

Katelyn Jones
Illustration

Email

katelynjonesart@gmail.com

Phone

720-771-1390

Find more of my work at

katelynmjones.com

Whittier College

B.A. Themed Entertainment Design

3.89 GPA

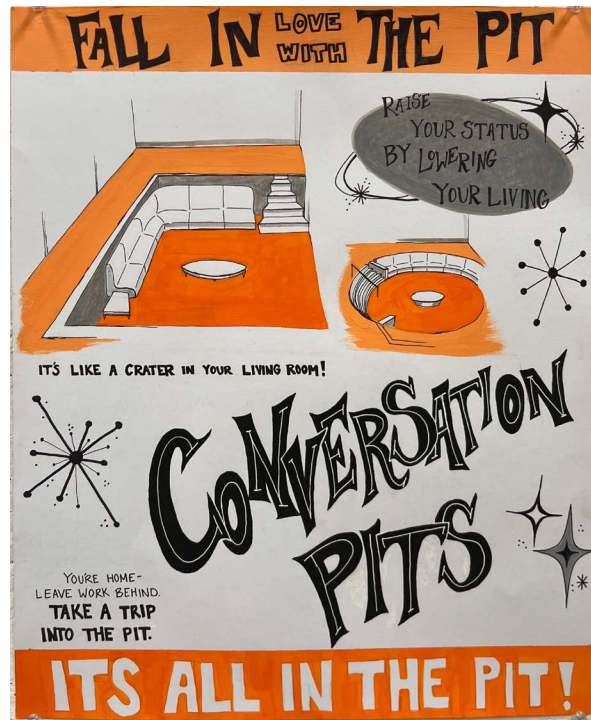
Software Proficiencies

- Adobe Creative Suite
- Procreate
- SketchUp
- Rhino 3D
- Cinema 4D
- Vectorworks

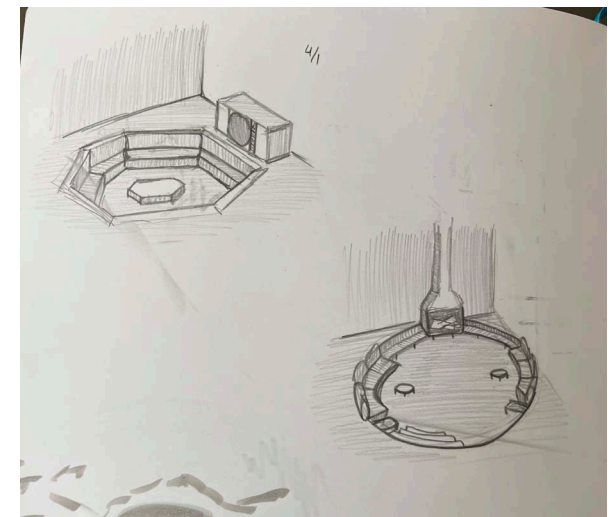
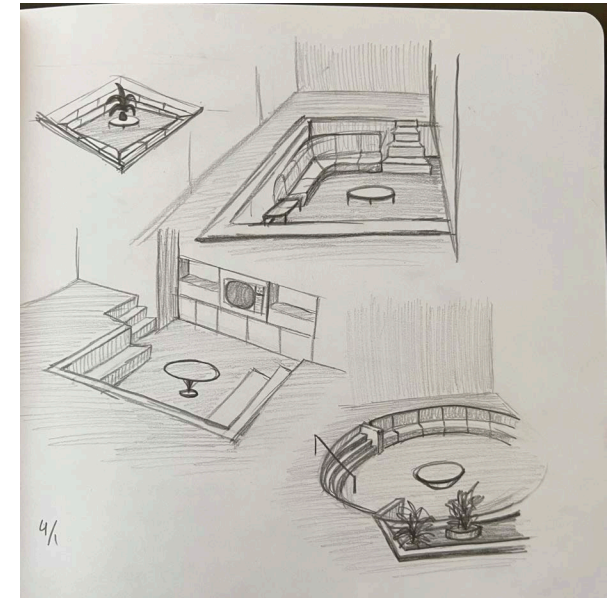
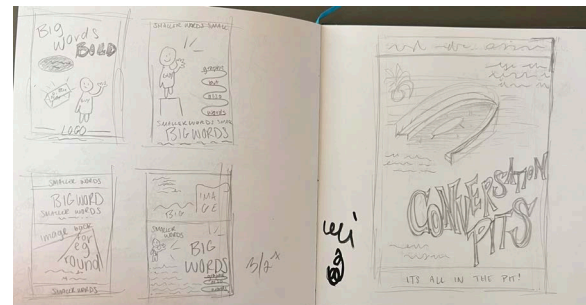
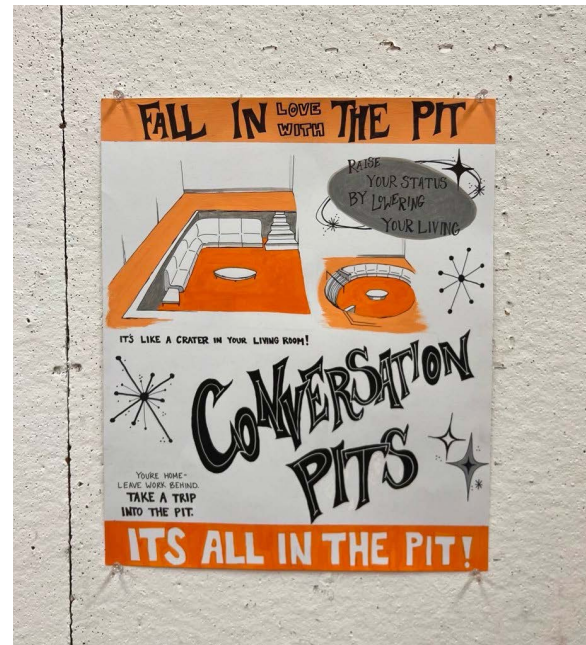


