



DAKOTA WARREN STORYBOARD ARTIST · NON-UNION



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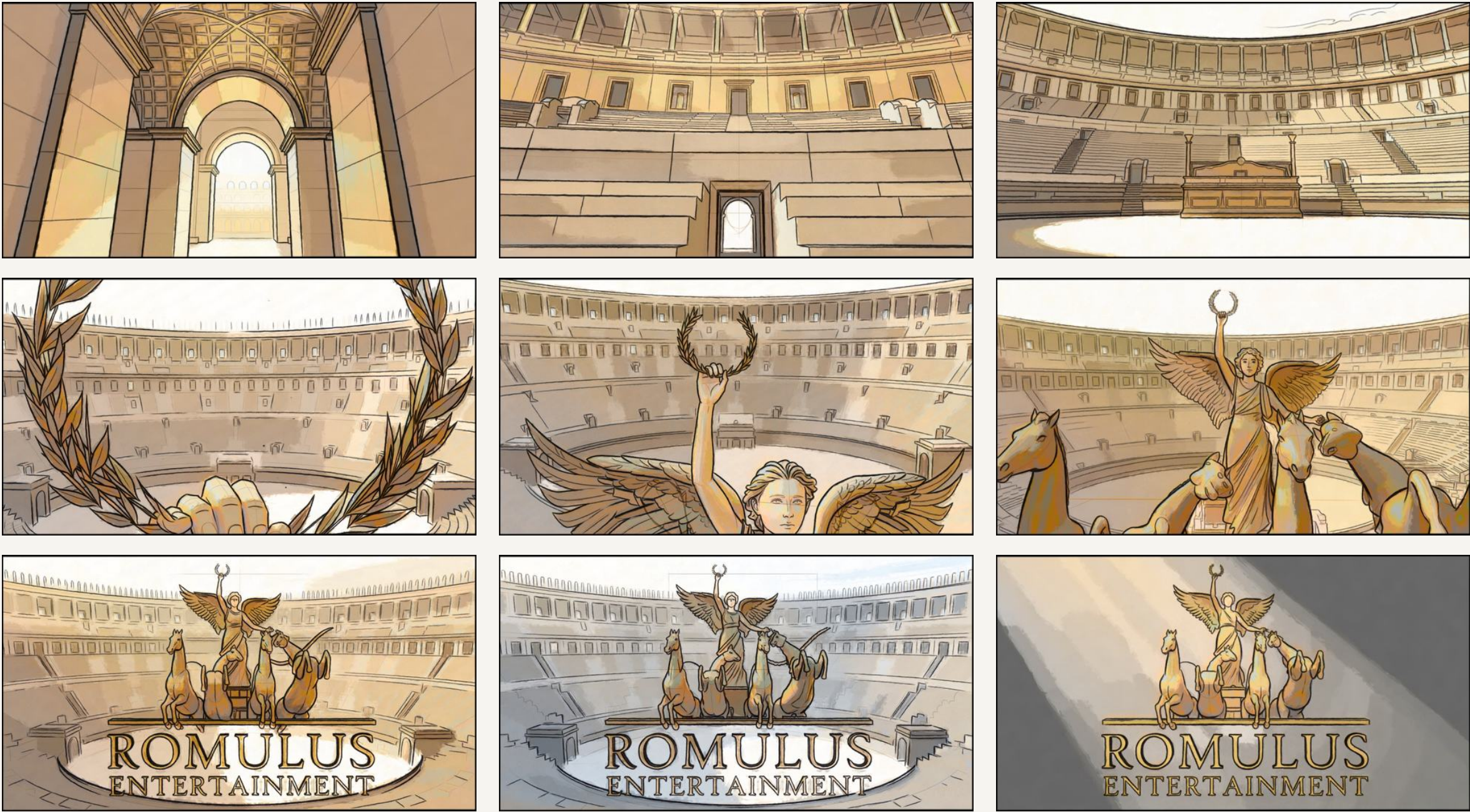
+1 (213) 290-2409 dakotawarren1@gmail.com

Video Games - Machinima - MoGraph

A selection of Video Game storyboard samples. Most of my video game projects are video or machinima rather than actual gameplay or game design. These are examples of my hybrid style. Working in this style lets me use all my old techniques while providing more attention to detail at volumes that consistently exceed expectations. Thank you for taking a look! -Dakota

