

distorted  
works studios

DRAKE FRENCH

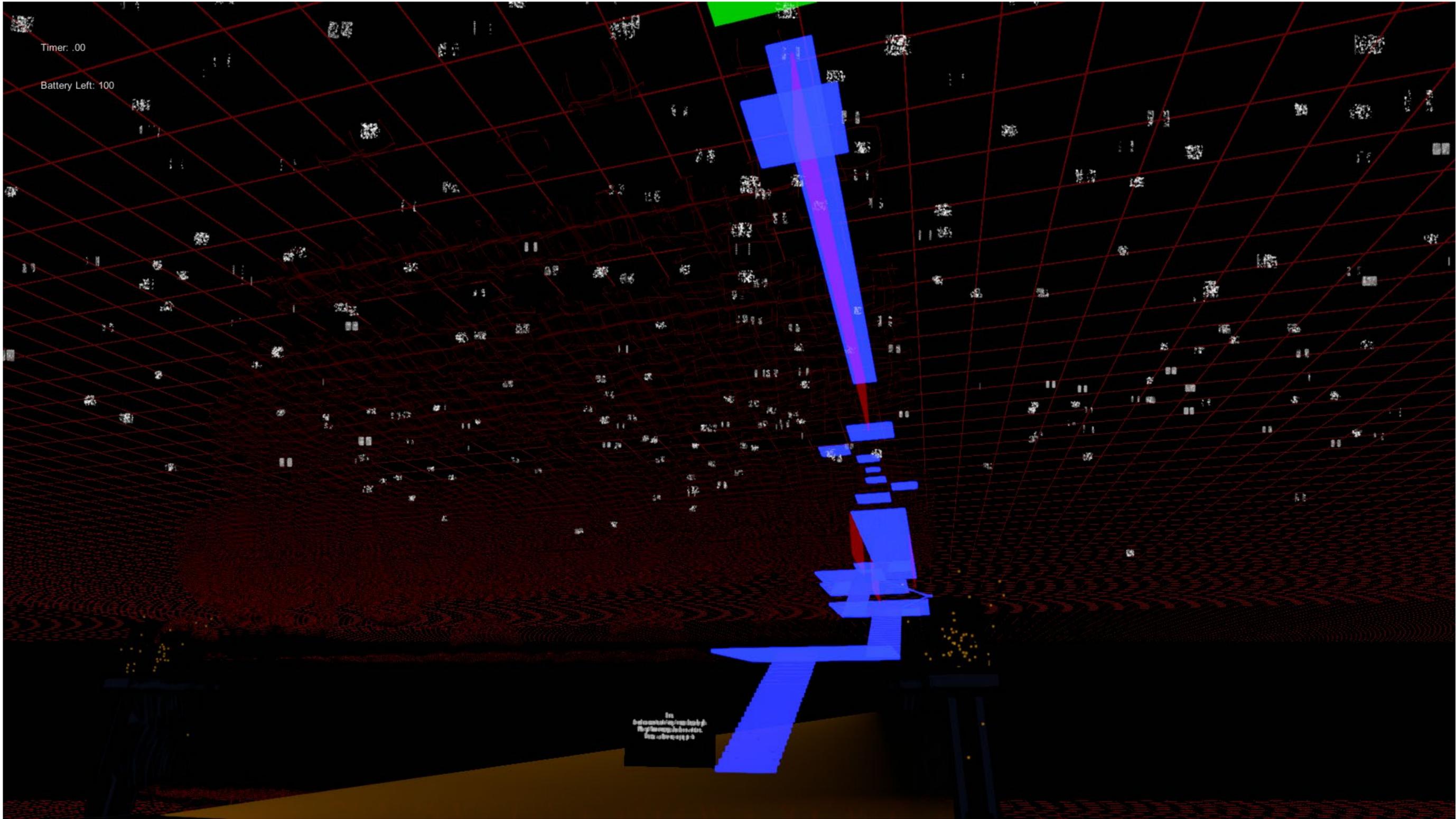
 [@Instagram](#) •  [@LinkedIn](#) • [Website](#)

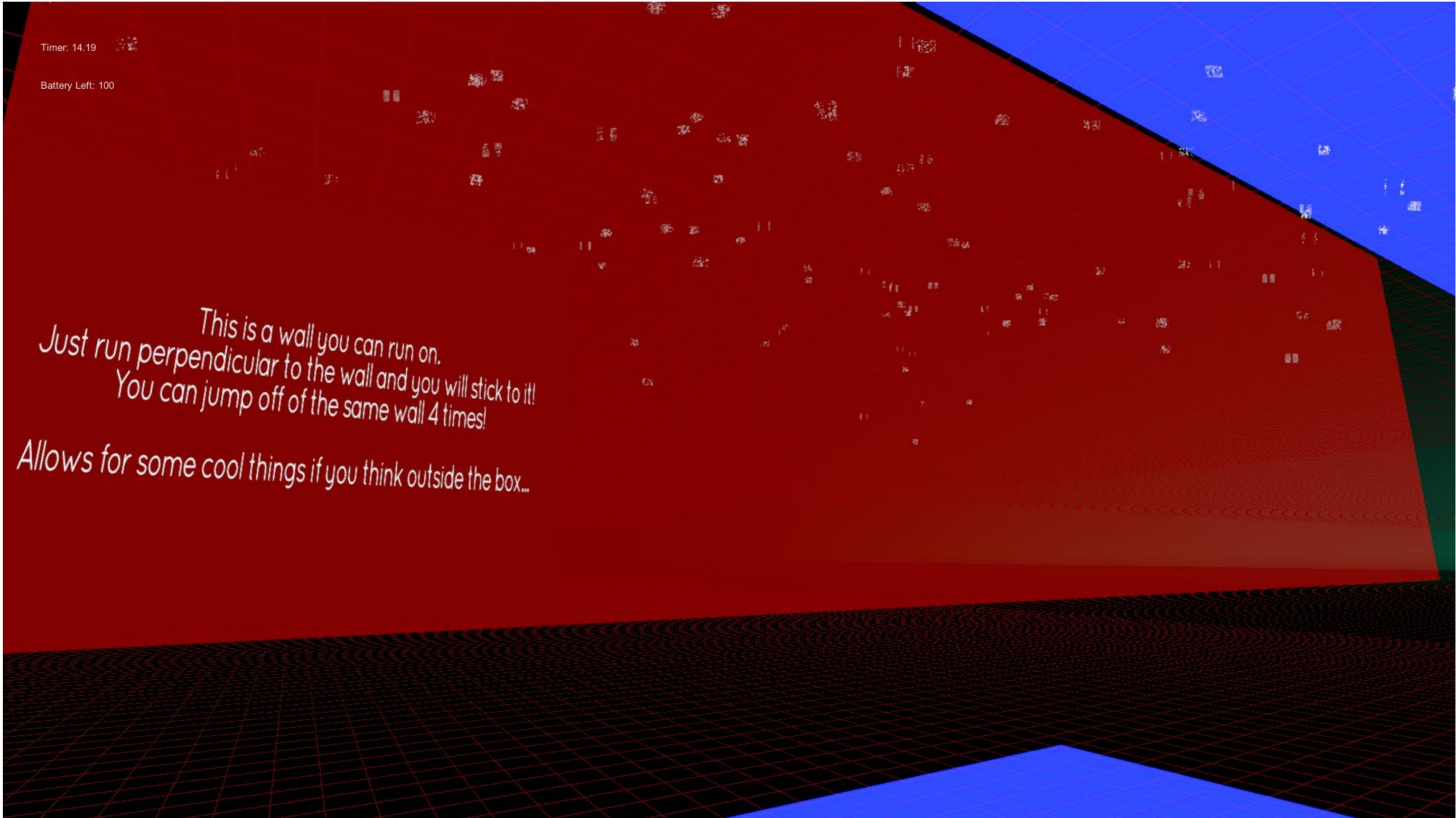
## SUPERTASKS

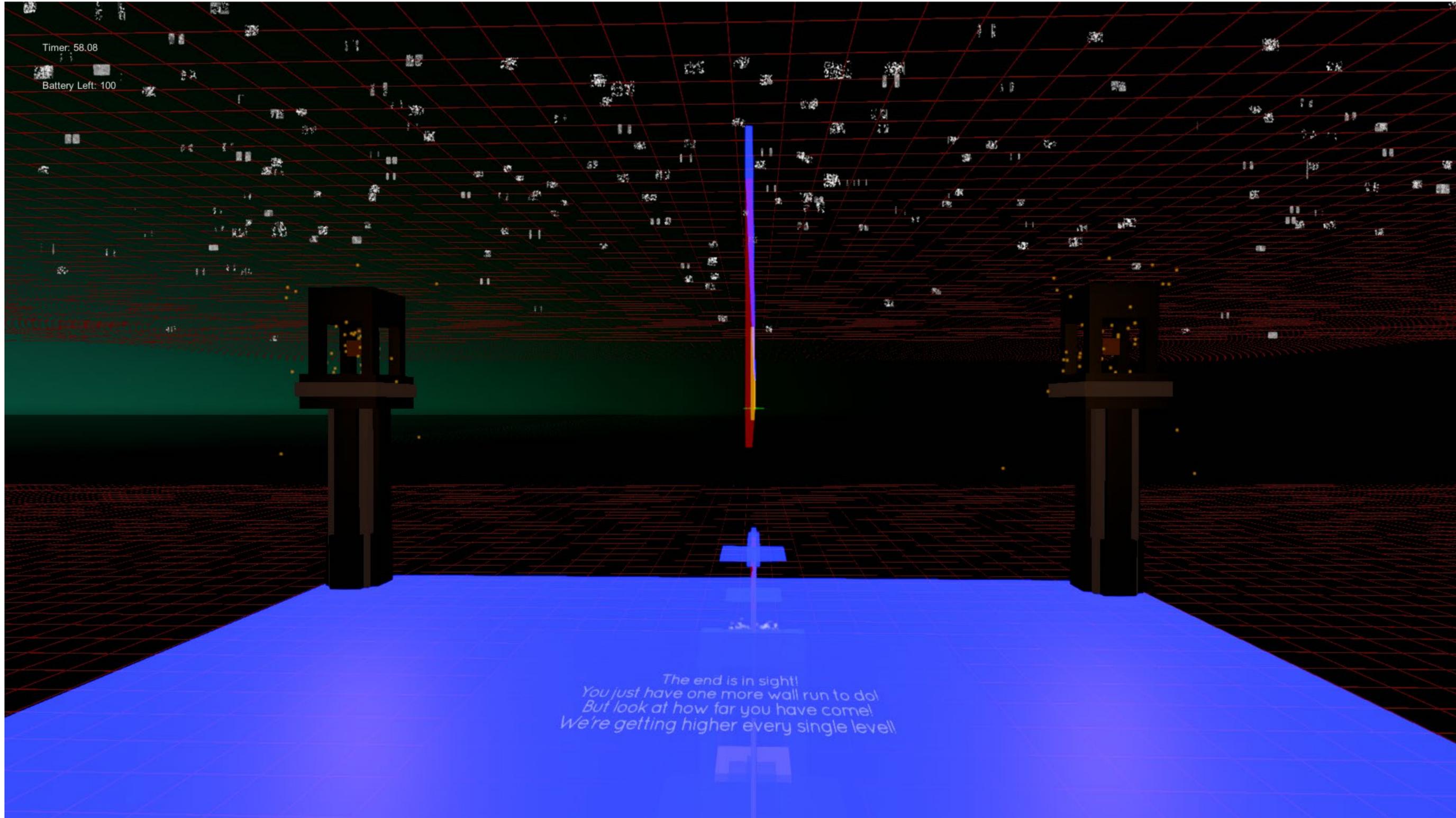
Supertasks is a personal game project that I created. I am the sole developer of this project and it is only in a demo state for the time being. For this project, I wanted to develop a full game experience using only the most basic of tools available to me, creating the entire project using only Atom for scripting and Unity for everything else. This greatly restricted the elements that could be used for designing the levels. Overall, this project was interesting in that many things were learned about the softwares that were used.