I have been interested in themed entertainment experiences my entire life; specifically how they are made and how they operate. While I heavily admire the ability of themed places to put you in a different time or place, the illusion was always broken for me. Even as a little kid, I was aware that I was in a curated space rather than believing that I was there for real. This never diminished the effect these places had on me, rather it pushed me to want to create that experience for others.

I'm eager to join a creative team where I can contribute to visually compelling projects and continue learning from industry professionals.



Hand-illustrated poster advertising the mid-century marvel, conversation pits. Inspired by Rolly Crump's spoof advertisements from the 1960s.

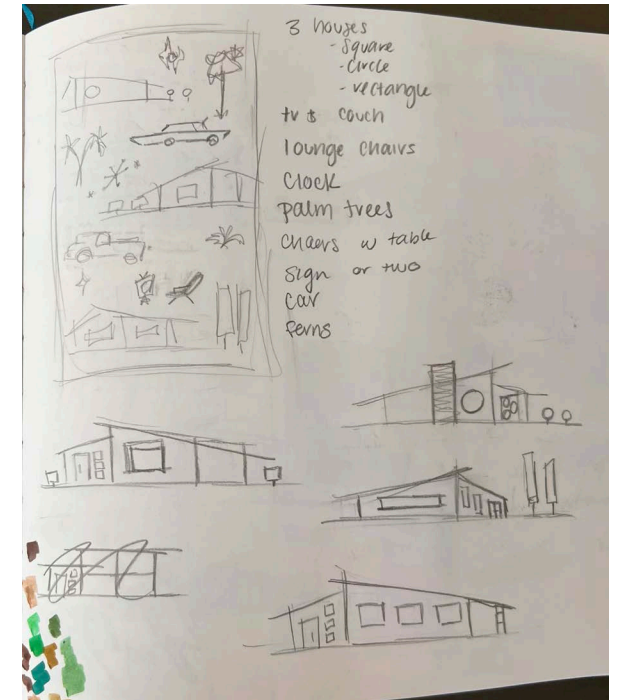


It's All In The Pit

Ink and markers on bristol.