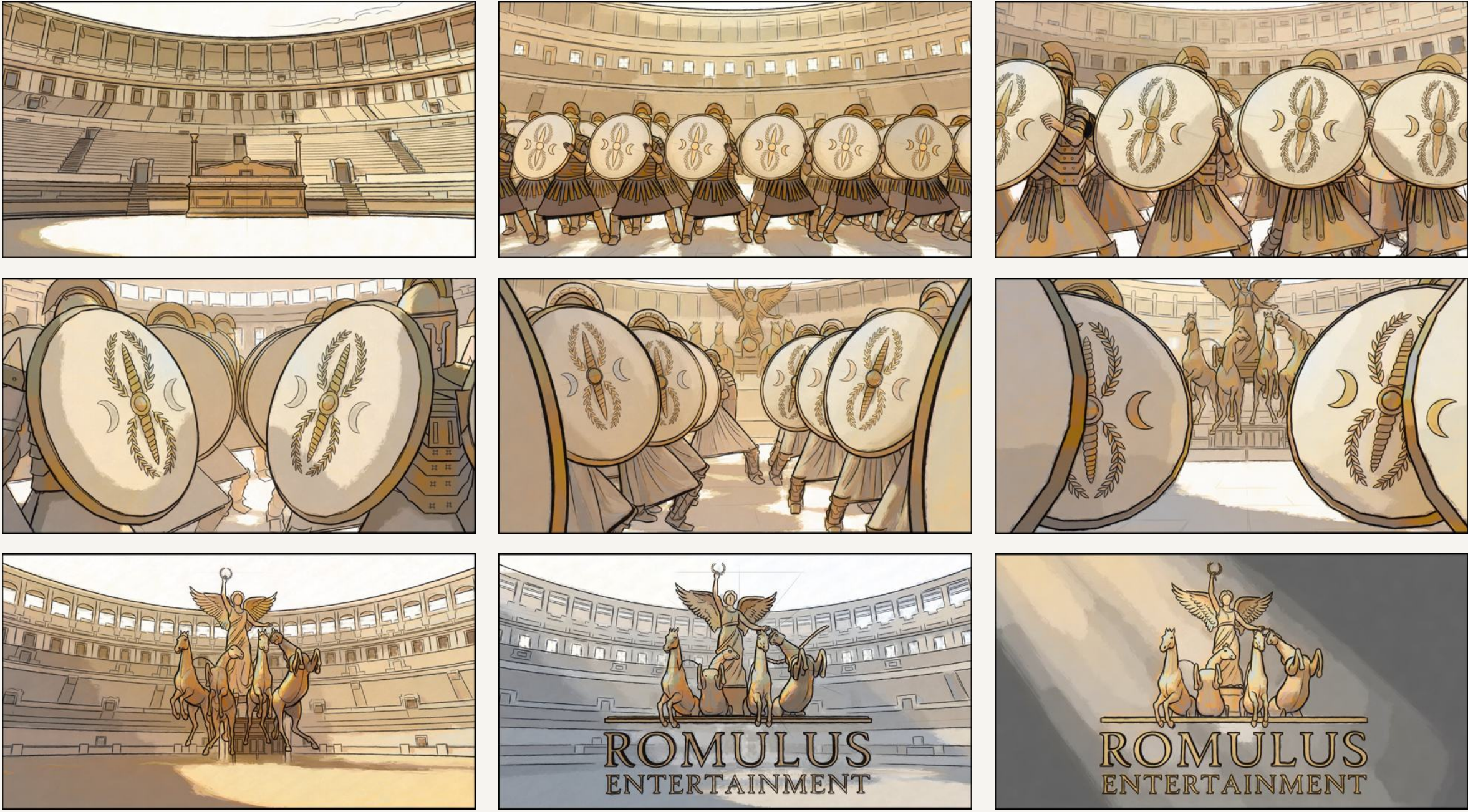
Motion Graphics - VFX

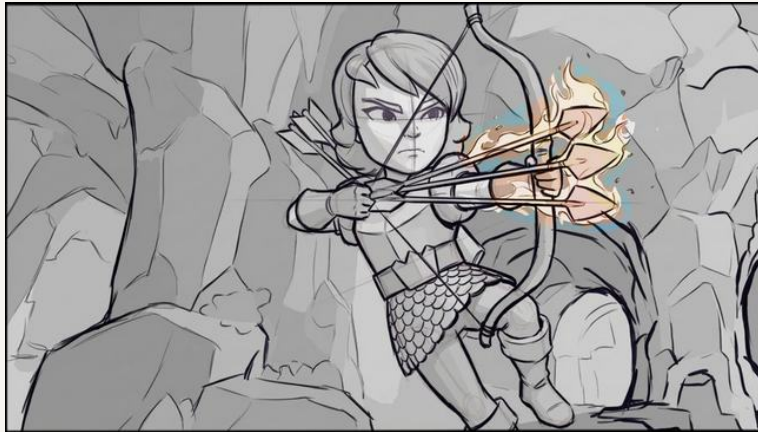
FULL COLOR · 25+ FRAMES A DAY



Motion Graphics - VFX

