

A minimalist line drawing in black ink on a white background. It depicts two stylized human figures. The figure on the right is larger and stands in a slightly hunched posture, with its right hand raised towards its chest and its left hand reaching out towards the smaller figure. The figure on the left is smaller and stands upright, holding the hand of the larger figure. The lines are simple and fluid, capturing the essence of the figures without fine detail.

Testa Valeria

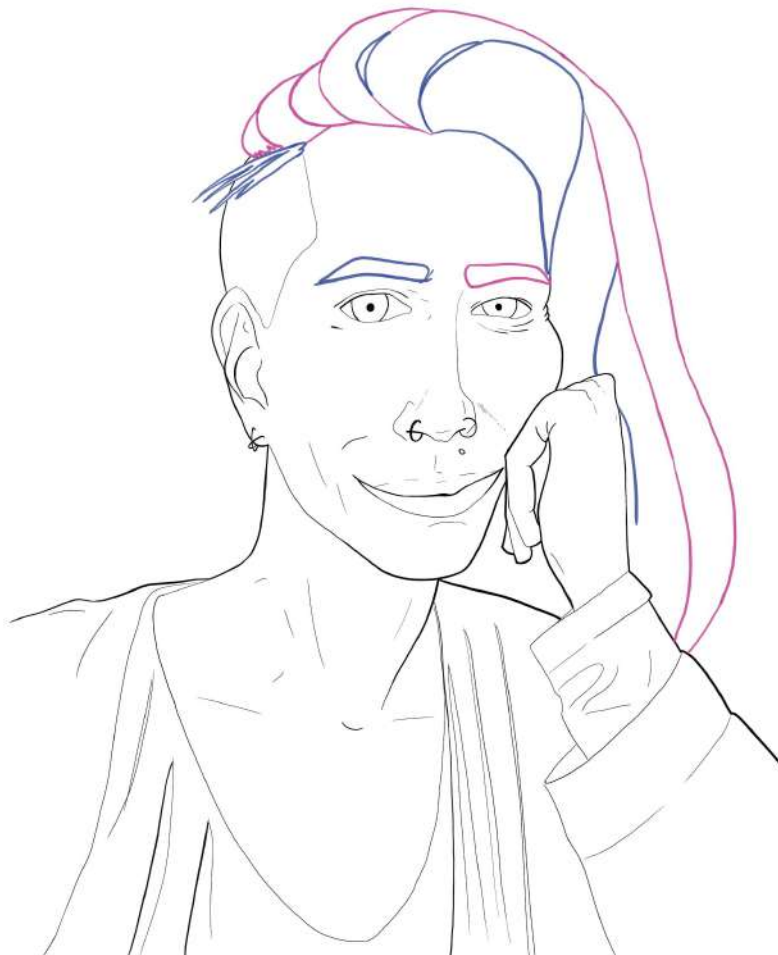
Portfolio - Illustrations, Characters & comics

About me

I create characters and visual worlds that convey emotions and stories.

My work focuses on expressive character design and narrative-driven visuals, with a strong interest in interactive media.

 valeriatesta.it
 [instagram.com/lucidafollia96](https://www.instagram.com/lucidafollia96)
 [artstation.com/lucidafollia96](https://www.artstation.com/lucidafollia96)

