

SAKINA ZEGHLOUL

E CONCEPT ARTIST

ENVIRONMENT
ILLUSTRATOR

PORTFOLIO

Environmental Illustration

Concept Art for animation, video games, and publishing

Books, magazines & playlist covers

Visual storytelling for cultural, editorial & advertising projects





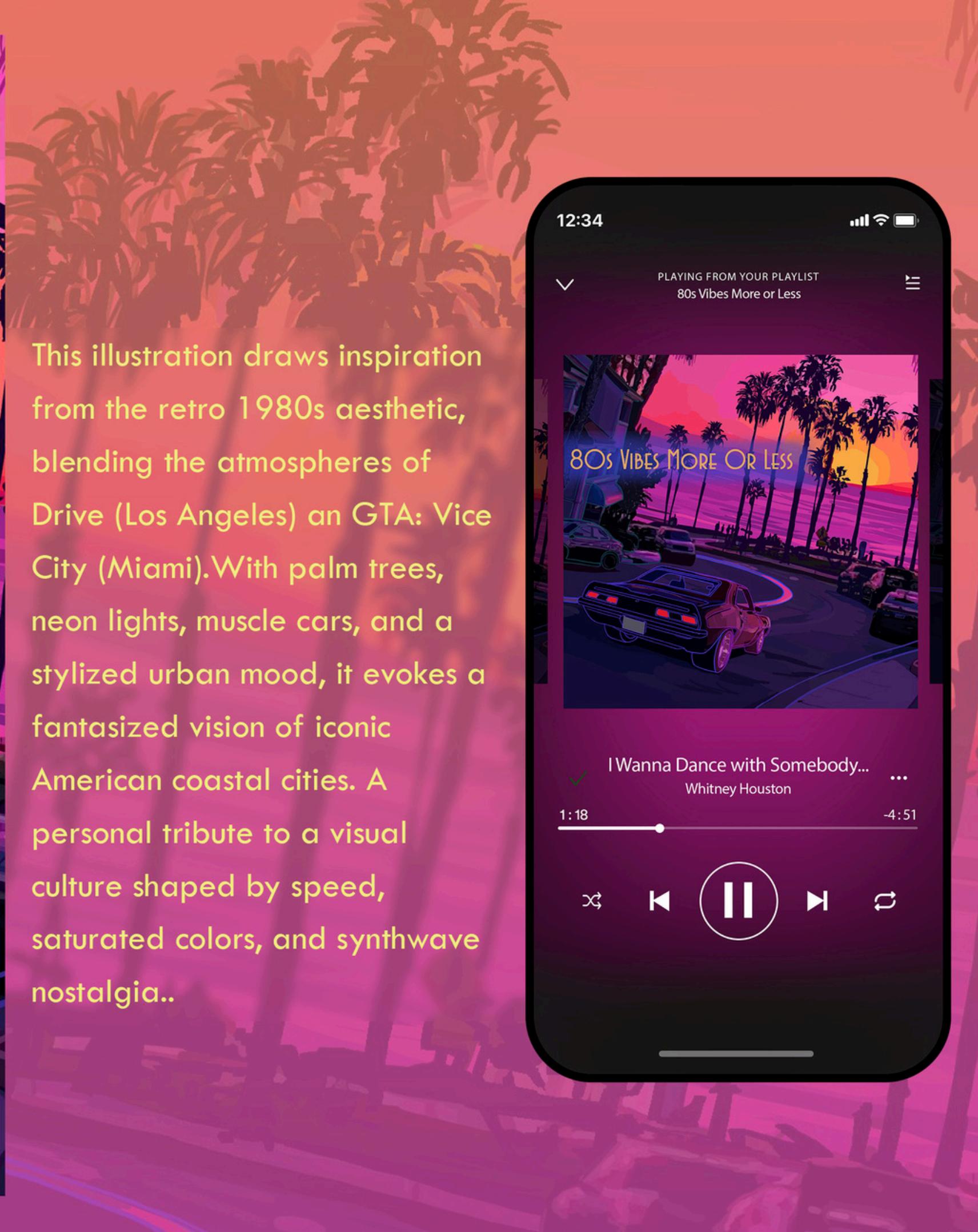
ABOUT ME

Based in Paris, I develop a sensitive visual language where light, color, and atmosphere are at the heart of storytelling.

In my compositions, emptiness is never a void — it becomes a presence in itself. Light often acts as a character, intensifying emotions and opening new narrative possibilities.

I use Blender for 3D modeling, especially architectural design, and Photoshop to refine atmosphere and color with precision. I have also explored AI tools such as MidJourney, as a source of inspiration and experimentation. While it remains only one tool among others, I value the way it can spark unexpected directions.