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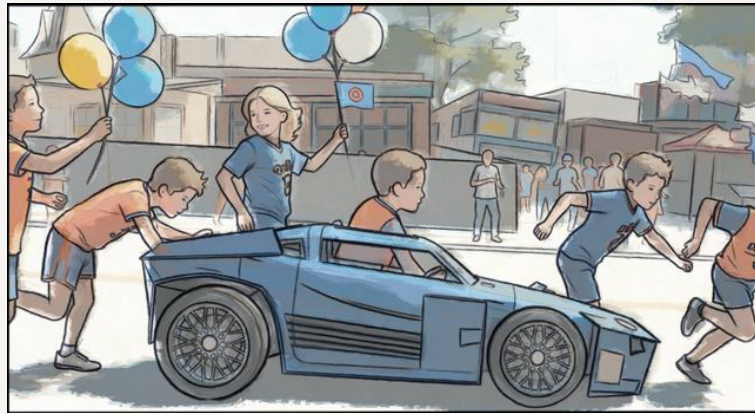
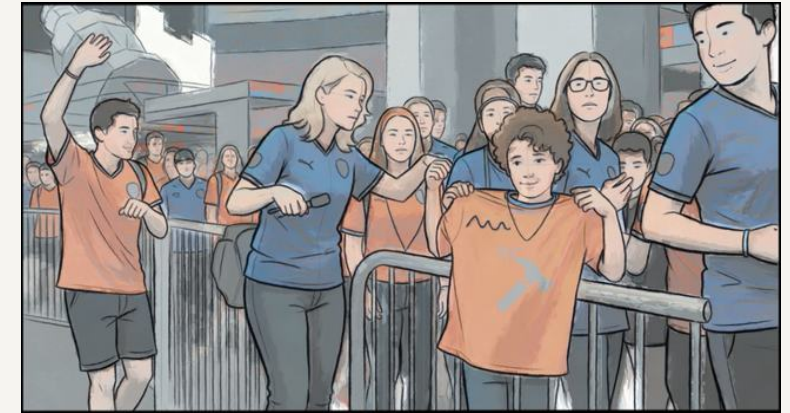
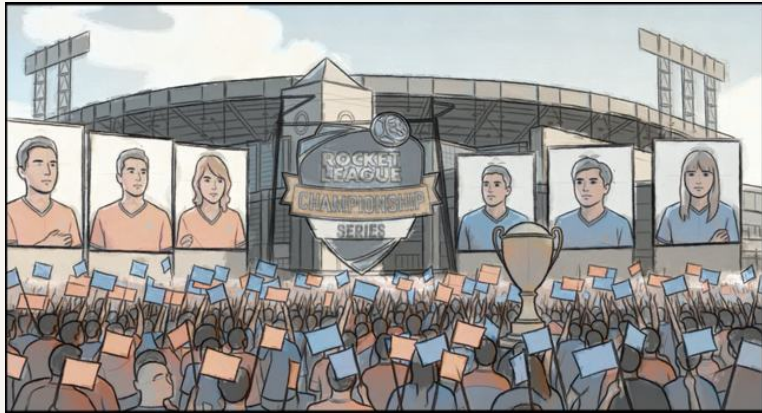