[Link to game download](#)









Timer: 53.61

Battery Left: 100



## THE SILENT AND UNCURABLE BOOK COVERS

The Silent and Uncurable books are a series of novels I am writing. The covers are also a personal project of mine because I wanted to test myself to see if I could create book covers that represent my ideas for the books with my own style. The books take place in a not-so-far future and follow the story of a doctor in a hospital trying to cure a disease that ceases the body's ability to repair itself and hides from detection. The world is collapsing around this hospital as the workers there try to cure this 'hidden plague'. These covers fill every role that I wanted them to. They follow the mood of the story, as well as having a consistent health element with the classic EKG monitor running through all of them.



we all die eventually.  
it's more a matter of how.

A disease that ceases the body's natural ability to repair itself has taken hold of the world. Those who catch it slowly die from their daily ventures. Their organs giving in one by one to disrepair. A simple cut becomes a death sentence.

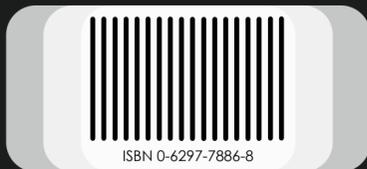
Doctor Lyra Nirogh is the newest of the head staff at the Clinic. A facility that has been a forefront of medicine since before she was born. All the staff at the Clinic have worked for months to cure this disease to no avail. Now as the plague reaches it's peak, unforeseen problems begin to arise for Lyra and the rest of the staff. . .

Will the plague be stopped or will the last hope for humanity slowly succumb to this unknown contagion?

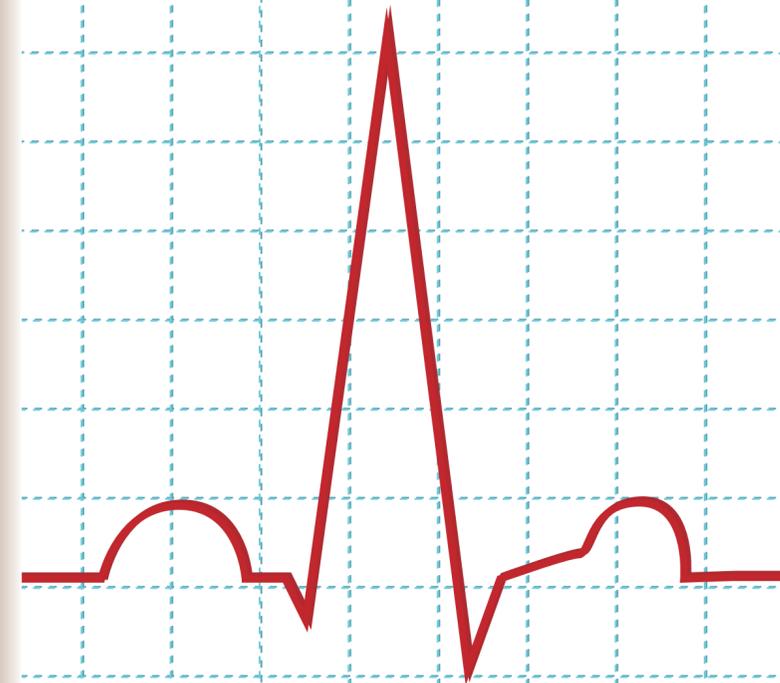
the silent and uncurable

FRENCH

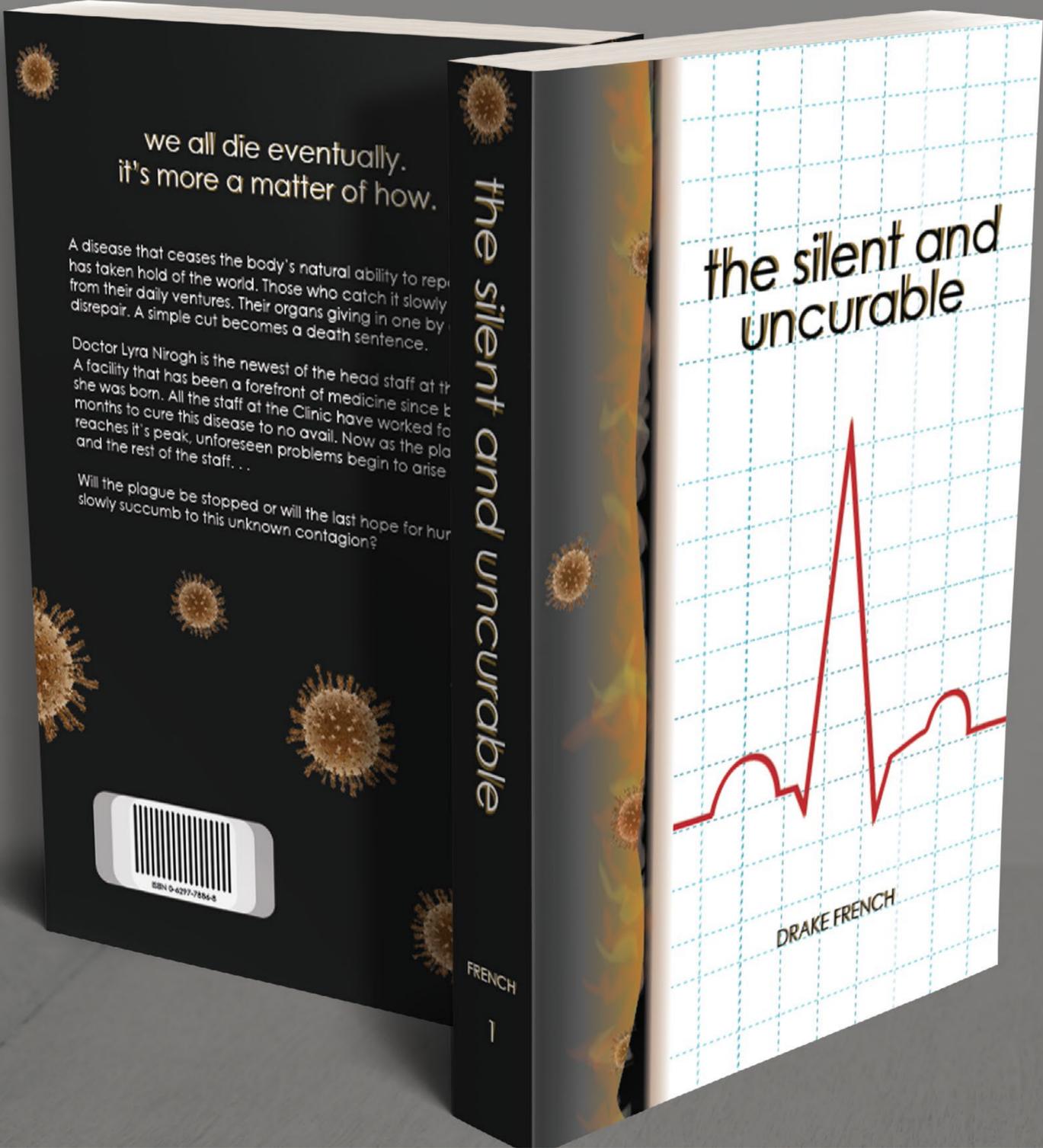
1



# the silent and uncurable



DRAKE FRENCH



most things never seem to stay the same.  
but some things never change.

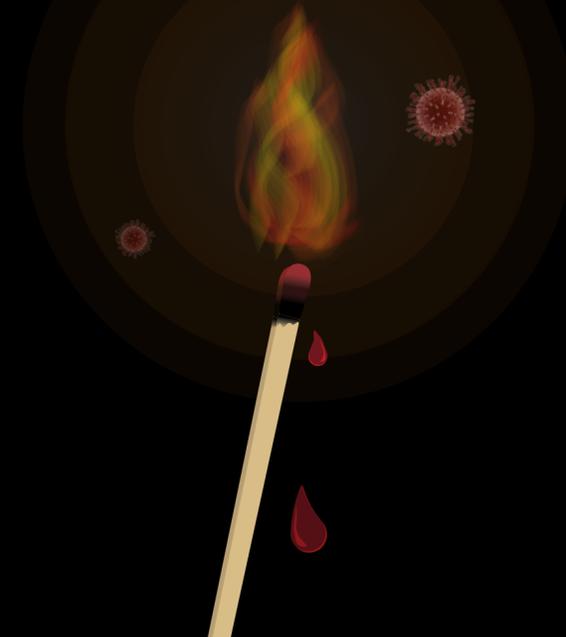
Doctor Lyra Nirogh and her colleagues have been fighting a microscopic war for months on end with no end in sight. Their opponent, a plague that prevents the body from repairing itself named Necrosma by Lyra herself, has evaded their every attempt to both find or cure it.

Lyra and her second hand, Carlos, have recently formed a hypothesis on the hiding spot of their target, but before they could see if they were correct the Clinic fell under the attack of another force. A maniacal cult that praises the disease as their saviour. A former member of the cult, simply named Rosie, defected when she saw the doctor who saved her life get captured and planned to be used as a sacrifice.

Now the Clinic is being sieged from the outside and inside with seemingly no way to stop either attacker. Can Lyra, Carlos, and Rosie halt the assaults of either of the attackers or will they and the rest of the clinic fall to the onslaught?

the lost and unhindered

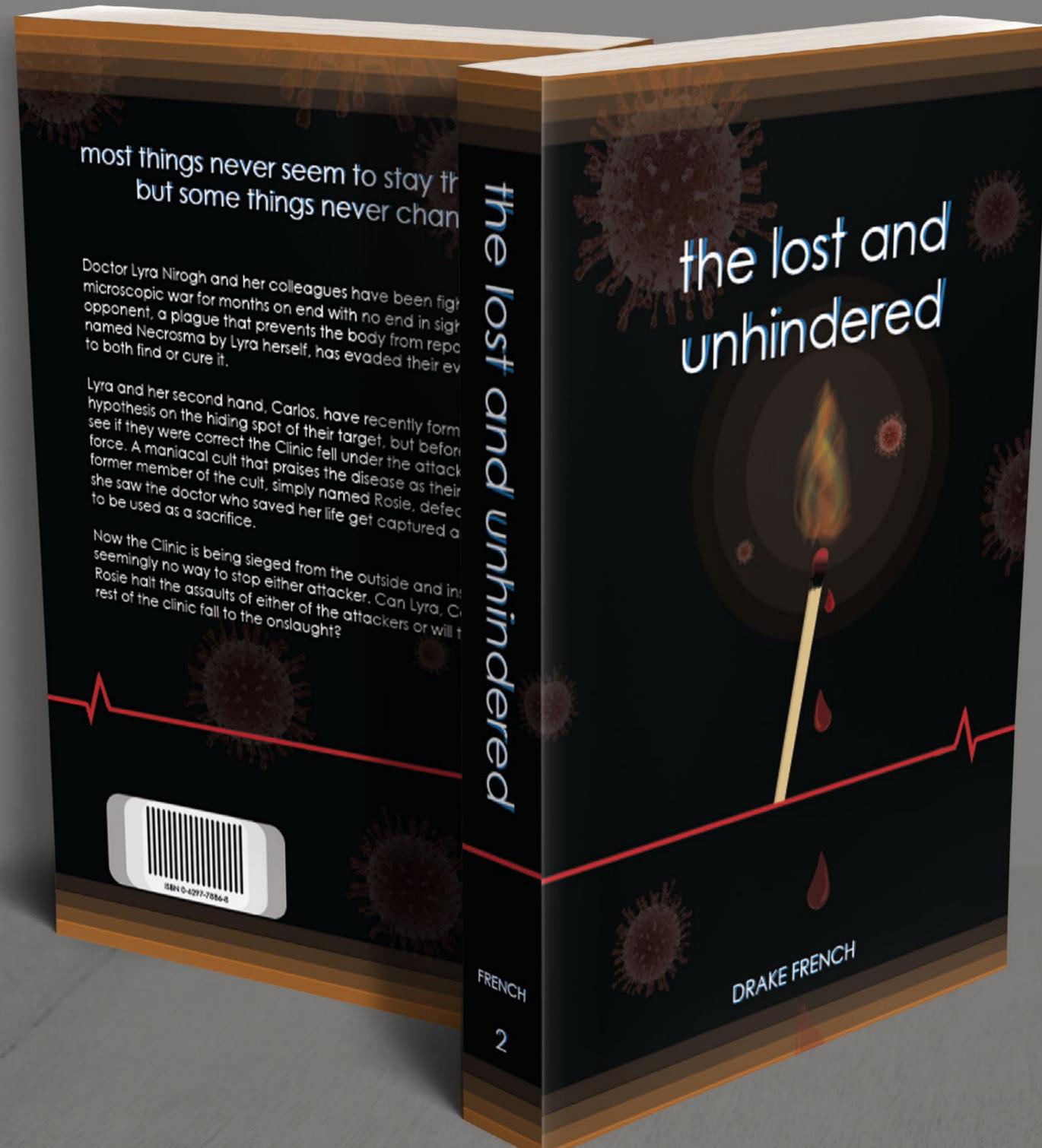
the lost and  
unhindered



FRENCH

2

DRAKE FRENCH



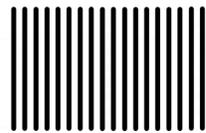
all things come to an end.  
one way or another.