I notably created a series of editorial covers for *Gate Magazine*, a cultural monthly distributed in Rome's airport,



This illustration draws inspiration from the retro 1980s aesthetic, blending the atmospheres of Drive (Los Angeles) and GTA: Vice City (Miami). With palm trees, neon lights, muscle cars, and a stylized urban mood, it evokes a fantasized vision of iconic American coastal cities. A personal tribute to a visual culture shaped by speed, saturated colors, and synthwave nostalgia..

MAGESTIC AUTUMN

Spotify Playlist

A captured autumn moment in a soft, cinematic atmosphere. Rain still shimmers on the street, warm lights glow through the windows, and the mist sets a dreamy backdrop. This illustration was created as a cover for a playlist of jazz and crooners – a comforting soundtracks for autumn evenings. An invitation to slow down, embrace the season's colors, and let the melodies warm the room.



City
in
the
sky

From Concept Art to Spotify Cover

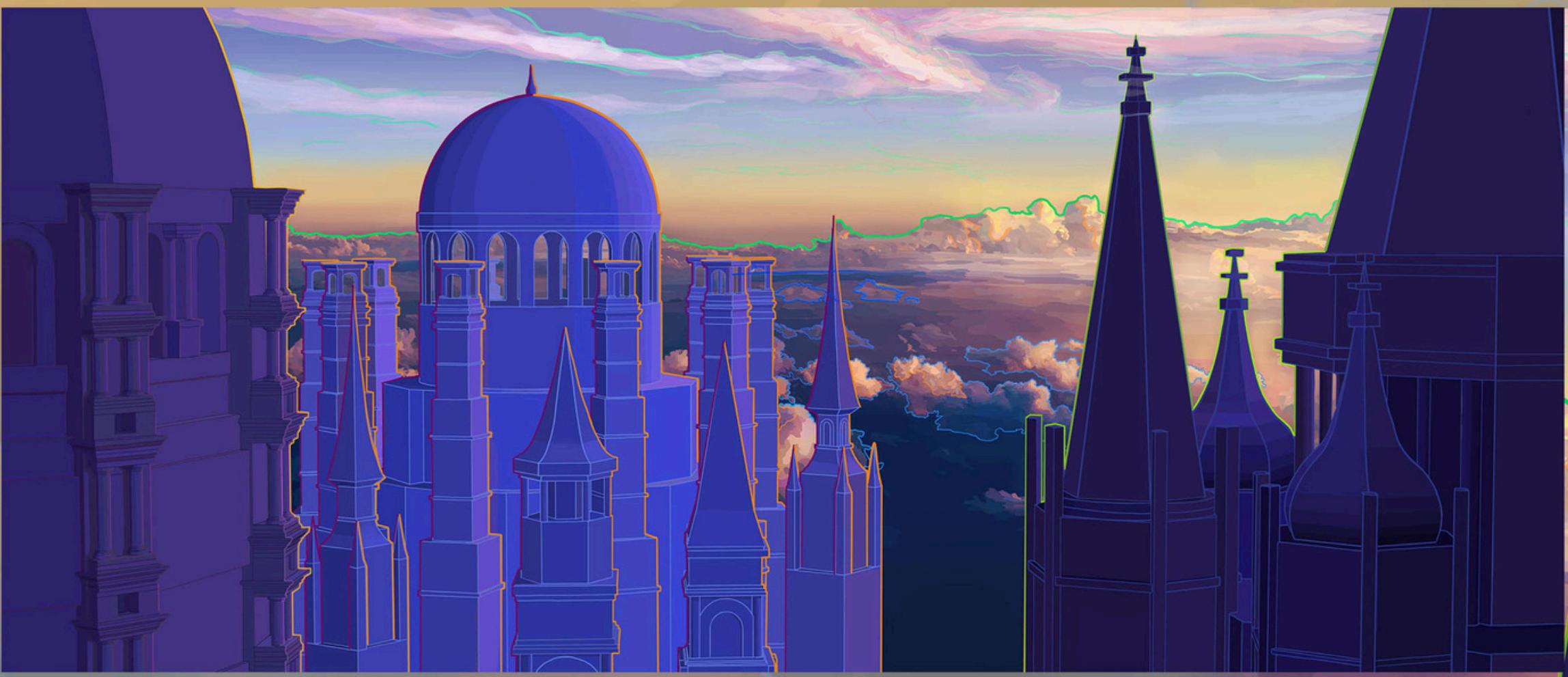
City in the Sky

This illustration explores an imaginary city suspended above the clouds, bathed in the soft light of a shifting sky.