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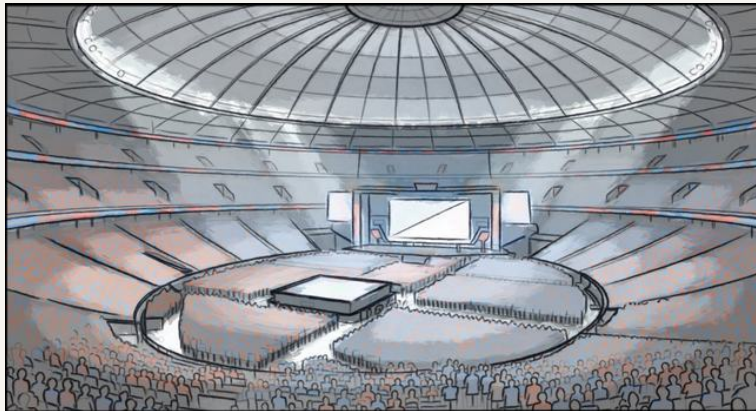
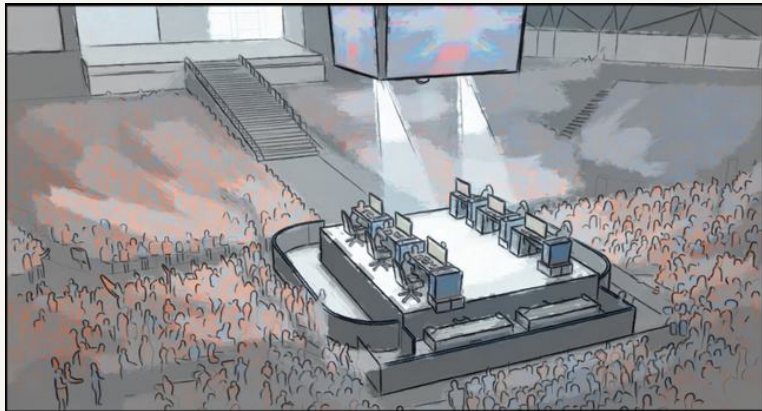
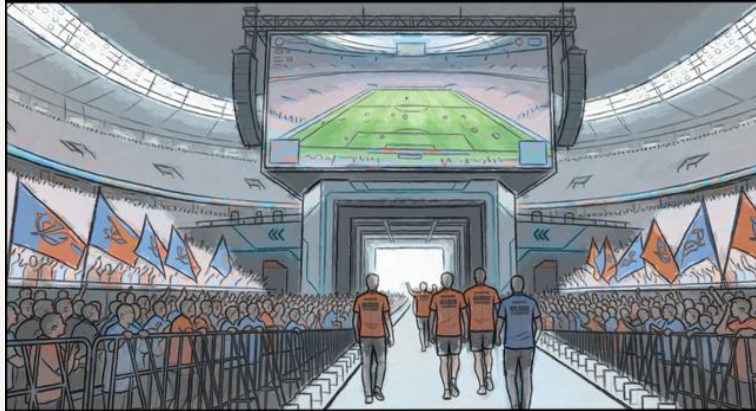
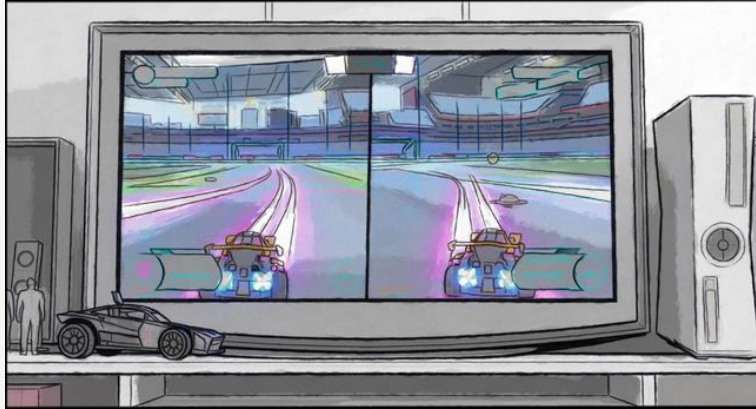