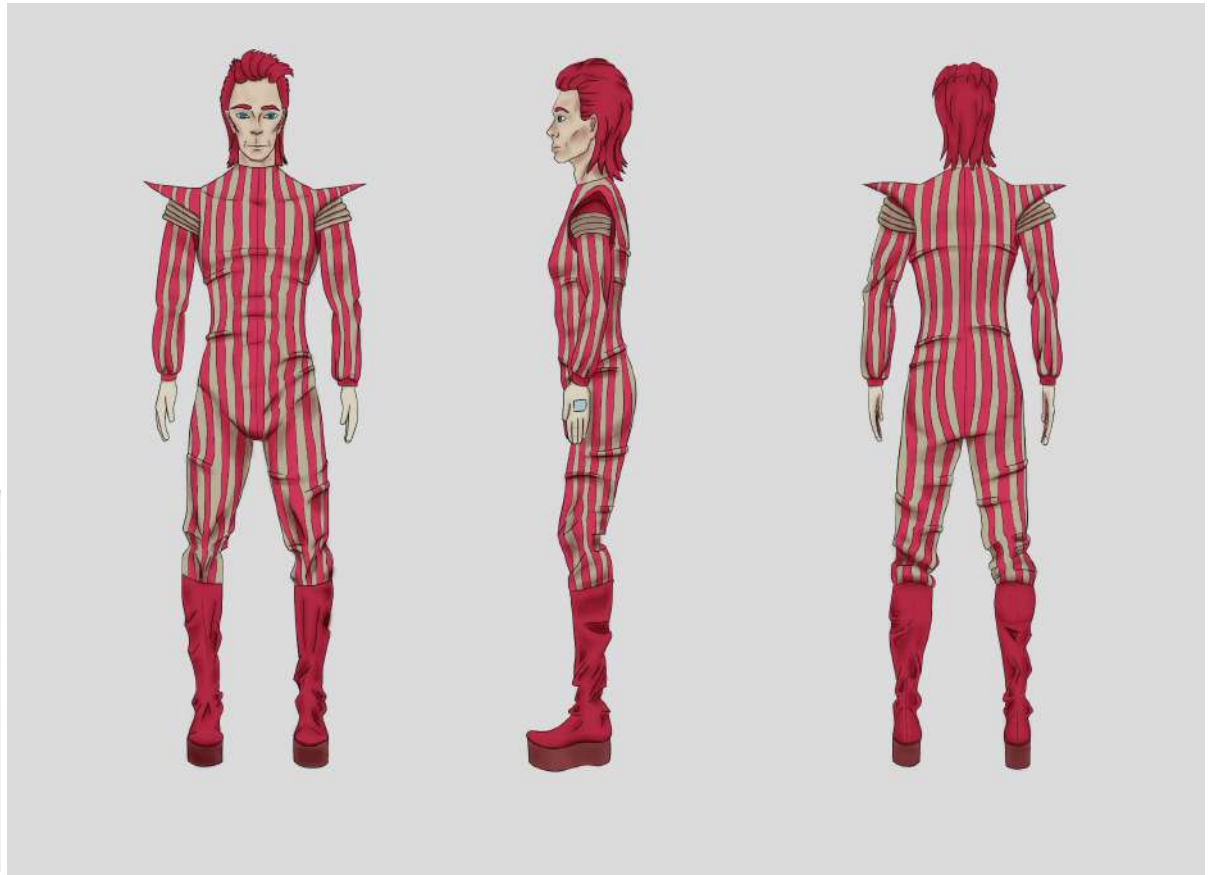
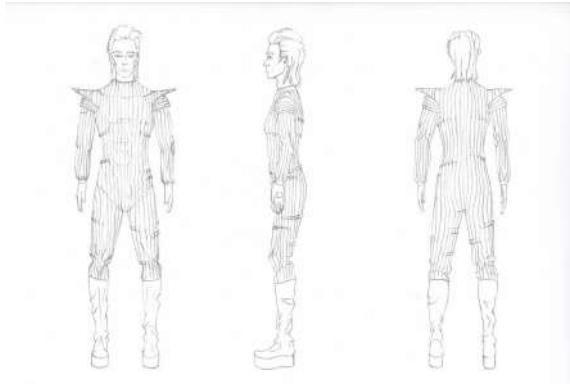
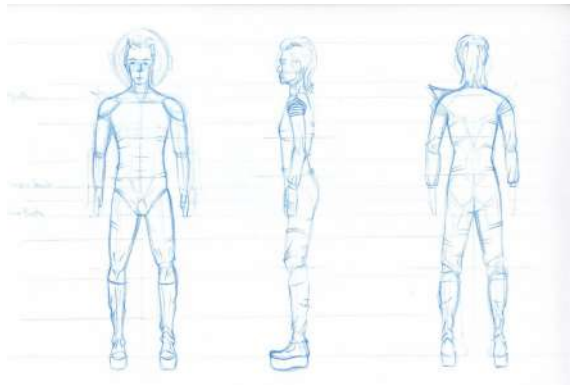


In Riproduzione: Lato A,
#01, 2026, personal
project

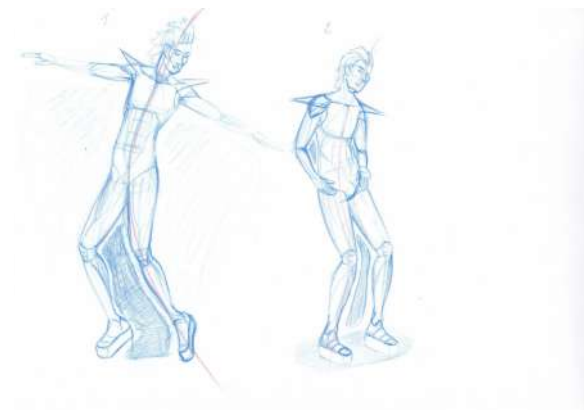
Comic inspired by the
song "Space Oddity" by
David Bowie.