Things have changed at the Clinic. The idle sounds of medical equipment and chatting nurses replaced with eerie quiet. The labyrinth halls have gone from being a safe haven for the sick that used to be housed within to graveyards lined with the corpses of the people that tried to save them. The oddly comforting smell of cleanliness replaced with the pungent odor of rot and decay.

Doctor Lyra Nirogh and the small group of staff that she was able to save from the fall of the Clinic return to finish what had been started months before. However, members of her group have begun showing signs of the plague that led to the Clinic's fall and it was only a matter of time before they were all infected. A new day dawns as the last vestiges of humanity hangs on the cusp of extinction.

the eager and unproven

the eager and  
unproven

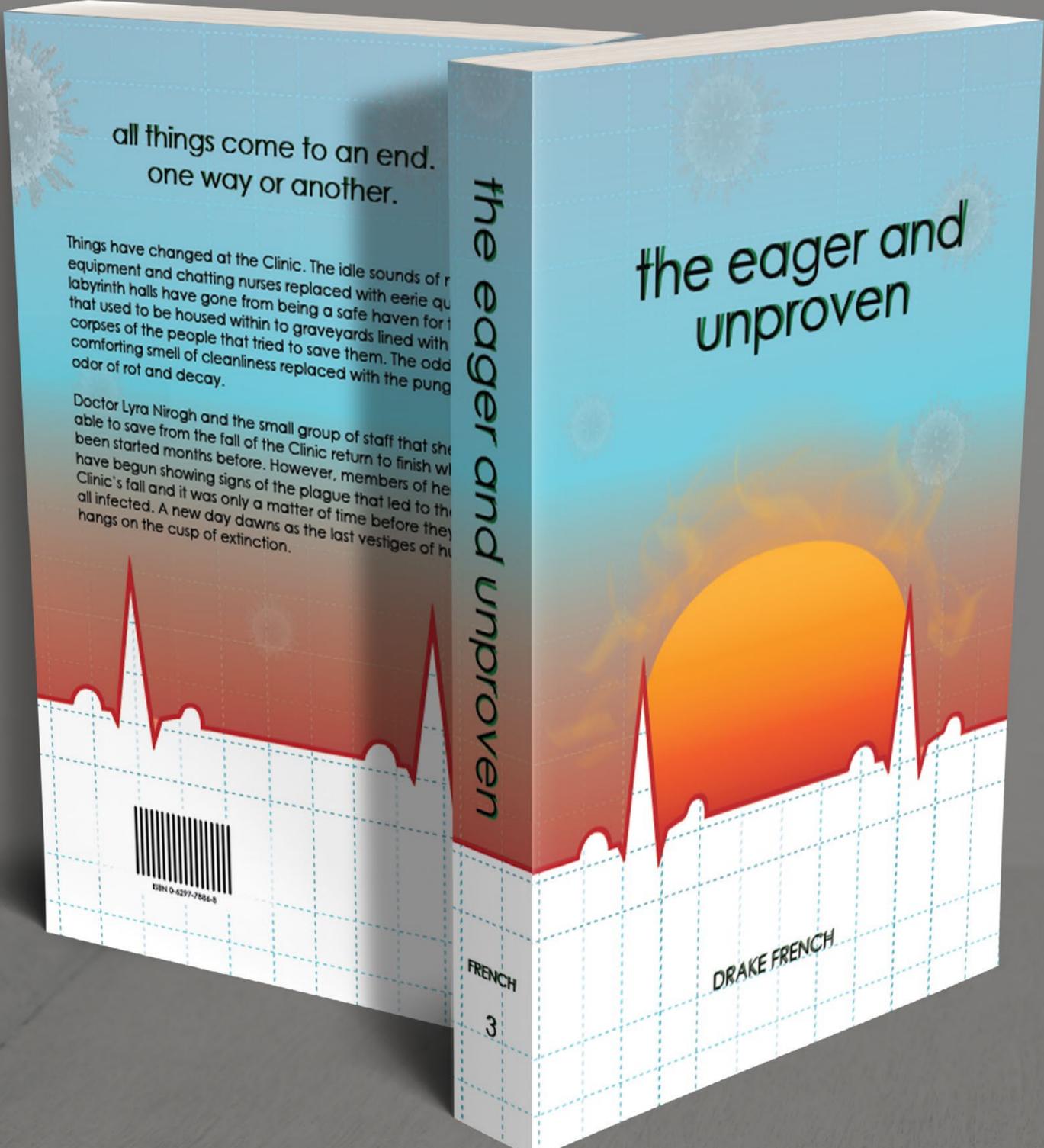


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FRENCH

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## CSS ANIMATIONS

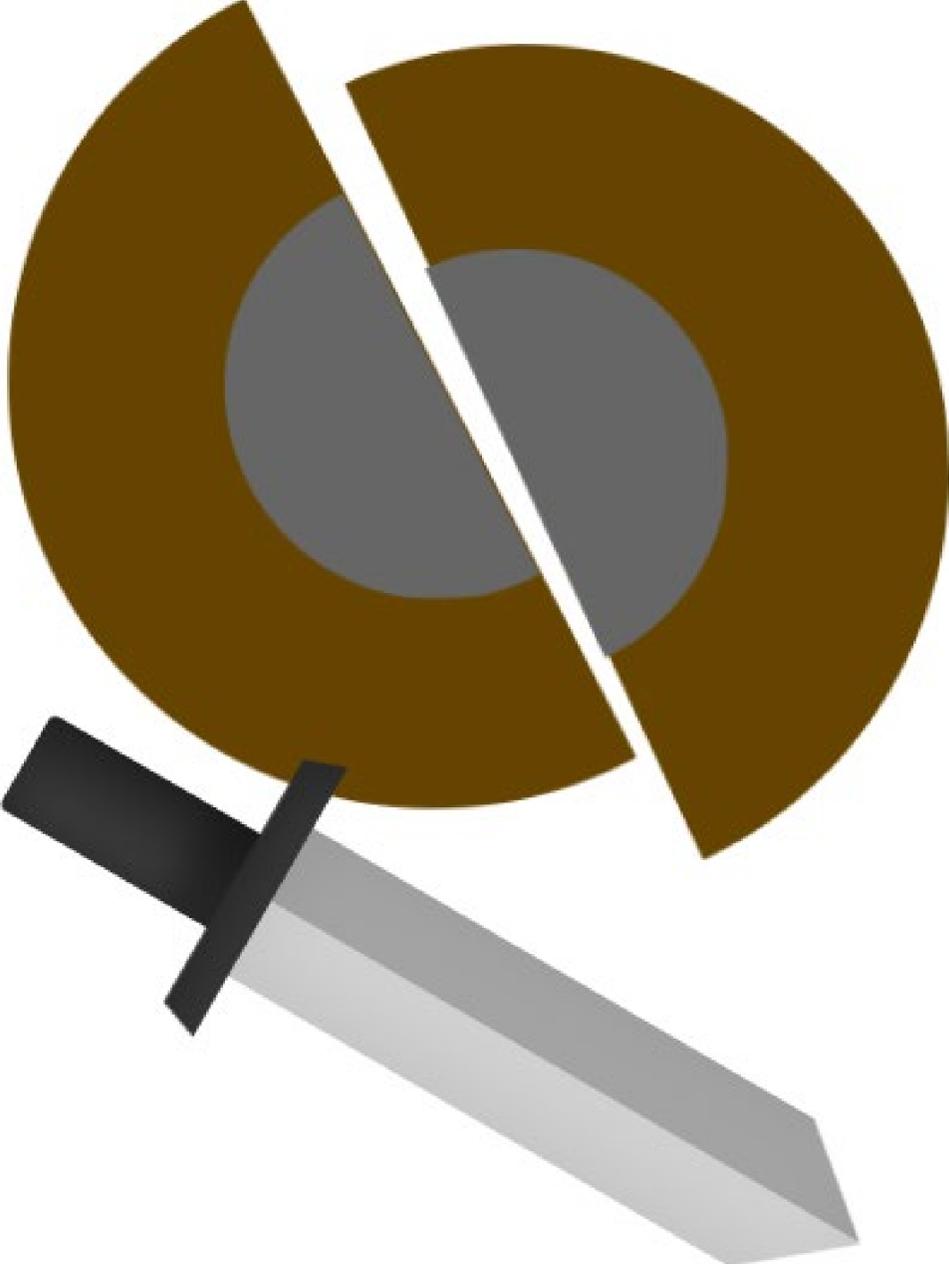
I challenged my CSS coding skills to create these because I wanted to see how interesting of animations I could make while only using CSS code. They were mainly used to help me bolster my CSS knowledge, and they were very successful in that regard. I learned a lot from making these that I would not have known otherwise.

[Heart Animation](#)

[Slash Animation](#)

[Hover Animation](#)