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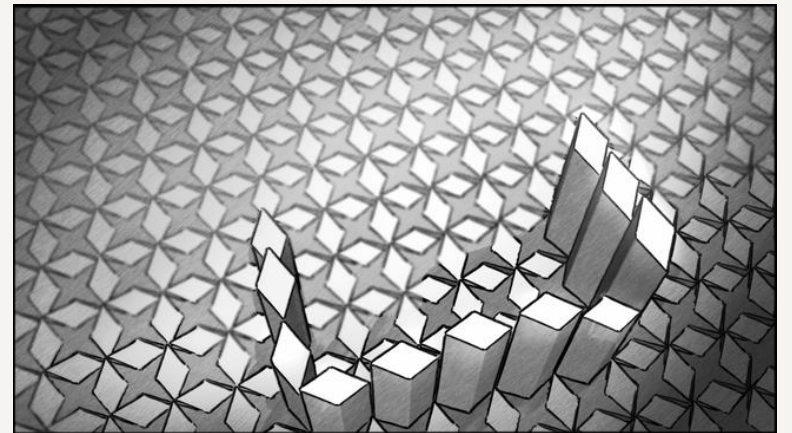
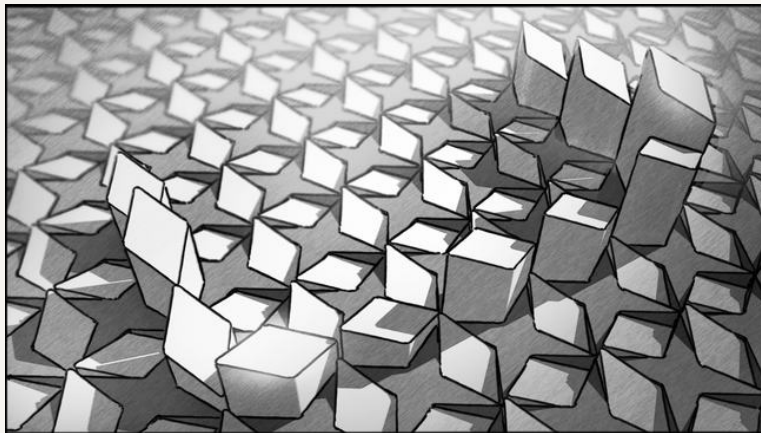
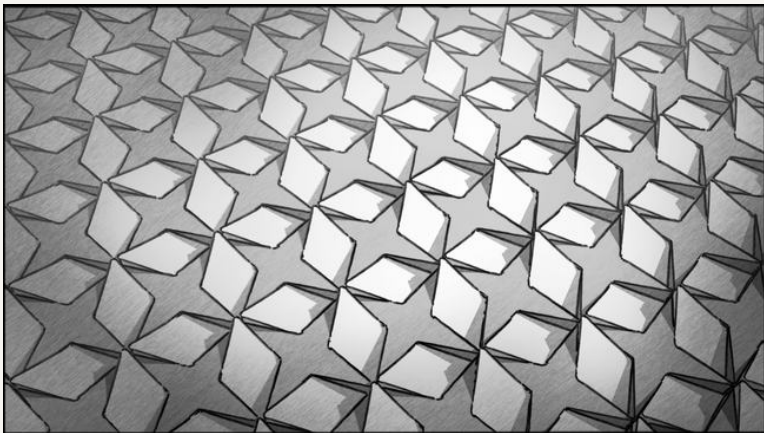