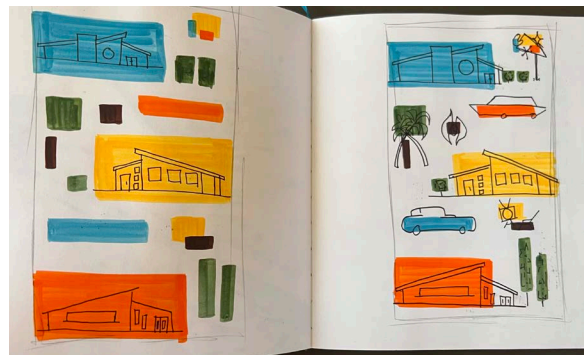


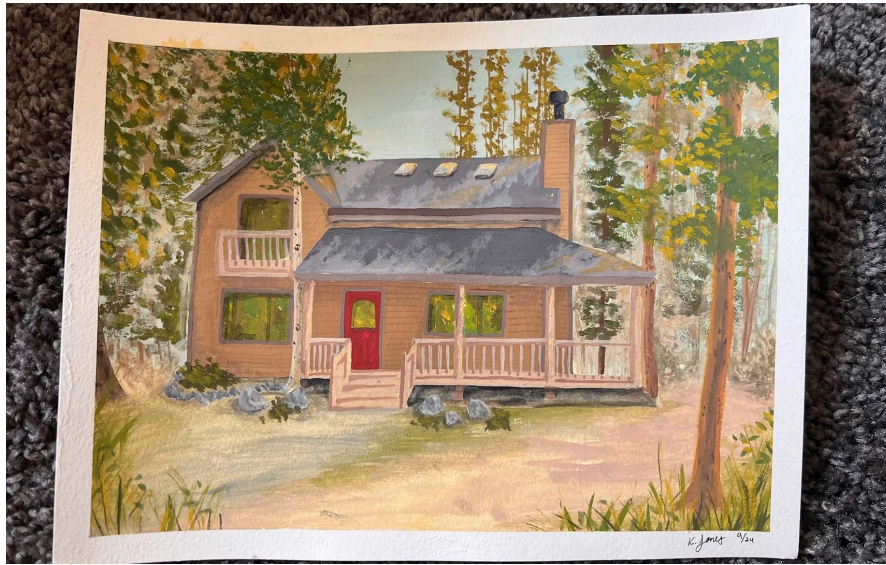
A poster showing my personal affinity for mid-century modern art.



Mid Mod

Acrylic on bristol.





Guache studies

Guache on paper.

He guides you outside into a small courtyard where two paths await you. One leads into town, where discontent about the royal situation is clear. The other leads into the magical marshes, where danger is said to lurk beneath your feet at all times. Tom reaches out with his magic and asks which path to take.

Choose one: Town- The left archway, leading into town, begins to glow with vibrant yellows, blues, and pinks. The magic has chosen the safer path. Town leads the way inside. The town square is small but charming. It is quiet, deserted. In the center sits an anvil on a pedestal. The anvil has a sword sticking out of it, some sort of strange war memorial. Town explains the legend of the sword in the stone. Everything remains still until a young man, a squire by his outfit, comes rushing in. He frantically looks around and then charges at the memorial, pulling the sword from the anvil with ease. Suddenly, the square changes. A beam of light casts directly on the man while banners of celebration spill from every window. Trumpets play, and townspeople come flooding in, chanting "long live the king!". They sweep the young man out of the square. They've solved their royal problem around here, it seems.

Choice two: Swamp- The arch on the right glows a deep tur-

Both paths converge back together and Tom leads you into a massive open cathedral space. Stained glass windows line the walls, and a deep red rug runs the length of the room, drawing your eye to the thrones situated at the end of the space. Suits of armor, swords, crests, draping curtains, and banners make the room feel full and grand. This room seems celebratory, populated. They've found their king and have entered a new era. This is a time of prosperity, and the people of the court populating the room are all incredibly well-dressed. Tom explains that on this day, Arthur is to be crowned king. You watch as ceremonial proceedings begin and Arthur is crowned king of the land. The people cheer, and celebrations begin as Tom whisks you out of the room.

You leave the castle through two giant doors and are greeted by neatly groomed lawns. It appears a fair is set up, with colorful tents scattered around the grass. Tom explains that years have passed since you last saw

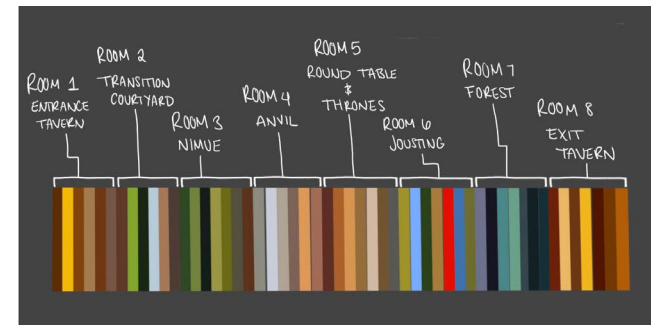
Clouds roll in, and Tom guides you to take shelter under one of the tents. A storm is rapidly approaching. Tom continues telling you about Lancelot, revealing the truth about him and Guinevere. He warns about the love triangle's potential perilous consequences and explains the complicated situation it puts Arthur in as king. The storm dies down as Tom finishes the darkest tale he's told yet. Once the weather is quieter, you can hear knights fighting outside. You leave out the other side of the tent to see what is happening.