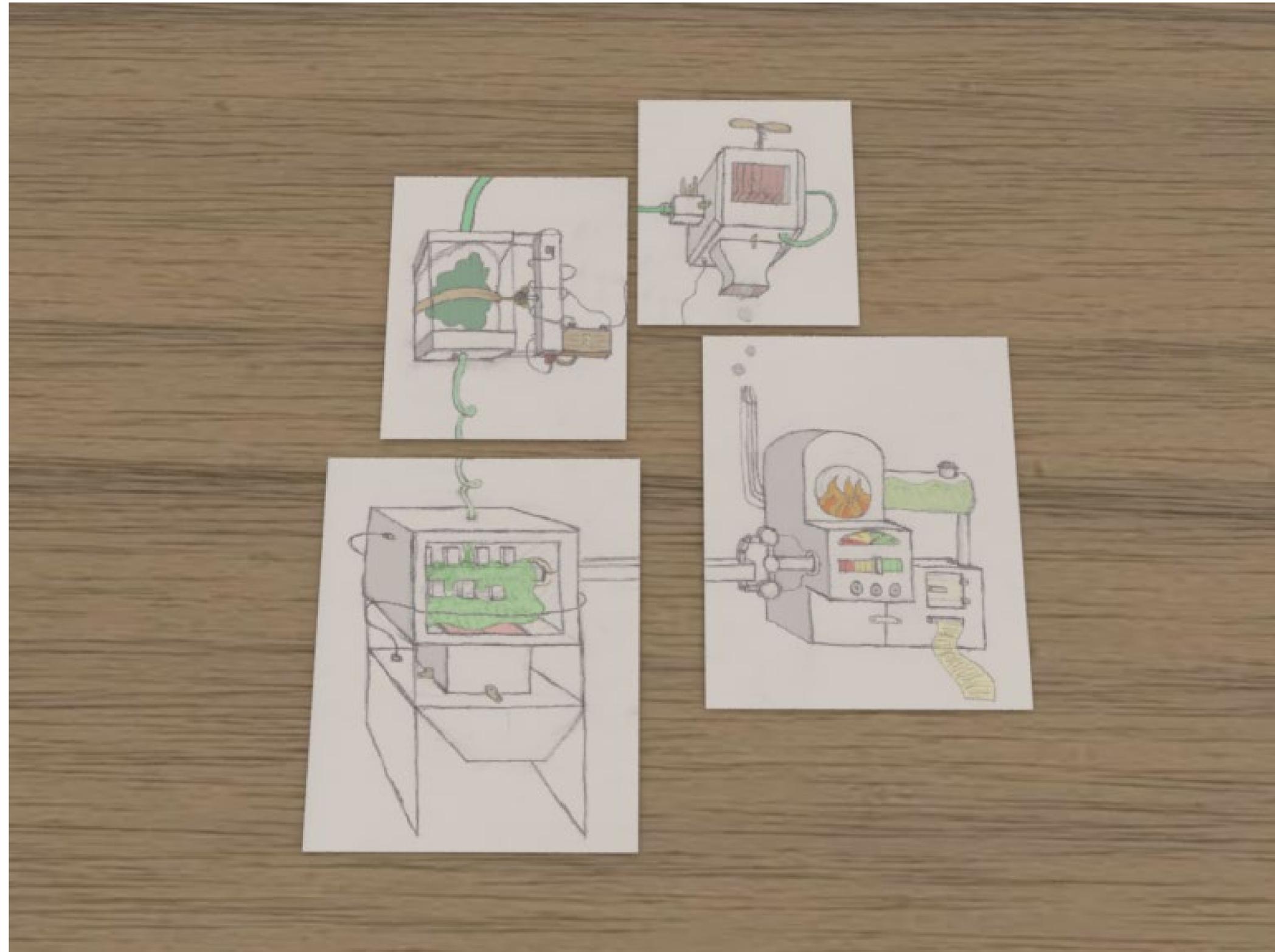


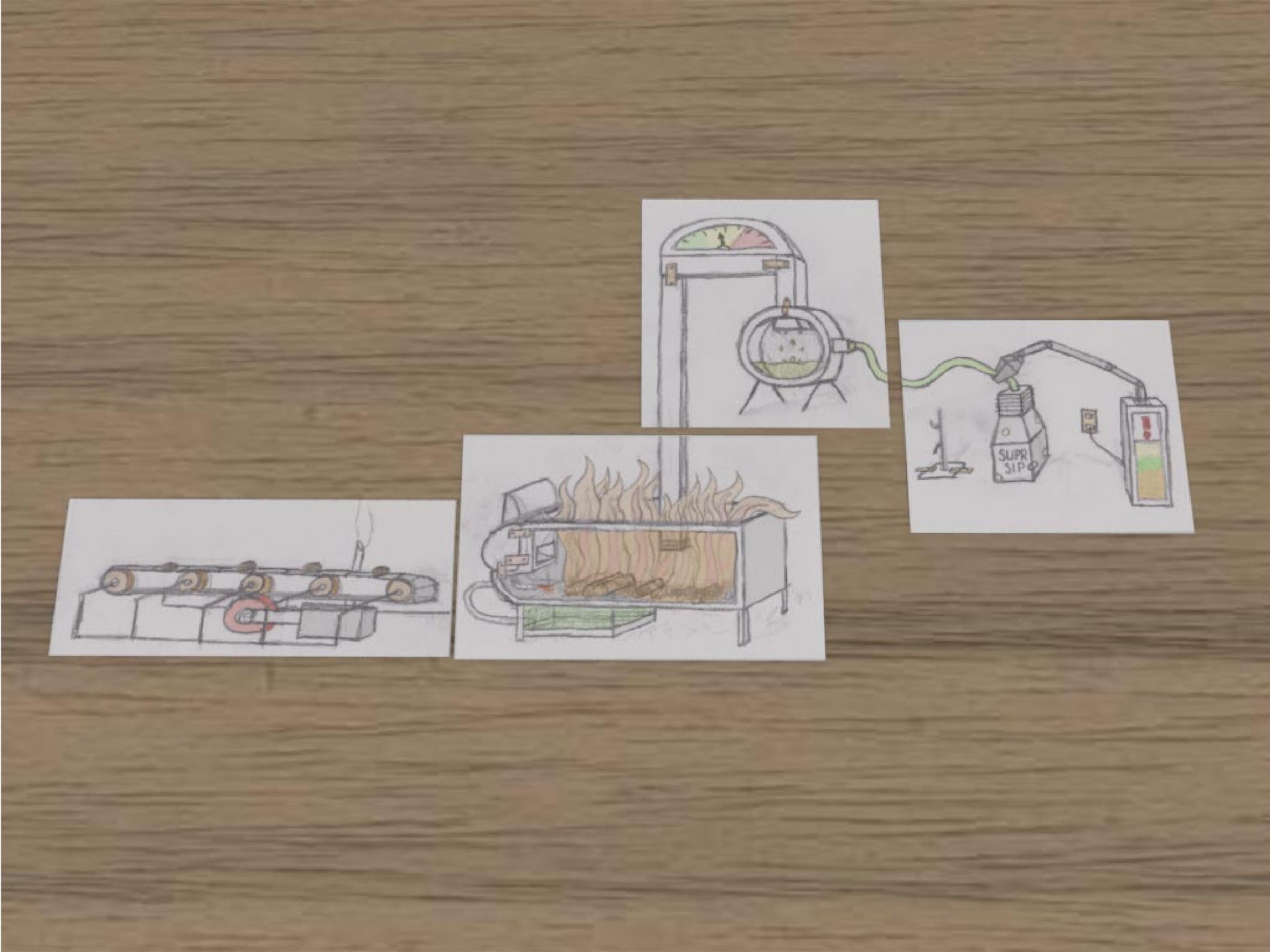


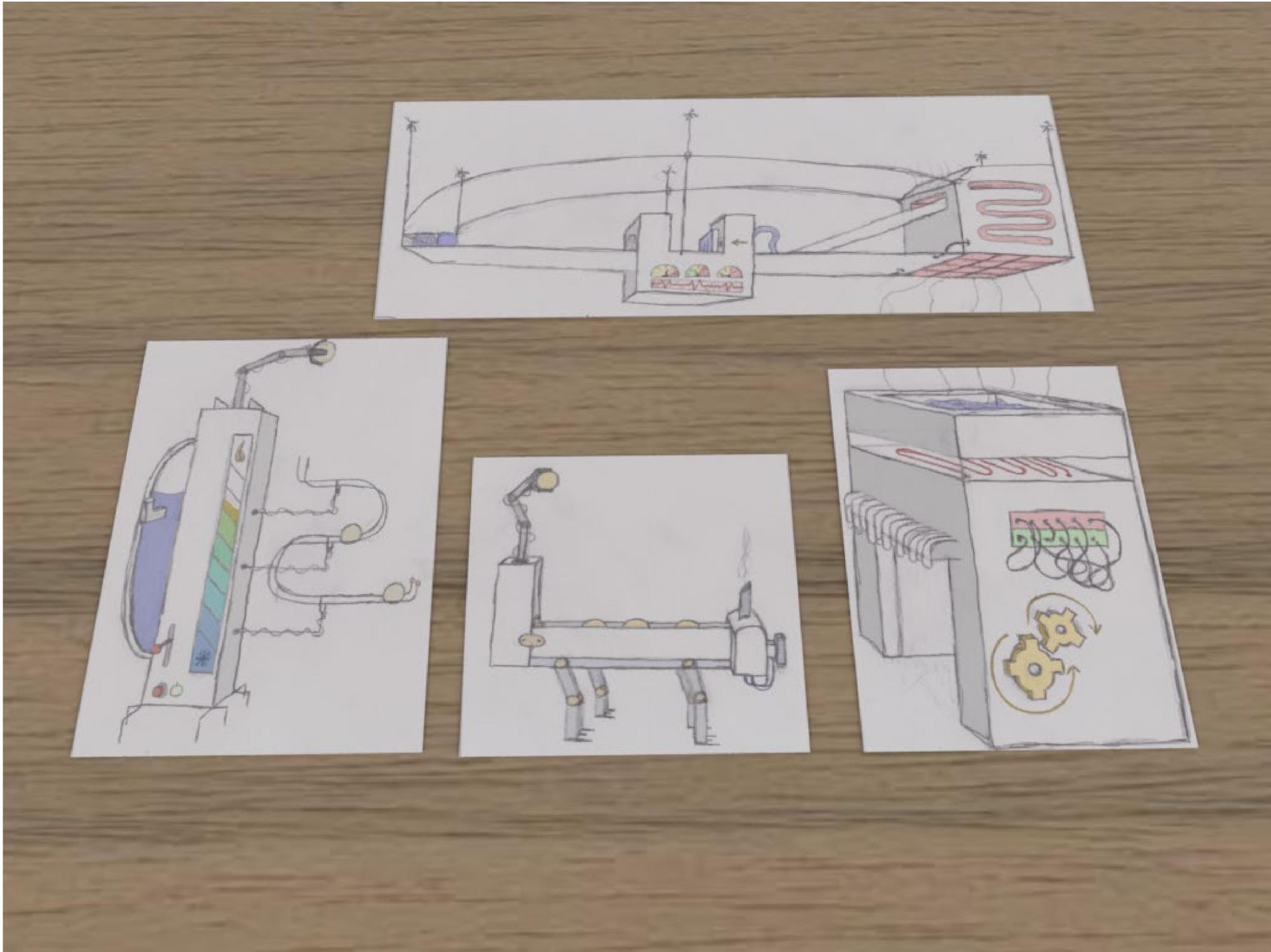
Hello there. Hover over me!

## MACHINE DOODLE STICKERS

These stickers are a personal project of mine. The original idea behind these were that I really enjoy doodling machines when I have nothing else to do. I thought I could turn these doodles into interesting sets of stickers. Each set of 4 stickers was made where they could line up in a certain way to make a full scene of machines that work in a cycle. After those were created, light splashes of color were added to make each individual sticker stand out more. I plan to upload these for people to purchase in the future.







## SHELF APP MOCKUP

Shelf is an app that one would use to write short stories and then share them anonymously with other people. It is a personal project produced with fellow designer Jodie Kelso. We wanted to create an app that would be easy for writers to use and to share the stories that they created. We developed this app in Adobe XD for the time being simply because it was the easiest way for us to make it look the way we wanted and have some of the abilities in the actual app. Jodie created the look for the website while I designed the XD mockup based off of these original ideas.

[Link to XD version](#)



# SHELF

## main feed

Read all the stories that others publish here. You may even see your own stories pop up here!

new story by anumymoose NEW

WIP by Ole No Name NEW

An Old Classic by Norman

your story has been published  
thank you for writing

Where Am I? by Voorees

The Tale of the Stellera Legend by anumymoose NEW

A Repeating Lore by Bingel NEW

Machina Volatus by Vincent

Susie's Call by Susie

welcome to your workspace

**Title**

*author*

Start writing your story here. Tools and saving options are found below. You can either shelve your story to finish for later or publish it.

**tools**

text: helvetica neue

text style: light

text size: 12pt.

text color: 



## SEA OF THIEVES PROMO GIFS

These GIFS are a personal project of mine. Sea of Thieves is an MMO Action-Adventure game where you play as a pirate doing whatever you want on the Sea of Thieves. These GIFs were created to help promote the game that I love. I recorded the footage used to make them from my own ventures in the game, created cinemagraphs from each video, added the game's logo and some text that references to what's in the animation in the game's typeface, then reduced the colors to make the animations pop more. They have my style applied to them, but also still feel like something Rare would create to promote their game.