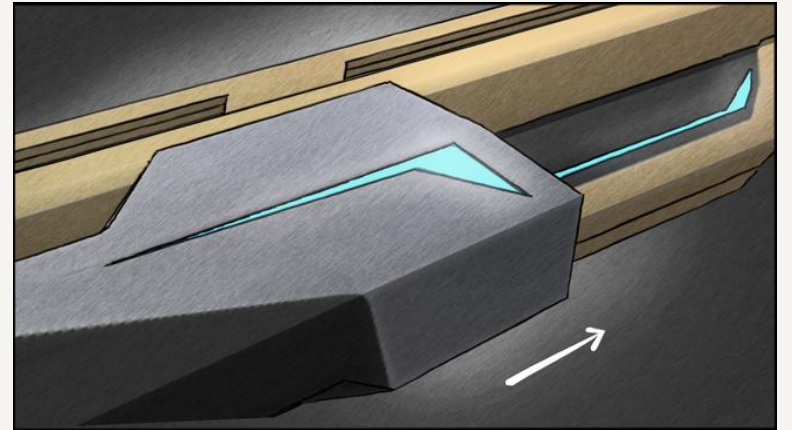
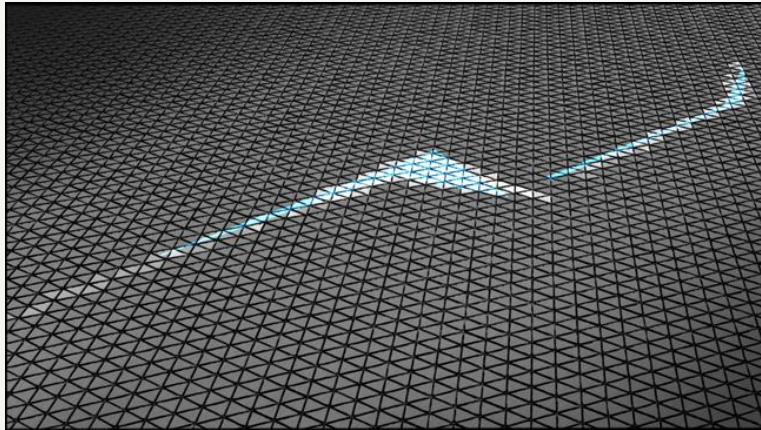
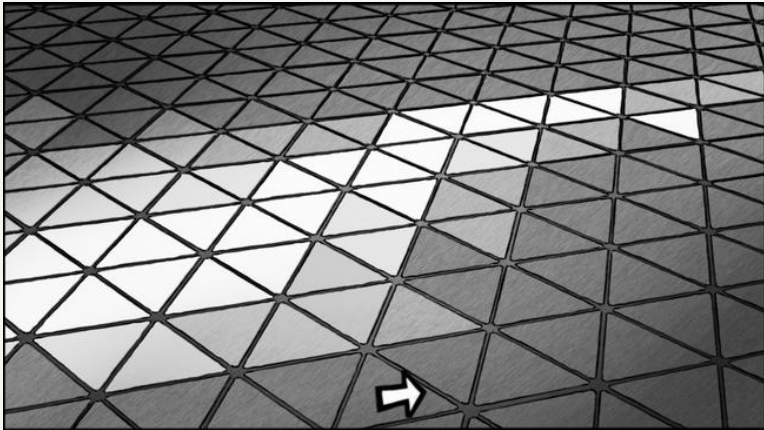
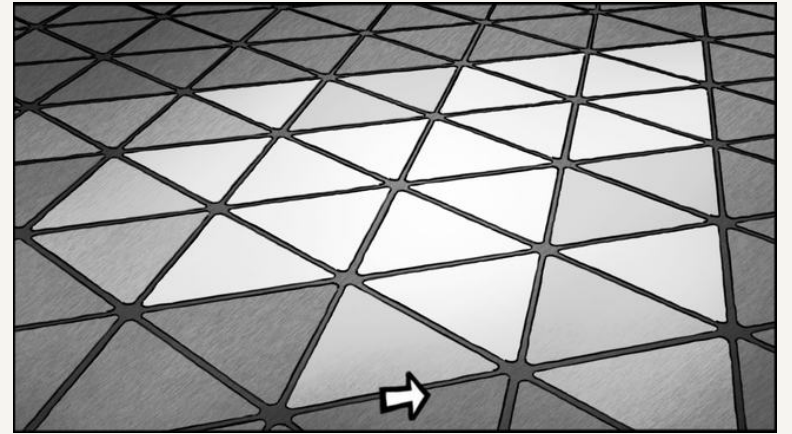
Video Games - Narrative