Environment & Cultural
Context

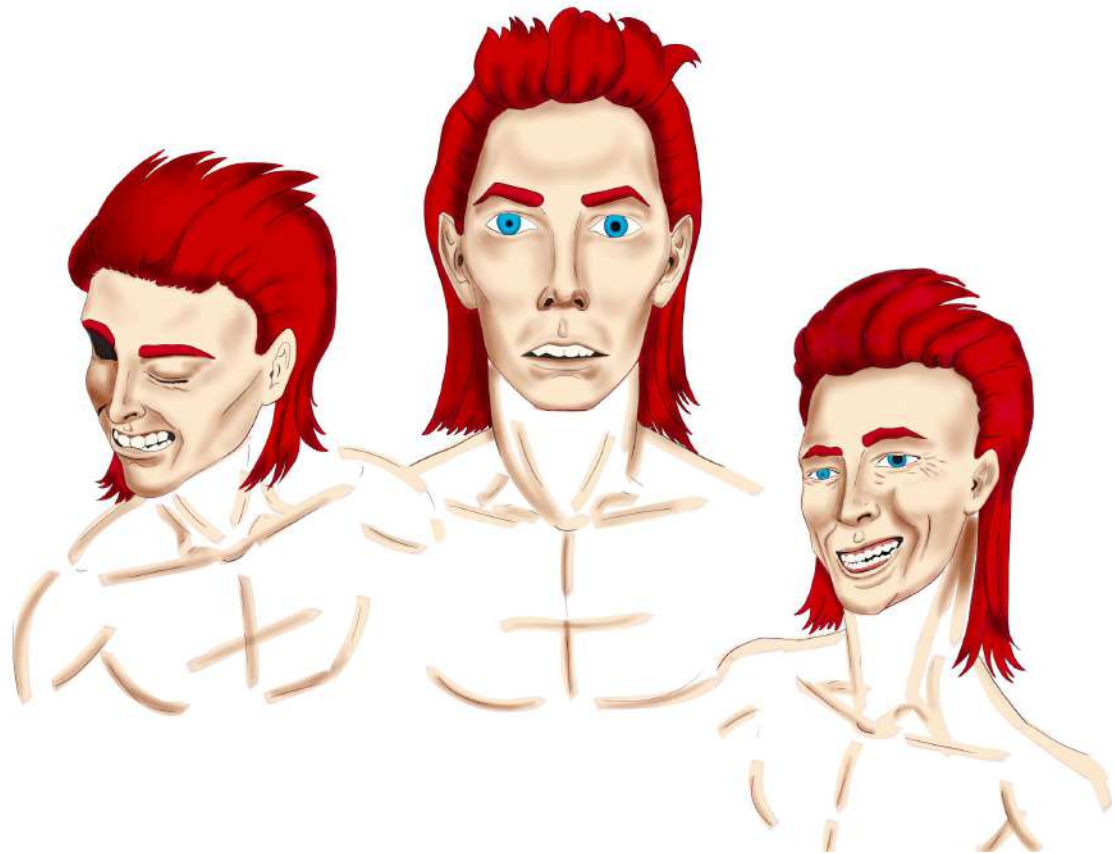




Major Tom - Character Design - Turnaround



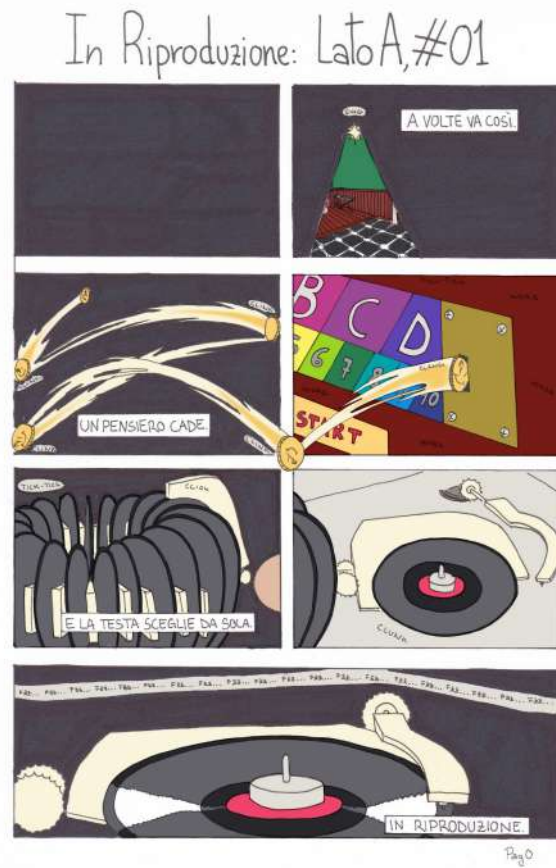
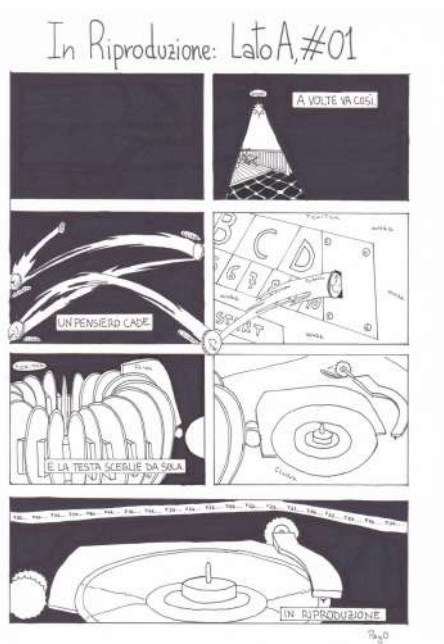
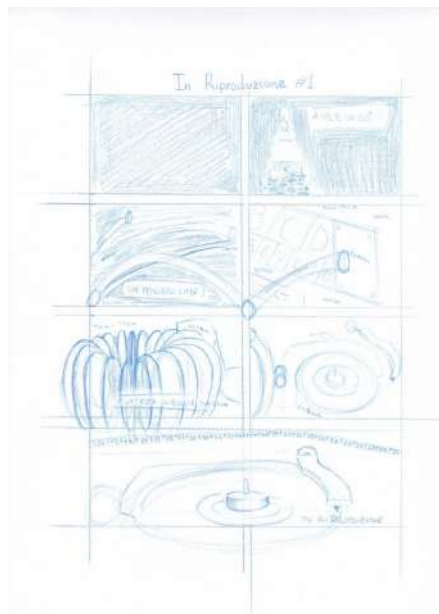
Major Tom - Character Design - Pose & Silhouettes



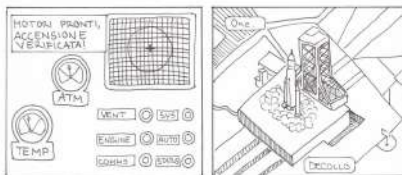
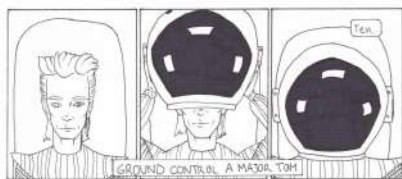