[Floating Skull GIF](#)

[Ocean GIF](#)

[Campfire GIF](#)





Sea of Thieves

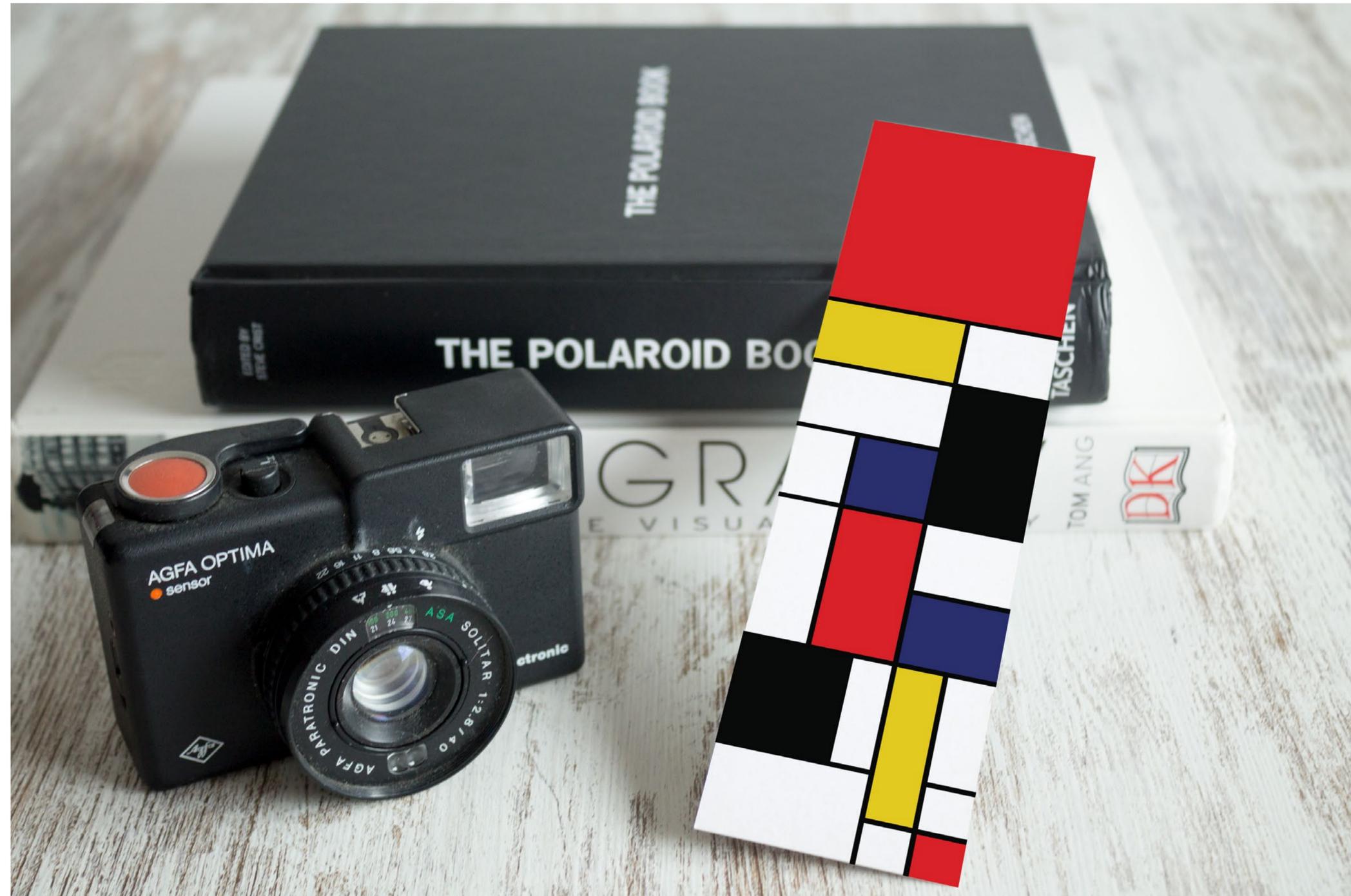
Time to relax on  
the beach and  
soak up some rays





## ART MOVEMENT BOOKMARKS

These Art Movement Bookmarks are a personal project that I am creating. I love reading, books, and art, so this was the best way I could think of for me to compile all those passions into one product. Each bookmark has one side dedicated to a work that I created representing an art movement, then the other side has a description of the movement. I created everything on these bookmarks except for the descriptions - which were created by ArtStory.org - and the original works that I appropriated for example the Scream or Der Schrei der Natur by Edvard Munch.









BRUNO BOUREL  
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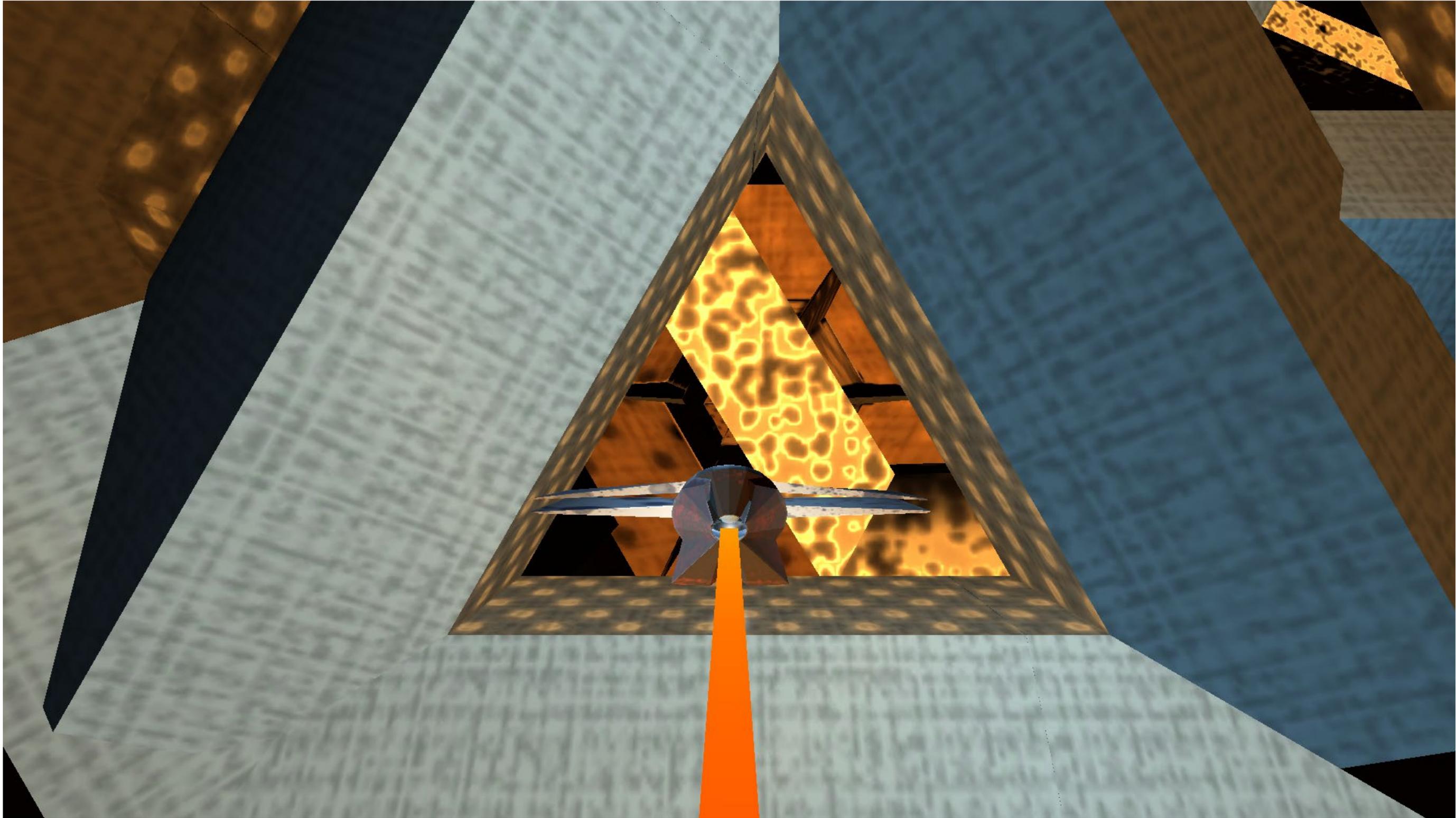