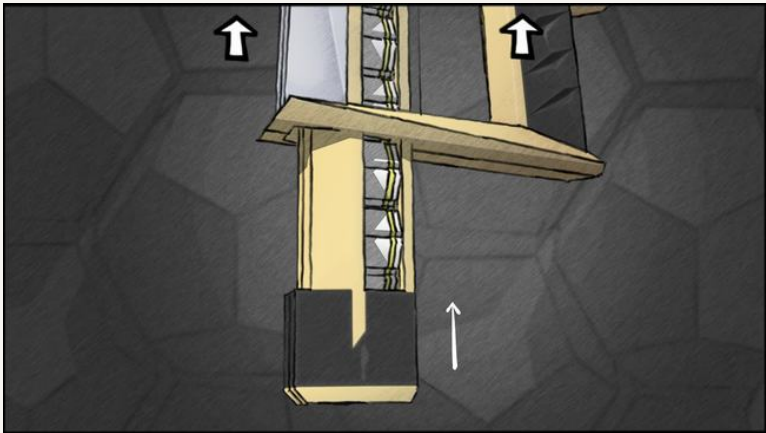
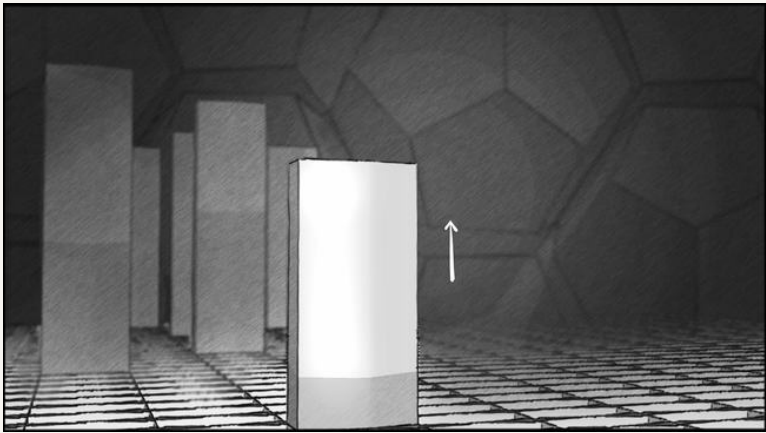
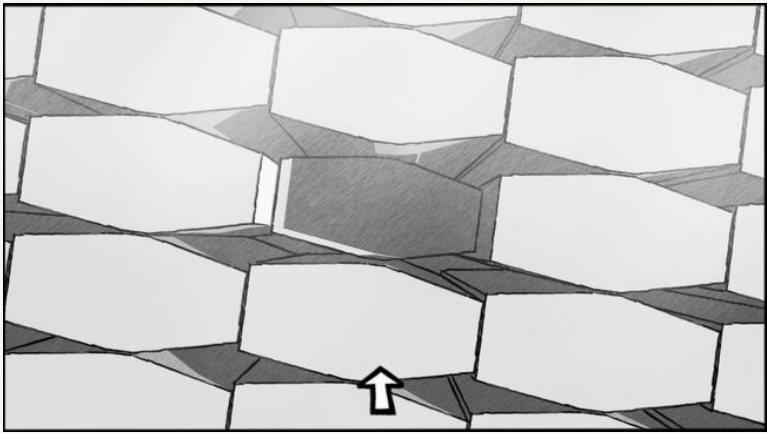
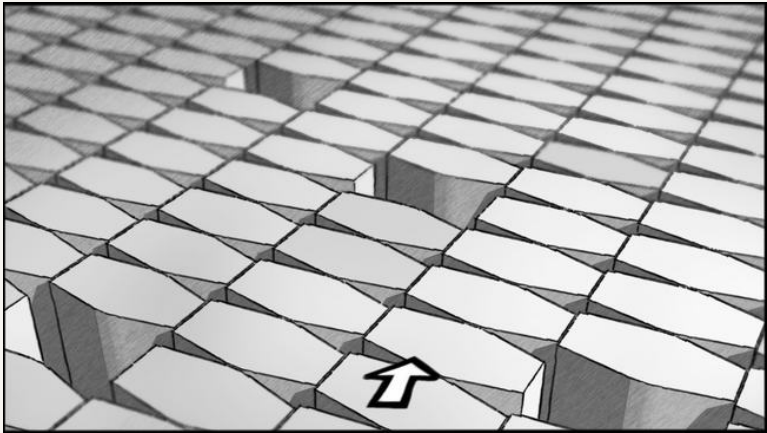
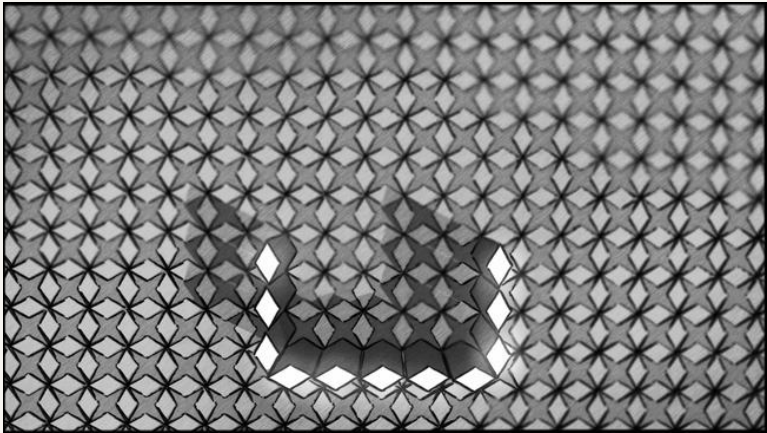
FULL COLOR · 25+ FRAMES A DAY