Major Tom - Character Design - Expression Sheet



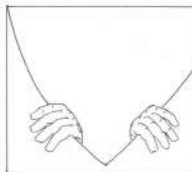
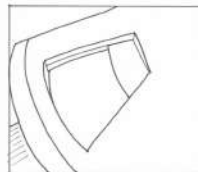
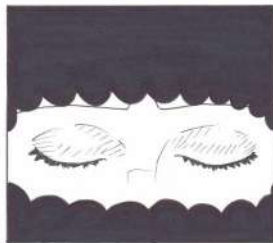
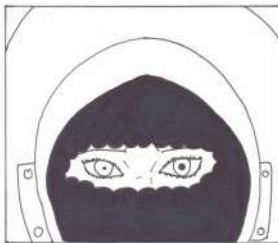
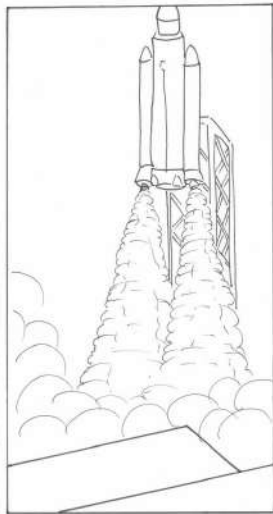
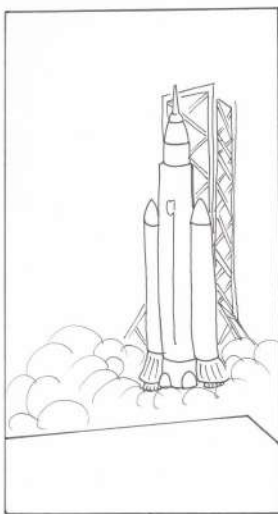
Cover for "In Riproduzione: Lato A, #01" – standard, inverted and variant versions