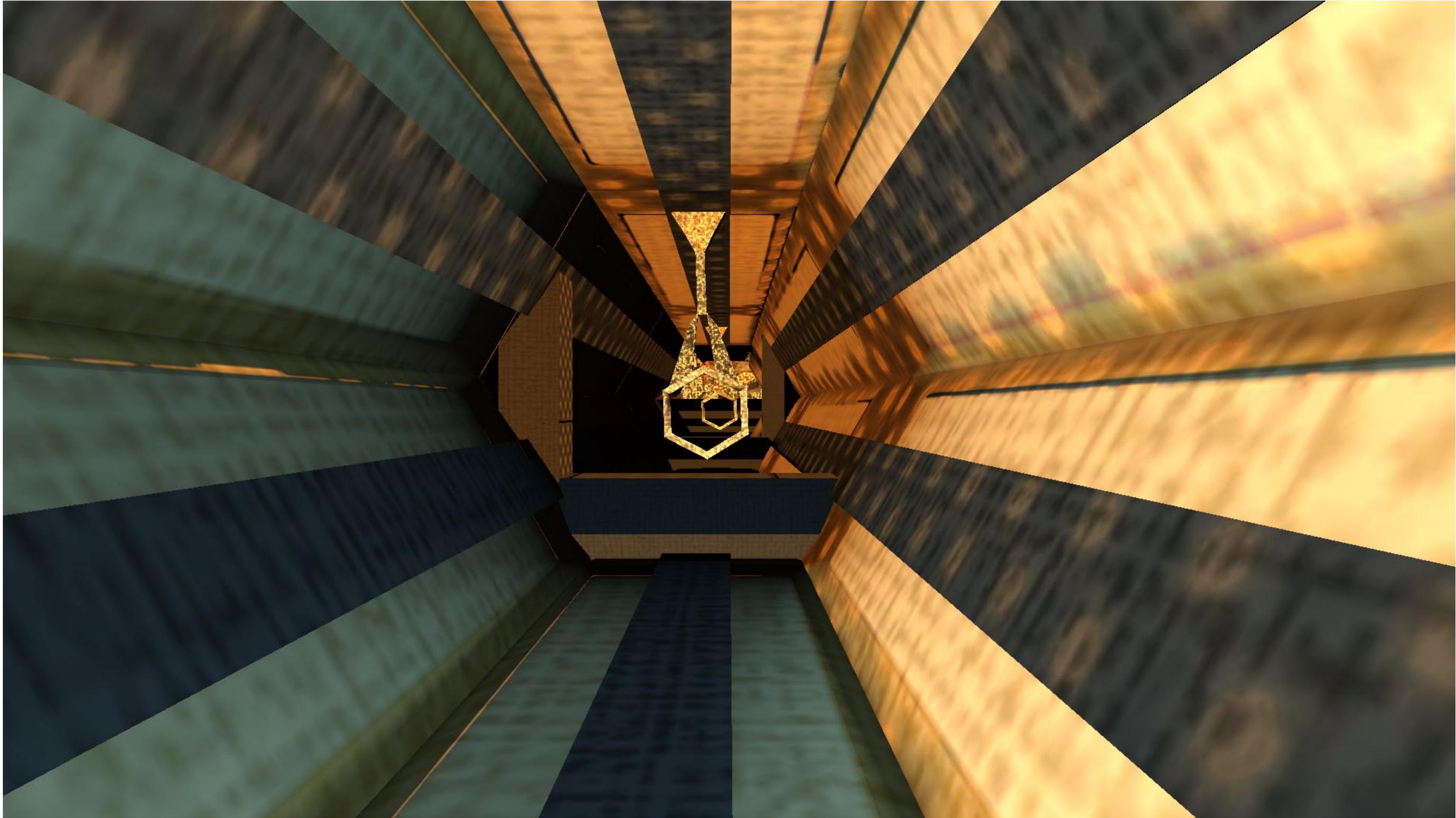
## RHYTHBOTS

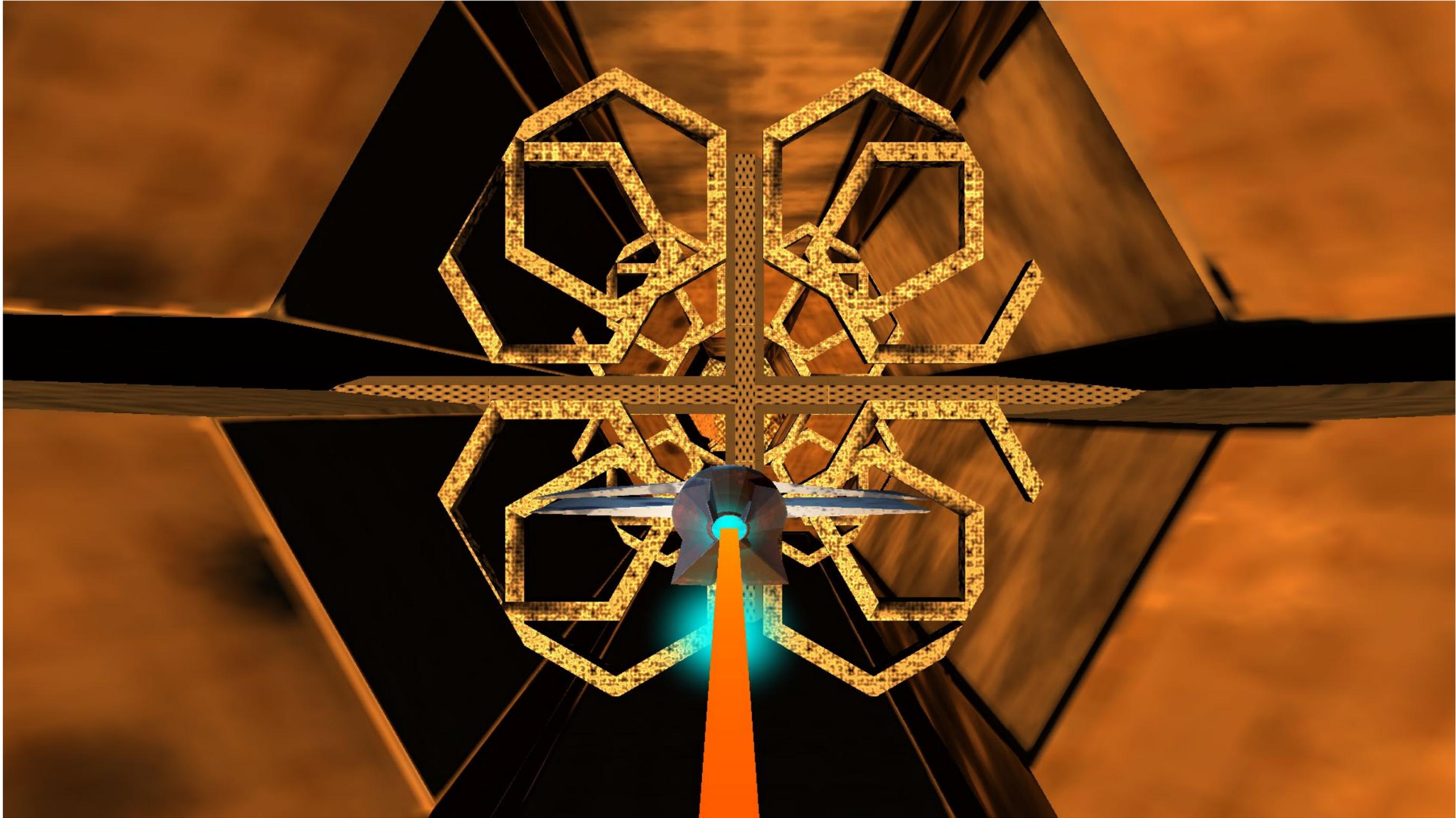
Rhythbots is my biggest personal game project to date. This game is a rhythm-based bullet-hell where you travel down a path and must avoid obstacles that you fly towards while music plays in the background. Your character speeds up or slows down with certain parts of the songs. The game is in very early Alpha right now with only one level completed. I created everything in this game besides the music that is being used. Every piece of music that I've used is credited in the game itself.

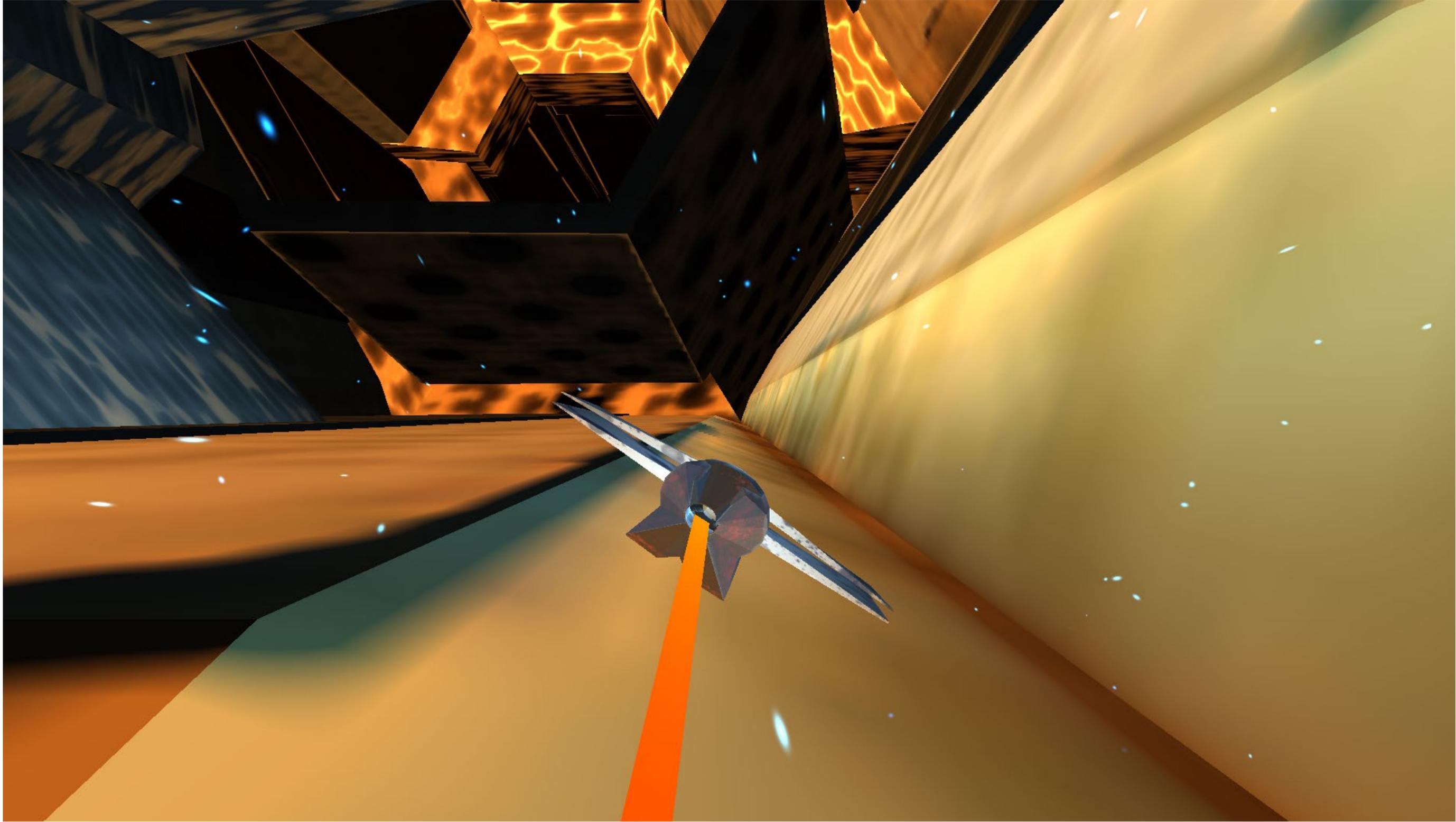
[Link to the game](#)











# CHOOSE YOUR COMPANION

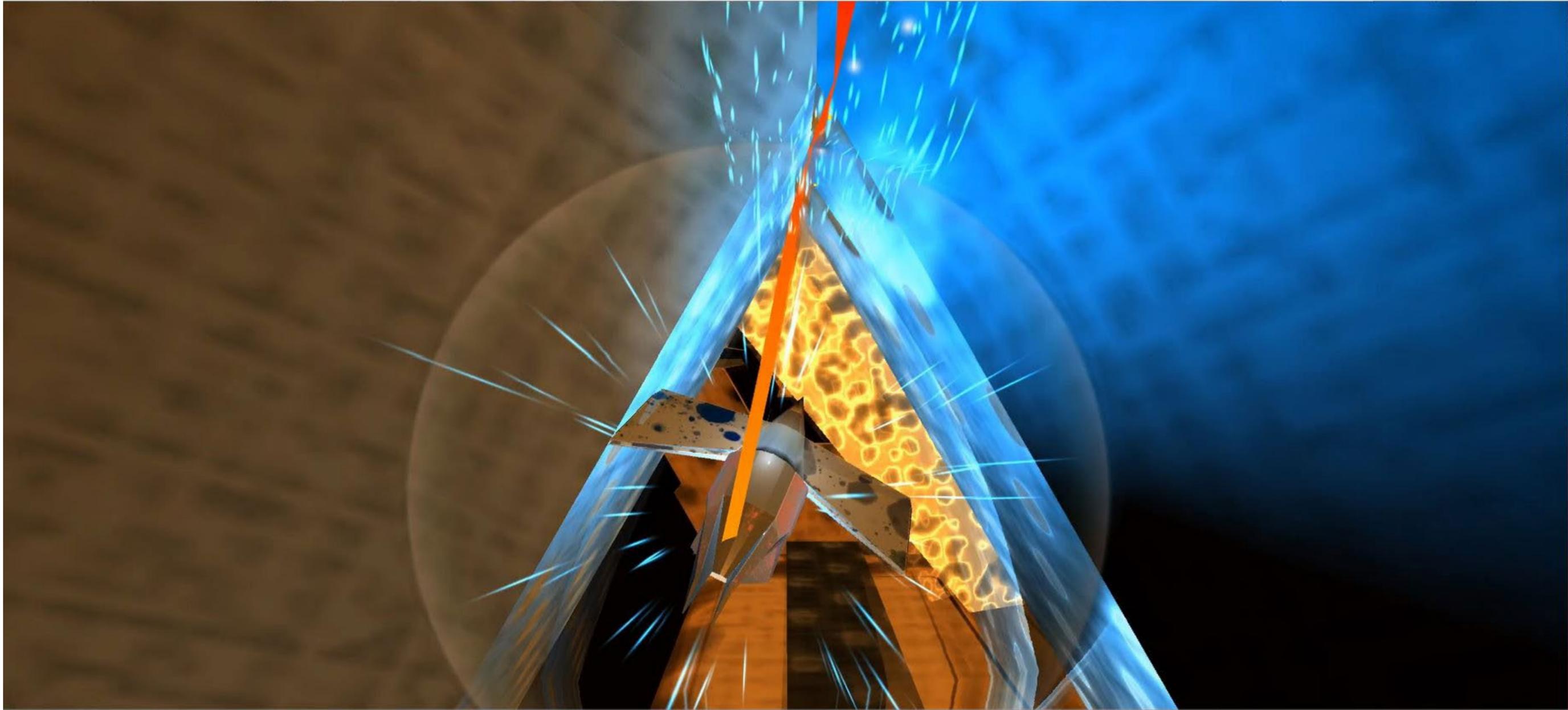
## TUTTI

Tutti thinks humans are the cutest.  
She'll do what she can to make  
things easier for you.

## ORIEL

Oriel doesn't like humans.  
Expect things to be much more  
difficult.

