Johanna Rupprecht

Johanna Rupprecht is a visual development artist and illustrator from Germany, specialised in environment and colour design. She holds a Master's Degree in Biology and is self-taught in the arts. Johanna has worked as a freelance artist for over ten years for various clients in the animation, video games and publishing industries. She has contributed to projects for Netflix, Axis Studios, Ubisoft, Ravensburger, Facebook and Supercell as well as many smaller and indie studios.

Johanna's art seamlessly blends colourful stylisation with subject matters inspired by real life and nature, all while emphasising thorough research and attention to detail. She loves adding touches of fantasy and magic to her designs and illustrations, infusing them with storytelling to spark curiosity and emotions in the viewer.

Portfolio: http://lyraina.com/