Storyboards

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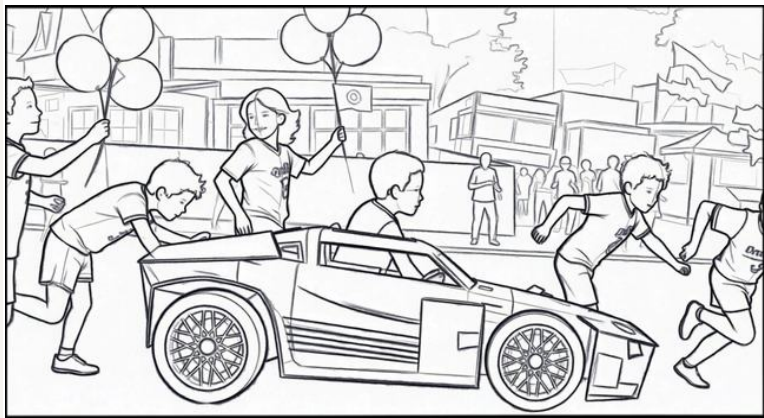
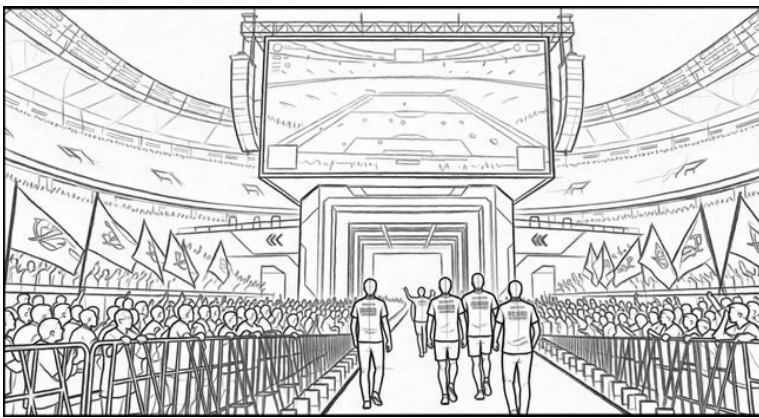
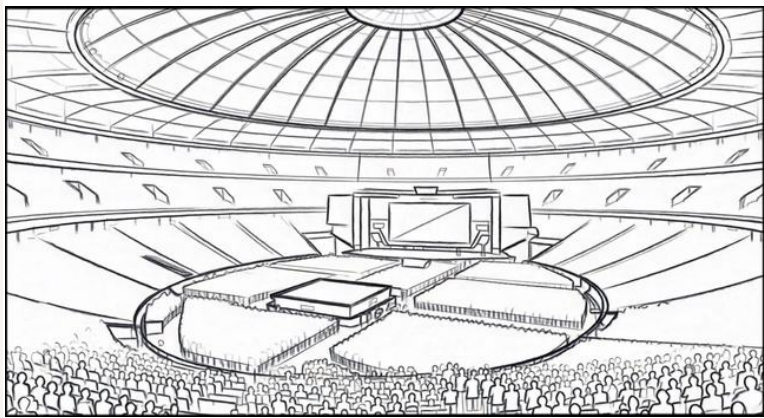
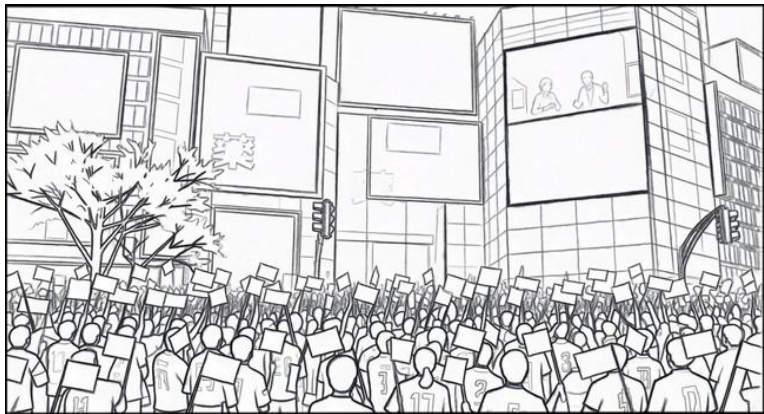
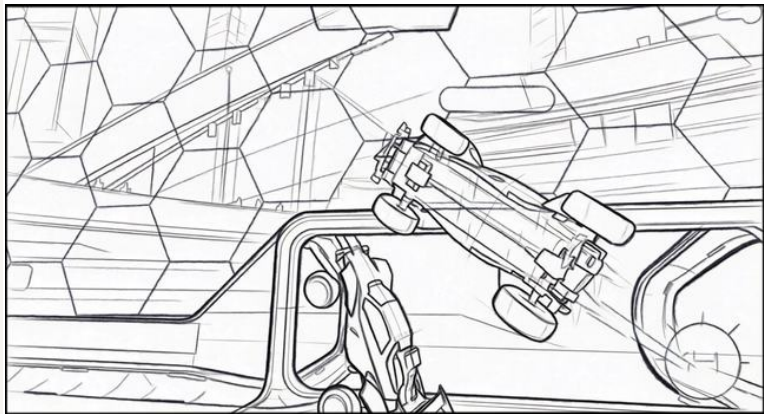


Roughs Dakota Storyboards

OVERNIGHT

Storyboards

25+ frames a day



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