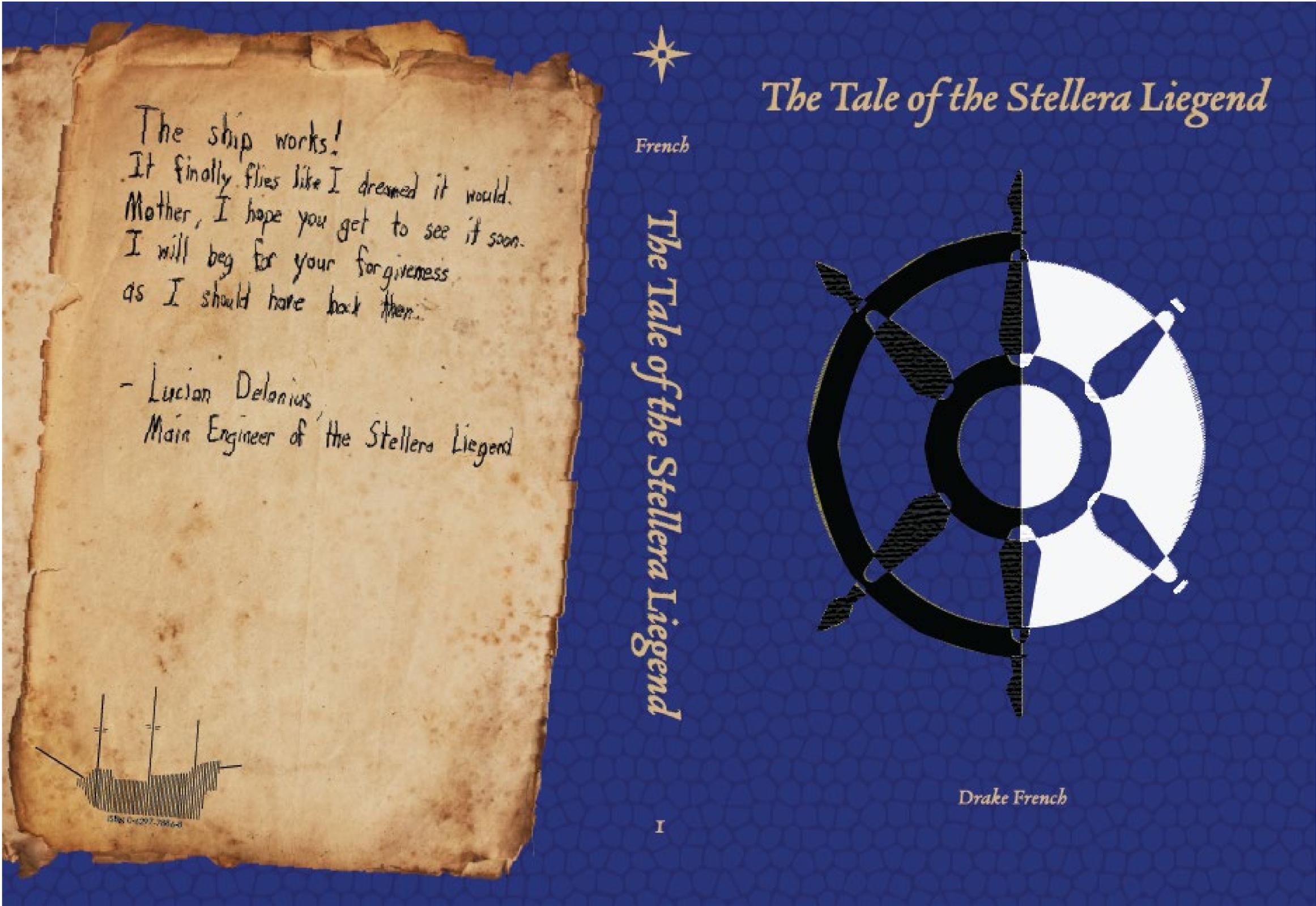
BACK

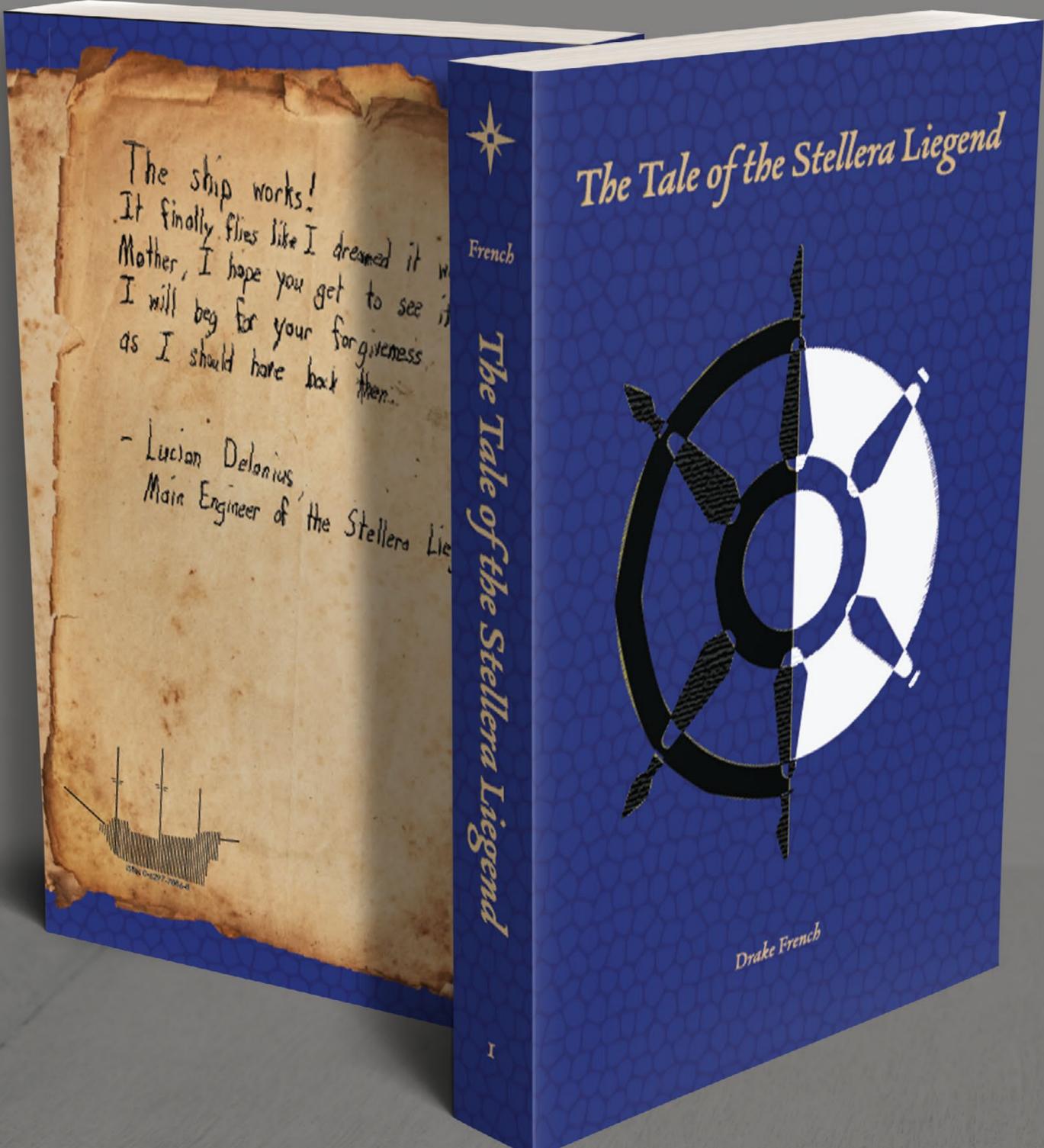


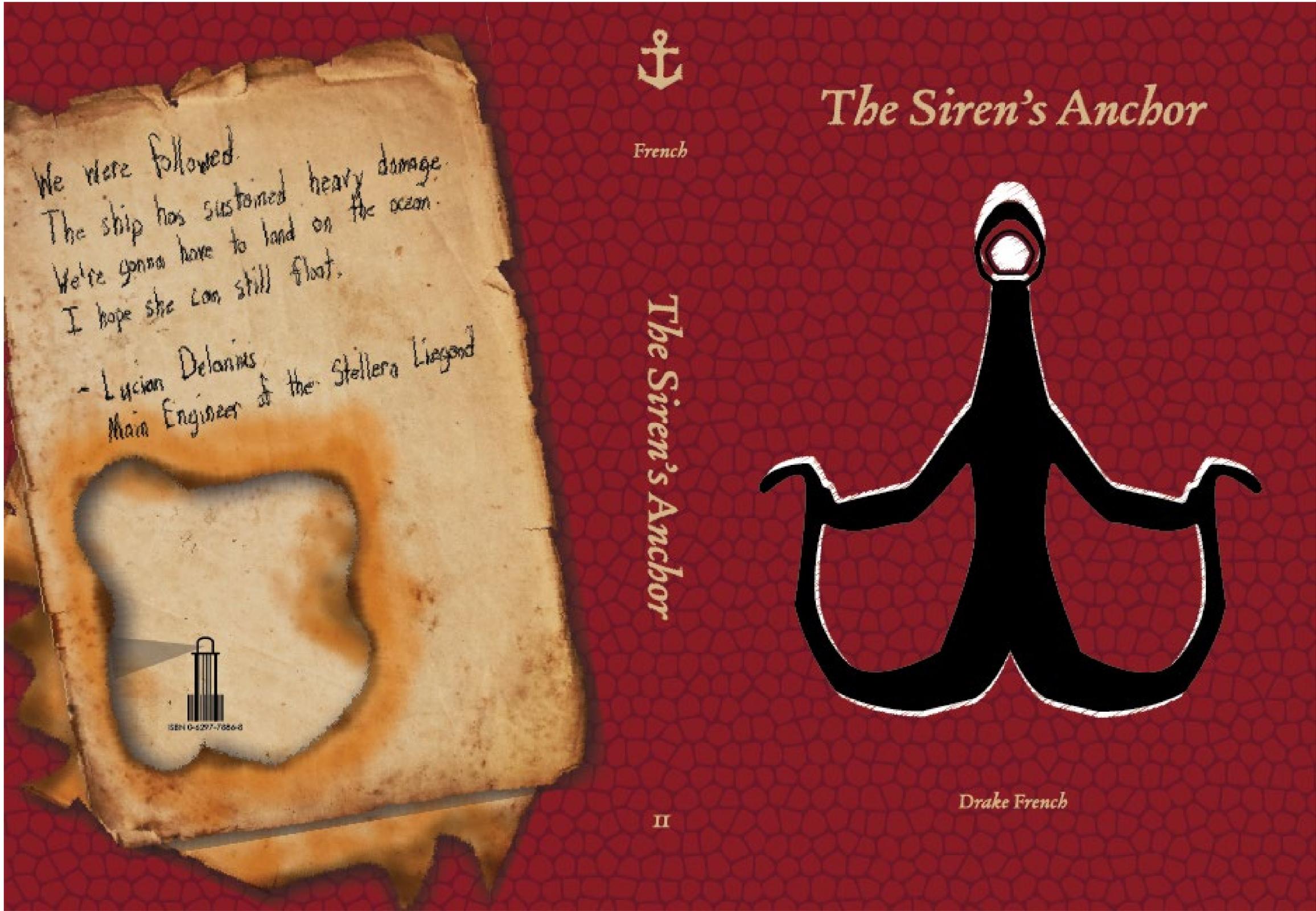
## THE TALE OF THE STELLERA LIEGEND BOOK COVERS