Comic page development: sketch, lineart, color

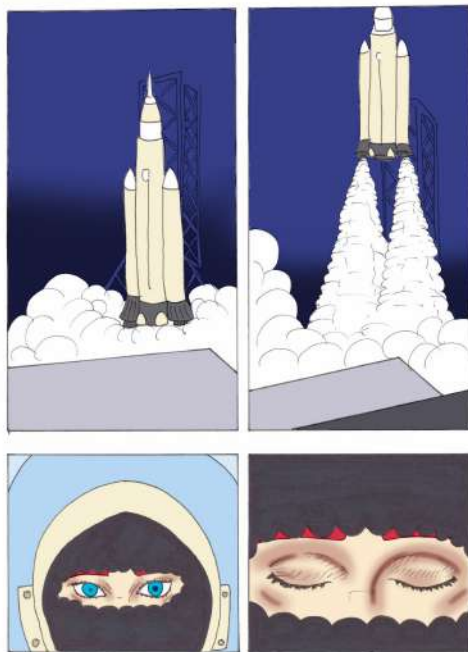
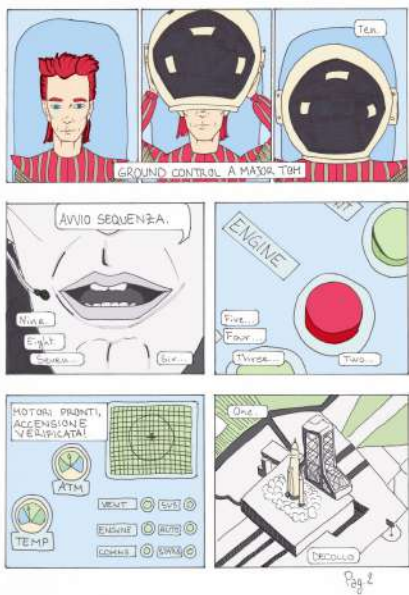


Pag. 2

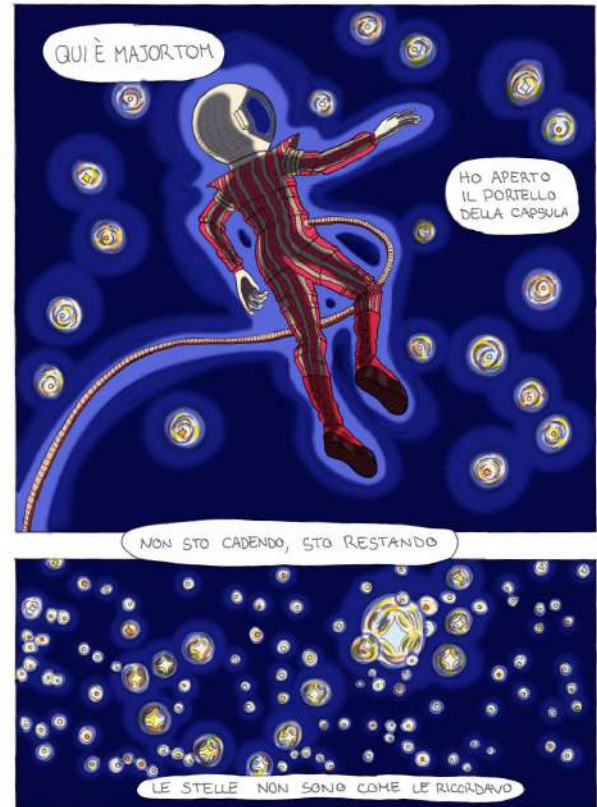
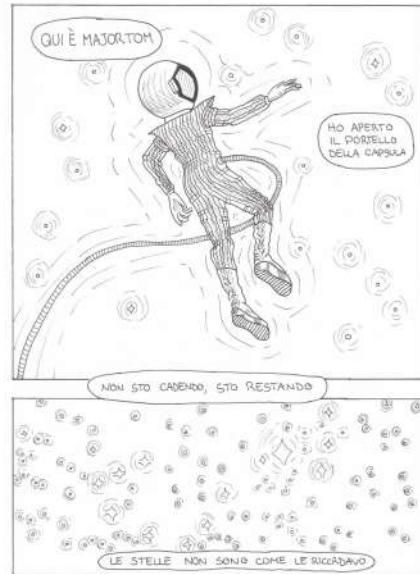
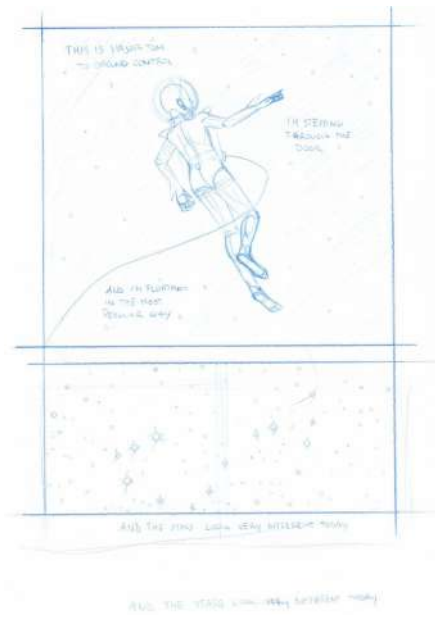


