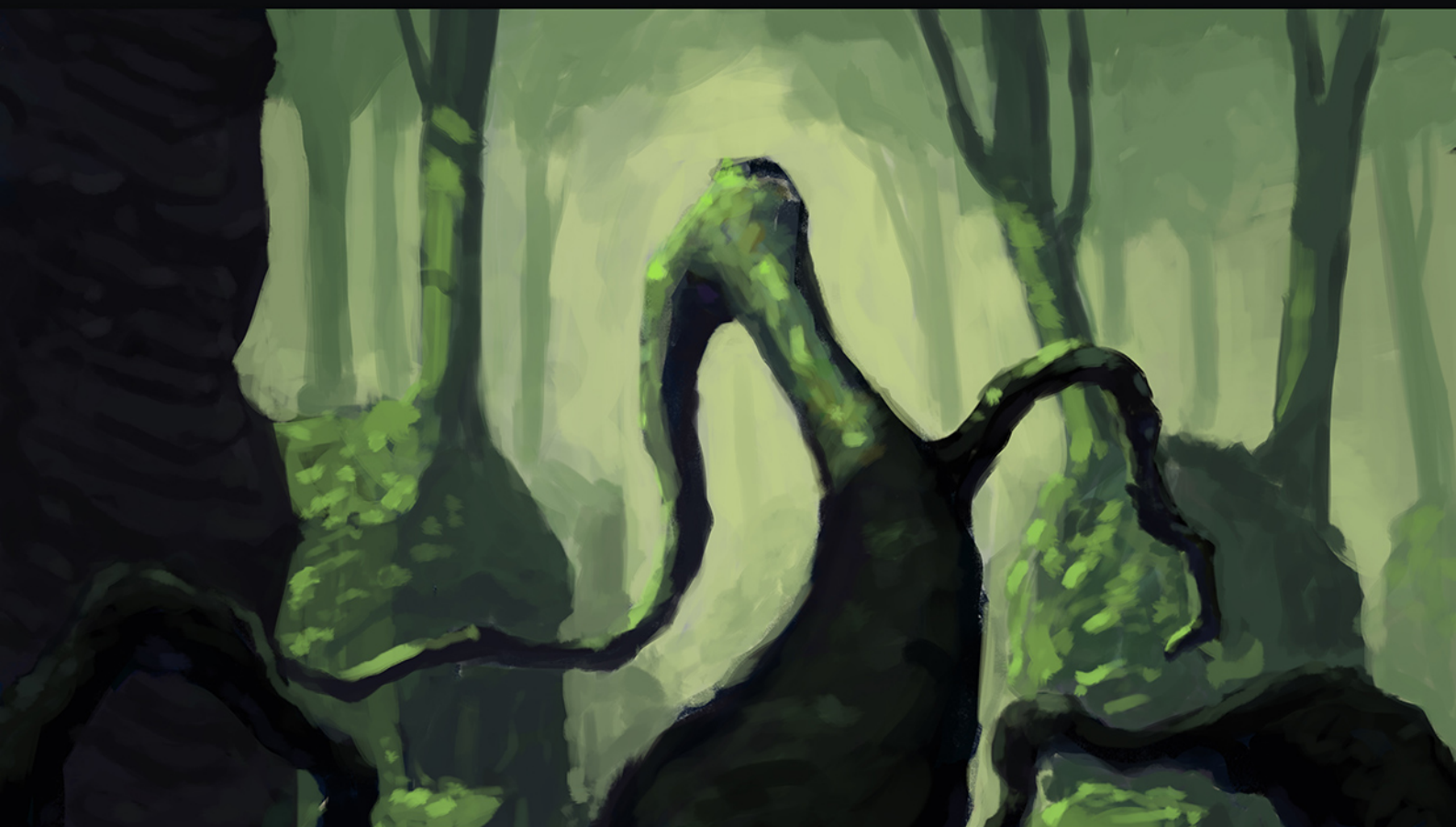
CONCEPTING "REAPER'S RHAPSODY"





PORTFOLIO

DIGITAL PAINTING





ABOUT THE ARTIST

Jelde Flessner



Since the day I could hold a pencil I've been drawing and the desire and passion to draw have been part of my life. Growing up in a small village in East Frisia a northern part of Germany I had a cozy and protected childhood. I loved to go outside discovering the nature around my neighborhood. Back at home I put all the animals and creatures which I had observed down on paper.

While being in high-school I developed an interest in animated movies and video games so I decided to study animation.

After my final secondary-school examinations I applied at several German film-schools. Every single one wrote back and invited me to their qualifying examination. I passed all the tests and decided to study at the "Filmuniversität Konrad Wolf" in Potsdam Babelsberg near Berlin.

I learned all the principles of animation and made a bunch of short-films in different techniques.

Now I can't imagine a life without creating.