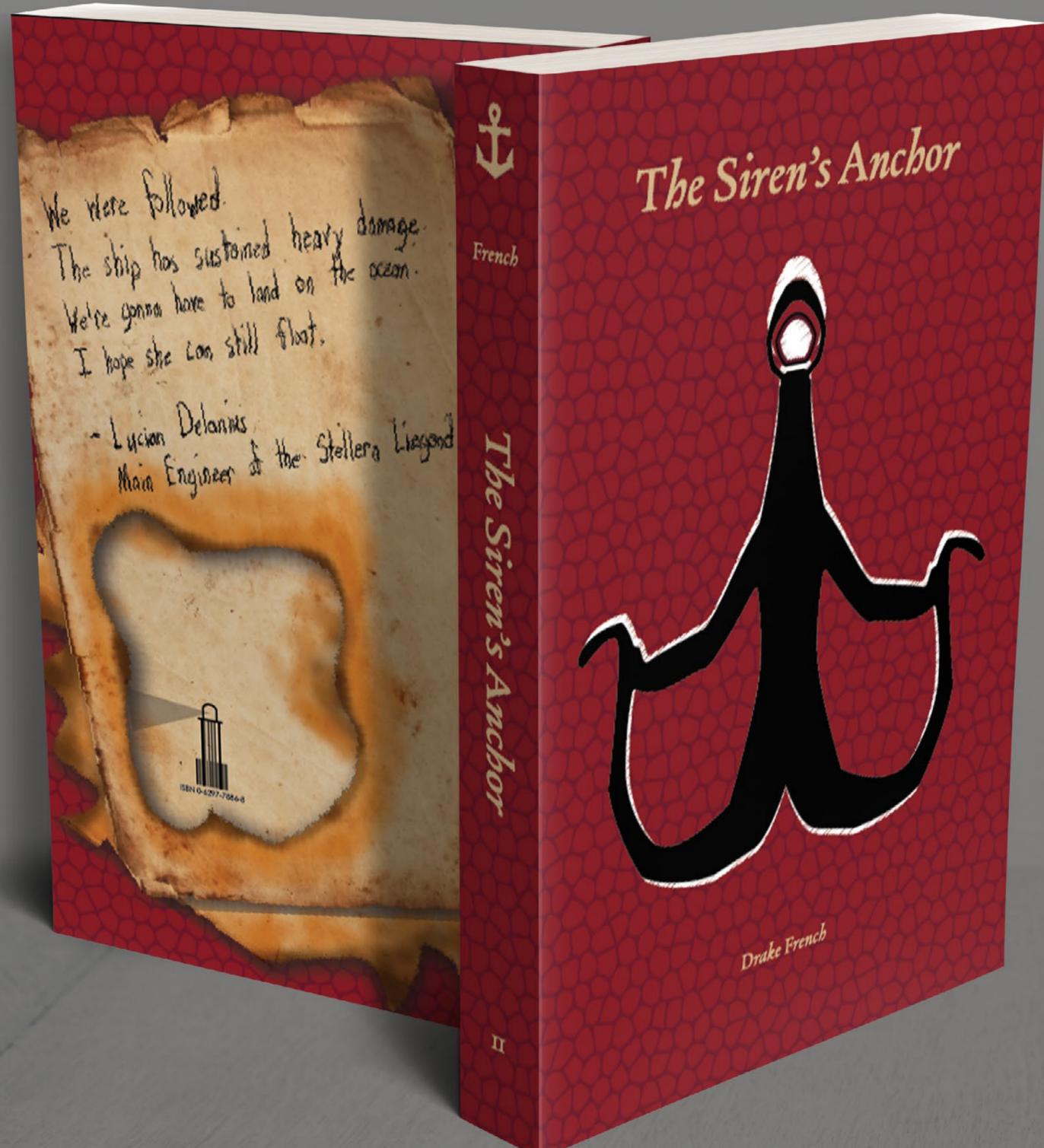
The Tale of the Stellera Liegend series, like the Silent and Uncurable series, is a set of novels that I'm writing. For these covers, I wanted to represent the story that these novels follow as closely as I could with ship iconography. The novels follow the fantastical story of the main engineer of the world's first steam-powered flying ship as he searches for his long lost mother to try to atone for the things that he did when he was younger. Things get hectic though when people start trying to hunt down the ship and certain members of its crew. The covers show this increasing danger with more burnt paper and increasingly distressed blurbs on the back covers. I also created vanity UPC's to go with each book's theme.













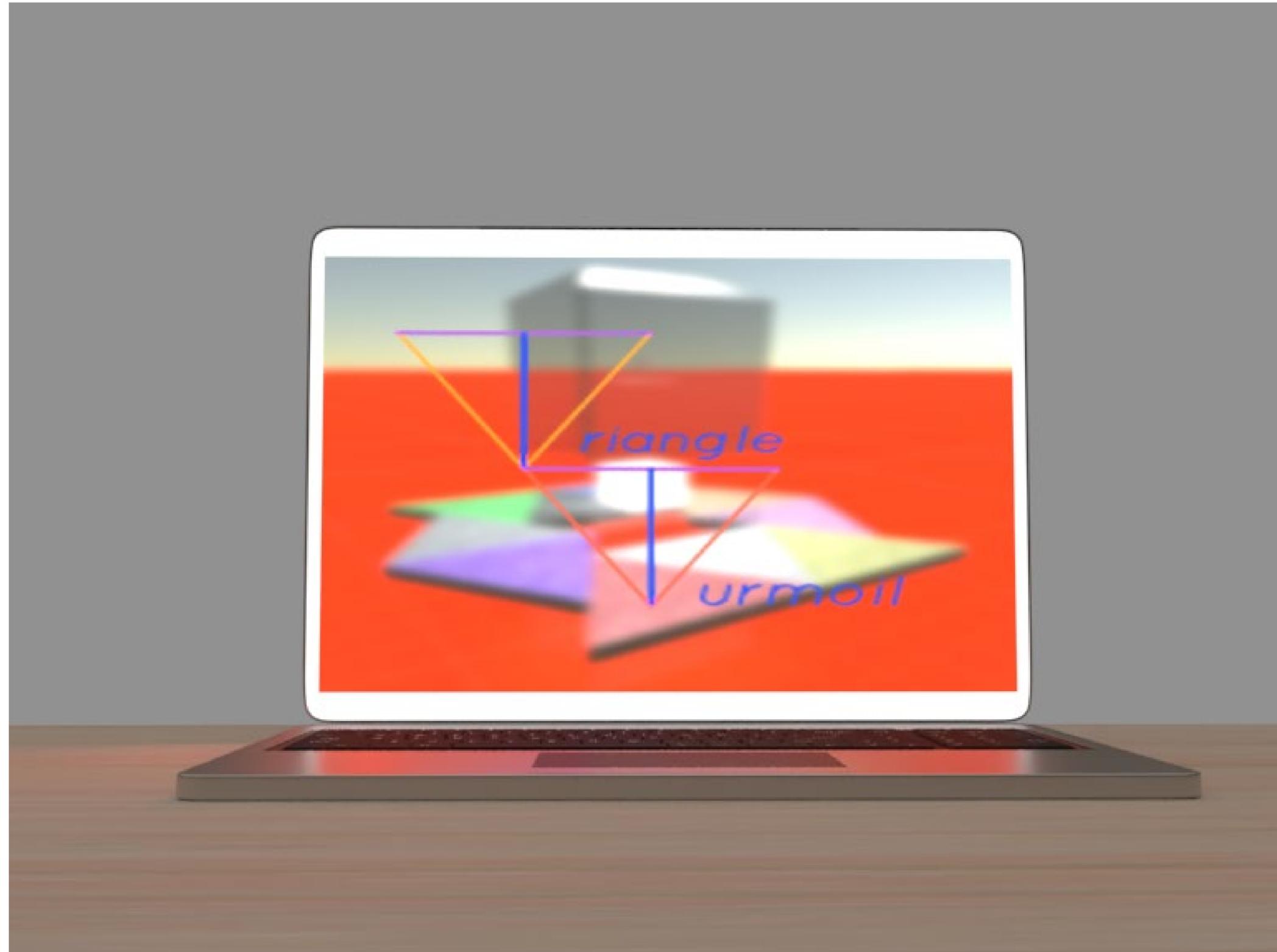


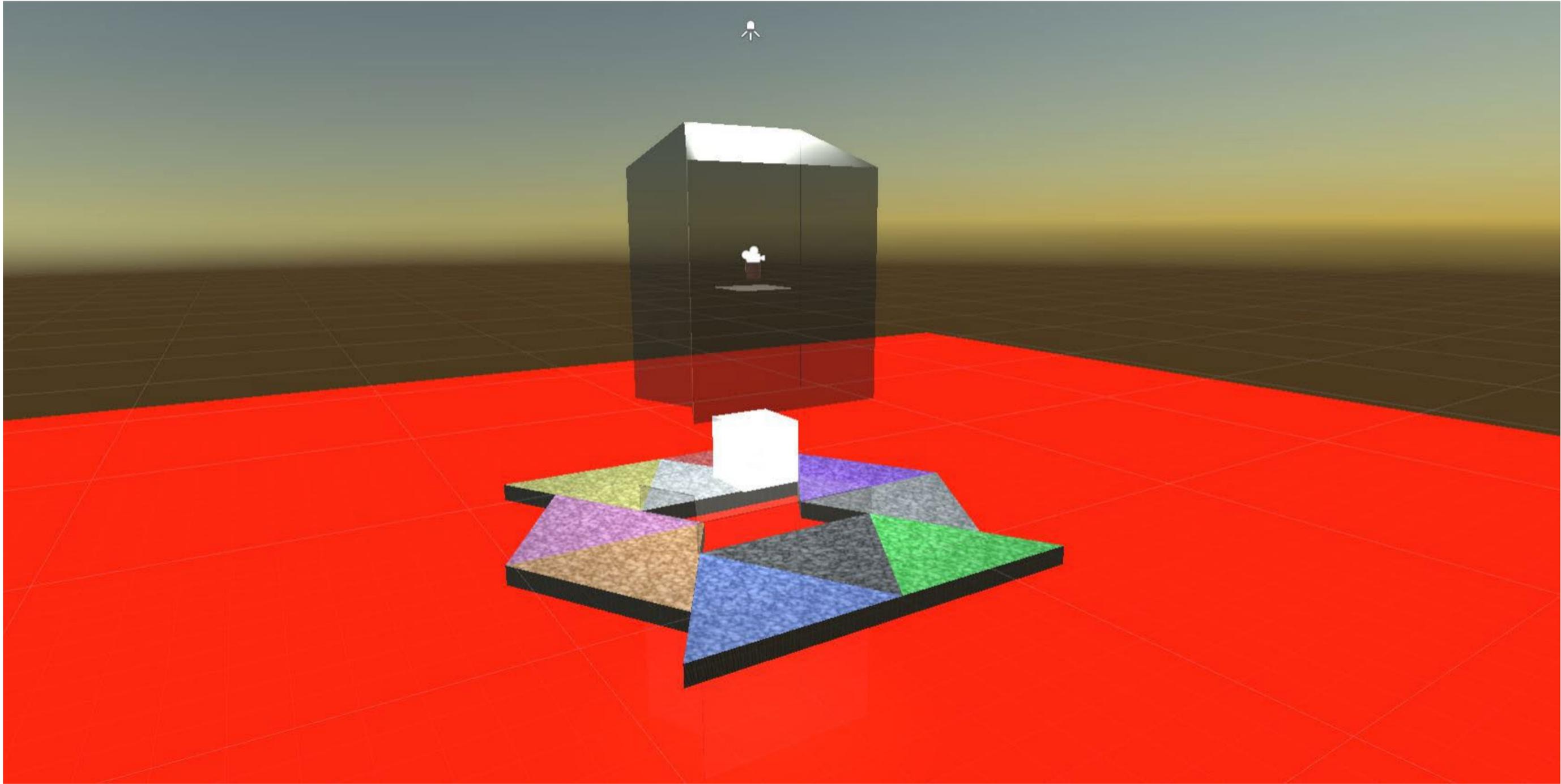
## TRIANGLE TURMOIL

I created Triangle Turmoil for a game jam event. A game jam is an event where you construct a game in its entirety in a set amount of time. For this event in particular, we had three days to build our games. I based this game off of a minigame that I really enjoyed in Mario Party called Hexagon Havoc. In that game, there are seven colored platforms, you get told a color, and you must get to that colored platform before the others disappear. Each round would progressively get faster. Everything in this game was built from scratch in the span of three days, from the music to the scripts.

[Link to online version](#)

[Link to downloadable version](#)





# How To Play

Step 1: Run off platform to start game.

Step 2: Check the center cube to figure out which color to run to.

Step 3: Get to that colored platform.

Step 4: Don't fall off and prepare for the game to speed up.

Step 5: Have fun!