Pag. 4

In Riproduzione: Lato A, #01 - Ink



In Riproduzione: Lato A, #01 - Digital Color

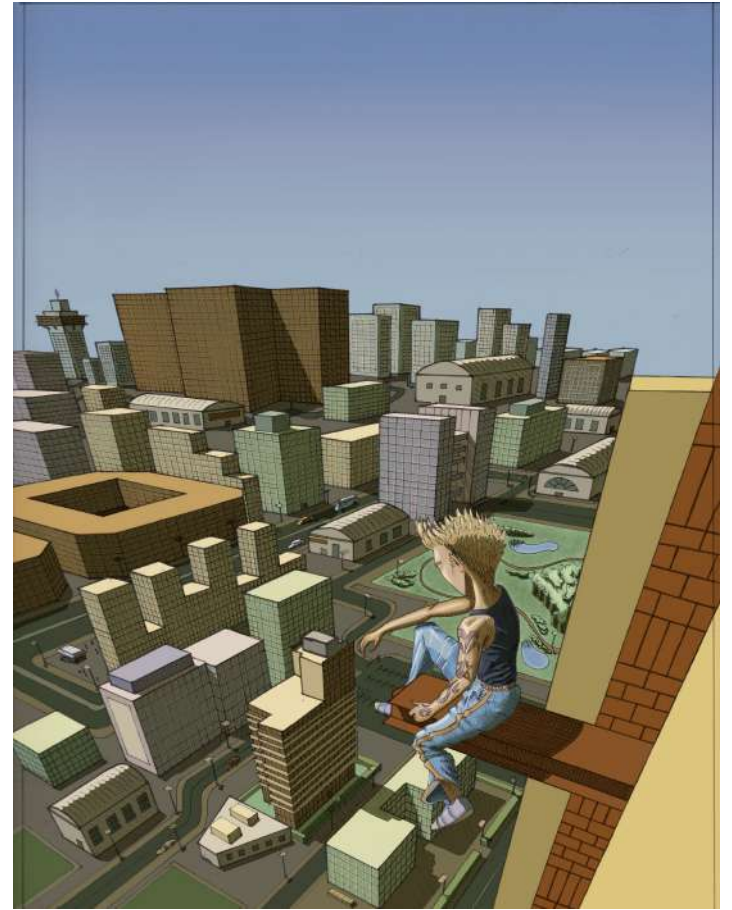
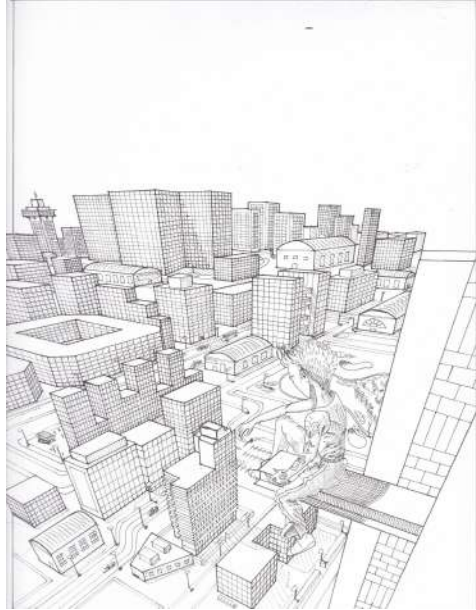


Comic page development: sketch, lineart, color

Enea, "Muro Bianco" - group project, contemporary fantasy comic, 2026



Enea - Character exploration



Enea - Sketch, lineart, color

“Wachträume” group project 2025, horror comic



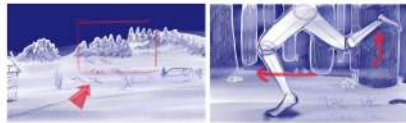
Weisse Frau - Character exploration

“Wachträume” group project 2025, horror comic



Foresta Nera, Germania 1870

1 DIDA Foresta Nera, Germania 1870
 CLL dalla Strada principale che porta al paese, un grande prato ai lati, sullo sfondo gli abeti tipici, al limitare della foresta un paio di case isolate. Il tutto immerso nella nebbia. La luna è alta verso sud-est, una gibbosa calante.



