CONCEPT ART AWARDS
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Silvia Altamura

I'm a Senior Character Designer and Visual Development Artist based in Rome.

Having grown up and studied surrounded by Rome's timeless classical art and with a background in Fine Arts, I learned to look at shapes and storytelling with the goal of translating this tradition and beauty into my art.

Making characters feel alive and exploring their reactions to the world is what truly fascinates me. After all, feelings and emotions are what bring us together, despite our differences.

This vision has guided my journey as an artist, allowing me to work with international clients on both animation and video game projects.

Having experienced different pipelines and styles, I gained an even greater appreciation for what it takes to truly bring a character to life