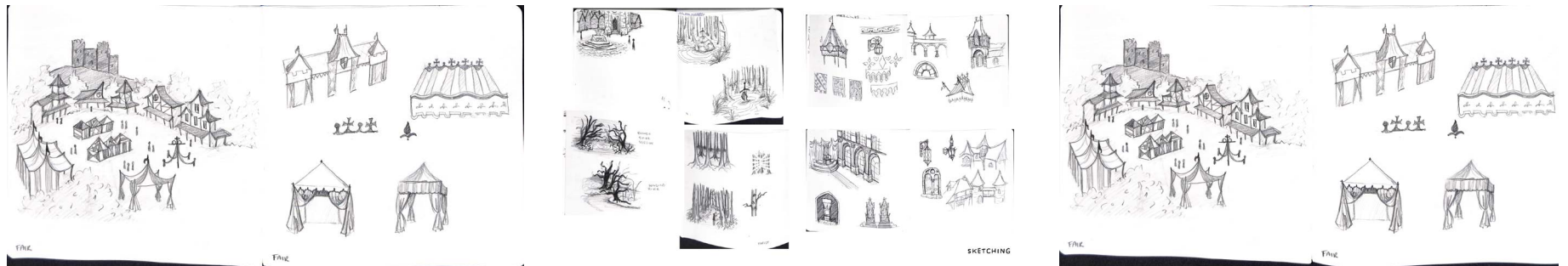
Knights clash together in a dense forest. It grows dark, cold. Shadows jump behind every tree. The forest seems to stretch on endlessly. You and your group quickly grow confused as false pathways take you right back to where you started. Tom explains that this is the consequence of what he told you before. The kingdom has fallen into an endless war. Knight against knight, friend against friend. No one can be trusted, and danger lies around every bend. Tom urges the group to move quickly, as anyone who sympathizes with Arthur has countless enemies awaiting them now. You make it through the forest and come across the burnt remains of a tavern. Crumbling walls and ashly timbers surround one room that still stands. Tom ushers you inside to safety as quickly as possible.

Inside the tavern is the very same one where you began your journey. Tom has returned you to where you began. When you leave, you will be returned to your own time and place. Tom reiterates the lesson of the whole story, the lesson he was commanded to instill in others so many years before. You cannot change your fate or run from it; what you can do is be a good person. Stay aware of the consequences of your actions and your place in your surroundings. One person can enact great change, for better or for worse. With that, he leaves, off to tell the tale to someone new.



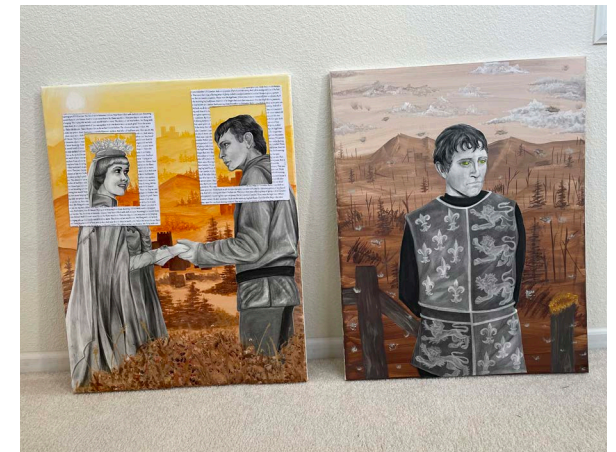
The Arthur Experience





The Arthur Experience

Created in Procreate



Acrylic paint, charcoal, collage.

Arthurian Legends Project

My ongoing passion project based on Arthurian Legends. An amalgamation of my own knowledge, research on the origins of the legends, and the many forms these legends have taken in media.



Charcoal on paper.



Guache on paper.

Arthurian Legends Project

Created in Procreate

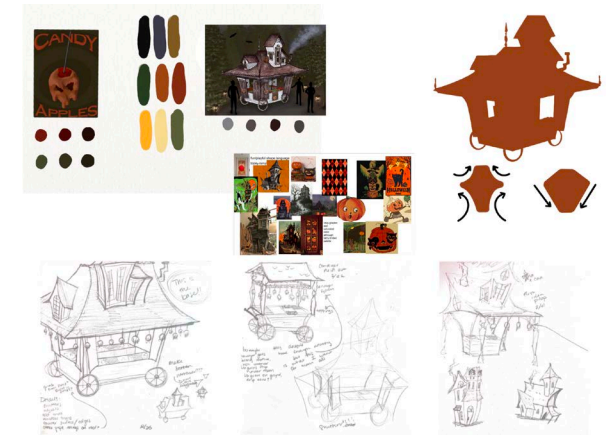


Set design for “The Moors”. The show takes place in one room, though the characters believe that they move around the house. The play has a disorienting and uncomfortable tension throughout, which the set reflects with the sickly green color and the lack of personal decorations.



“The Moors”

All pieces of this model were handmade, in 1:48 scale.



A concept for a candy apple cart, fit for any spooky-themed area. The apples are of questionable quality, potentially enchanted or even cursed. Guests should proceed with caution, because good or bad, a magical experience is sure to await them.

Candy Apple Cart

Created in Procreate



An idyllic mid-century neighborhood has all of the makings for a fabulous block party, but things are a little quiet.

Block Party

Created in Procreate.