2 CLL CONT panoramica a sinistra verso altre case isolate, sullo sfondo gli abeti regnano sovrani. Onomatopea di passi affrettati fra le case “Tac-Tac Tac-Tac”



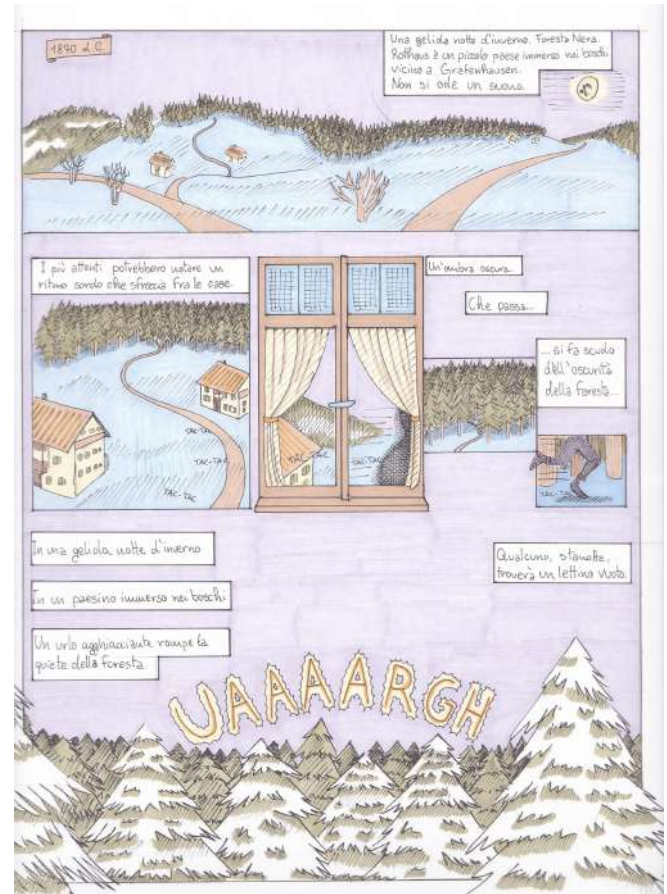
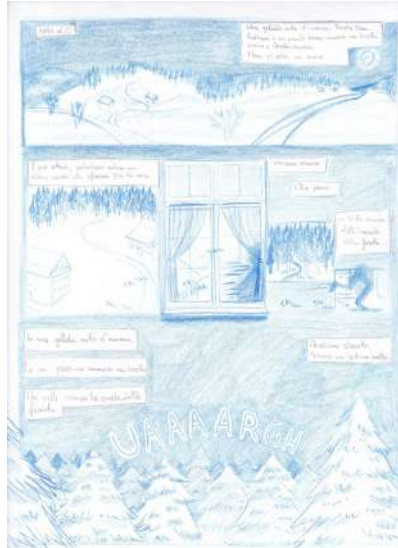
3 CLL CONT Zoom in verso l'inizio del bosco, i passi sembrano più forti. Onomatopea di passi affrettati vicino al bosco “Tac-Tac Tac-Tac”

STACCO

4 DETT di una silhouette nera che corre in mezzo ai boschi. Onomatopea di passi “Tac-Tac Tac-Tac”

STACCO

5-6 CLL della foresta dall'alto, cielo nero, un urlo rompe la quiete della notte. Onomatopea “UAAAARGH”



Comic page development: storyboard, script, sketch and color

“Wachträume” group project 2025, horror comic



Comic page development: storyboard, sketch and lineart

Ombra & Luce - Lumo, 2025



2D character, sprites, UI and environment design for a platform game (Construct 3)

Ombra & Luce - Lumo, 2025

Life points



Bonus

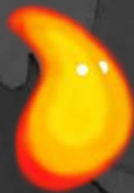


UI

START

RESTART

GAME OVER



Lumo Idle

walk

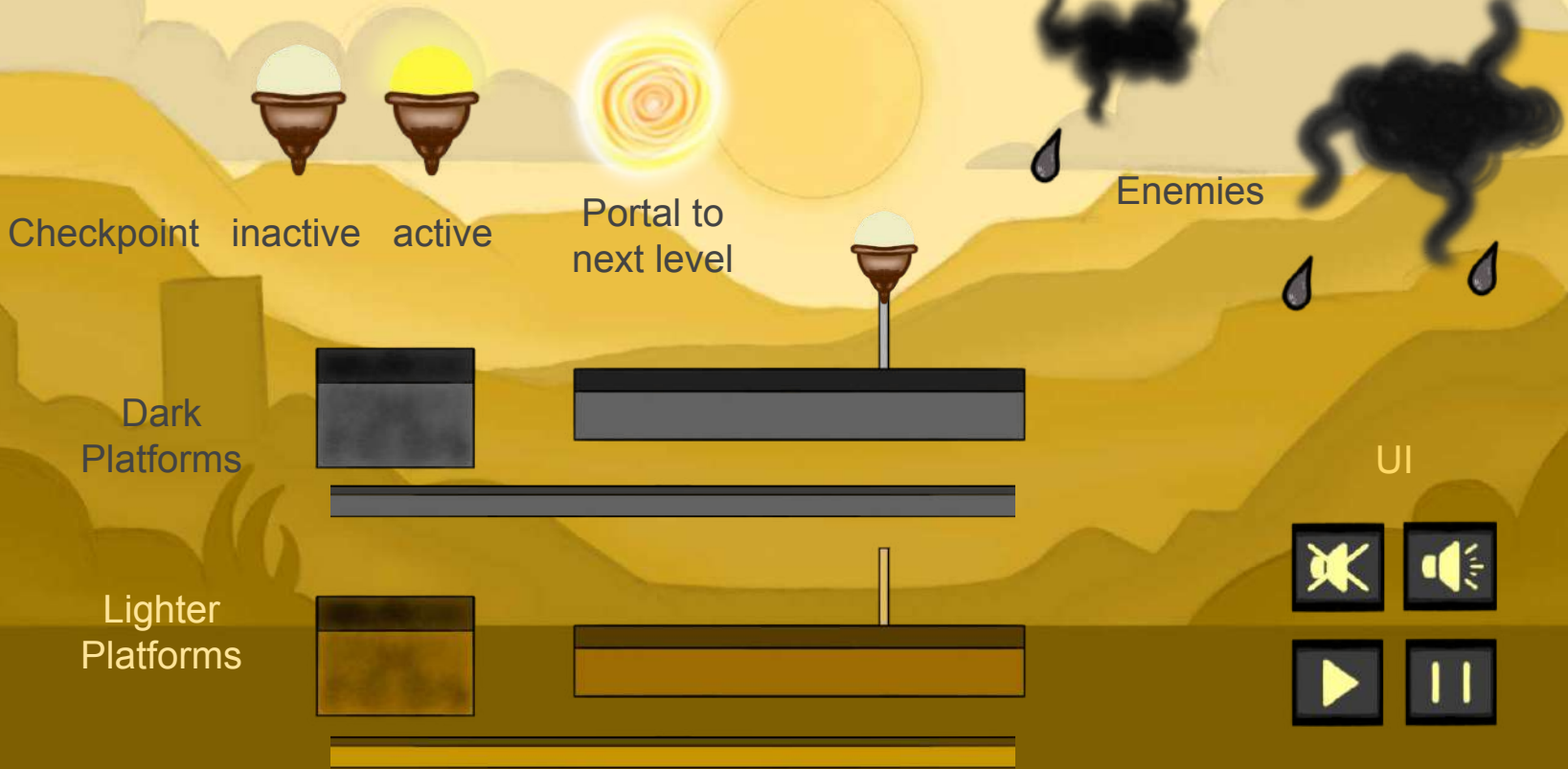
jump

dead

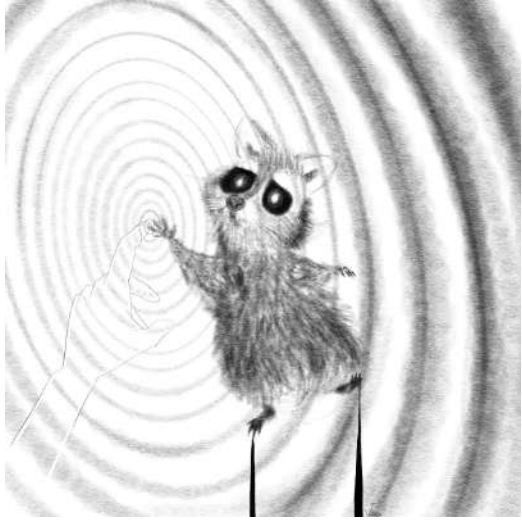
Movement

2D character, sprites, UI and environment design for a platform game (Construct 3)

Ombra & Luce - Lumo, 2025



2D character, sprites, UI and environment design for a platform game (Construct 3)



Selected Fan Art