I wanted to create monumental, timeless architecture—both Gothic and dreamlike—as if it had emerged from a dream or an ancient myth.

The buildings rise toward the sky with exaggerated verticality, accentuated by spires, domes, and turrets.

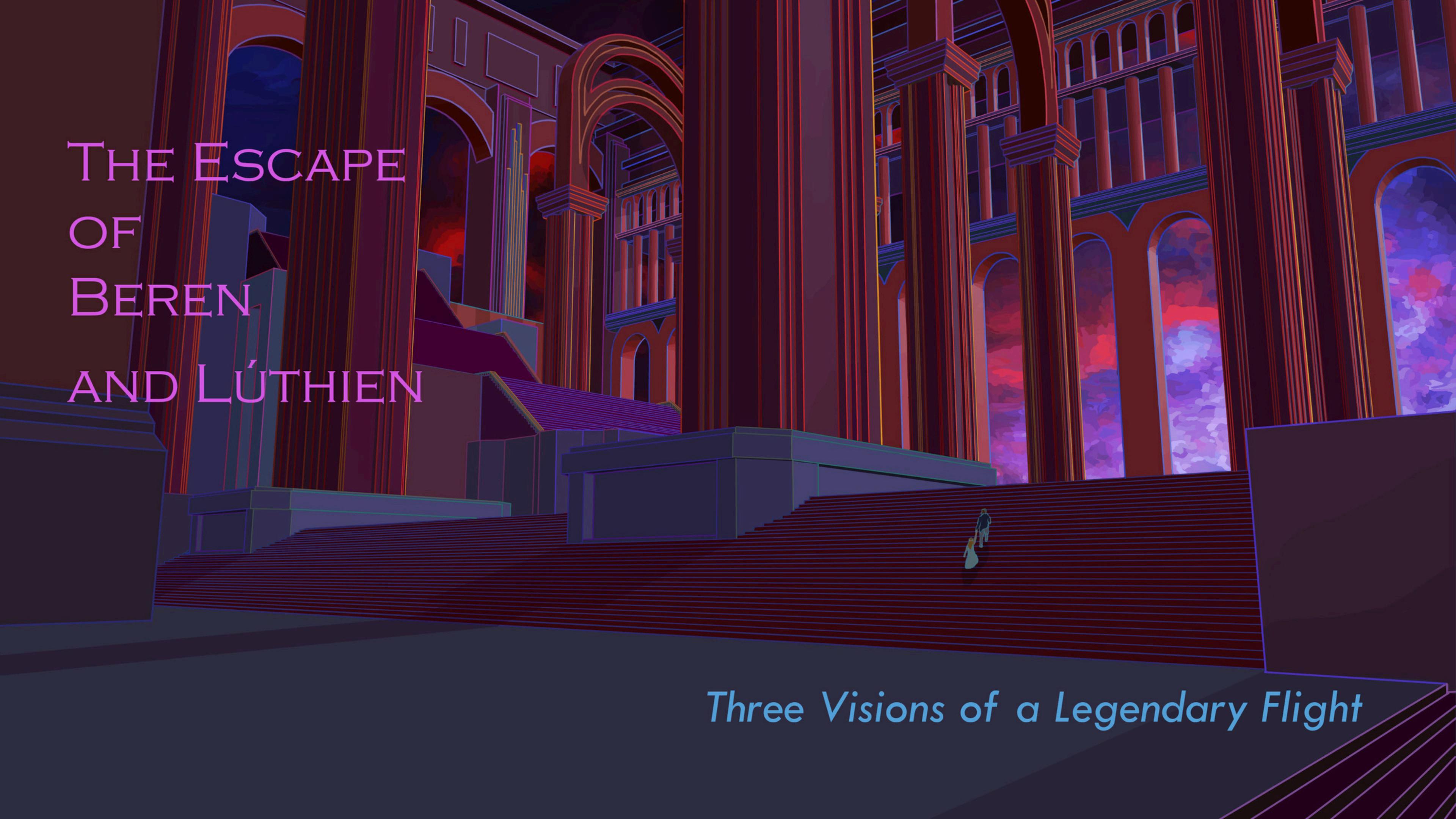
Every line, every silhouette contributes to evoking a sense of elevation, silence, and mystery. The light of dusk (or dawn) plays a central role: it sculpts the forms, softens the contrasts, and gives the scene a suspended, almost sacred atmosphere.





Let the soft melodies
of jazz and soulful
R'n'B guide you into
a peaceful morning





THE ESCAPE OF BEREN AND LÚTHIEN

Three Visions of a Legendary Flight



THE ESCAPE OF BEREN AND LÚTHIEN

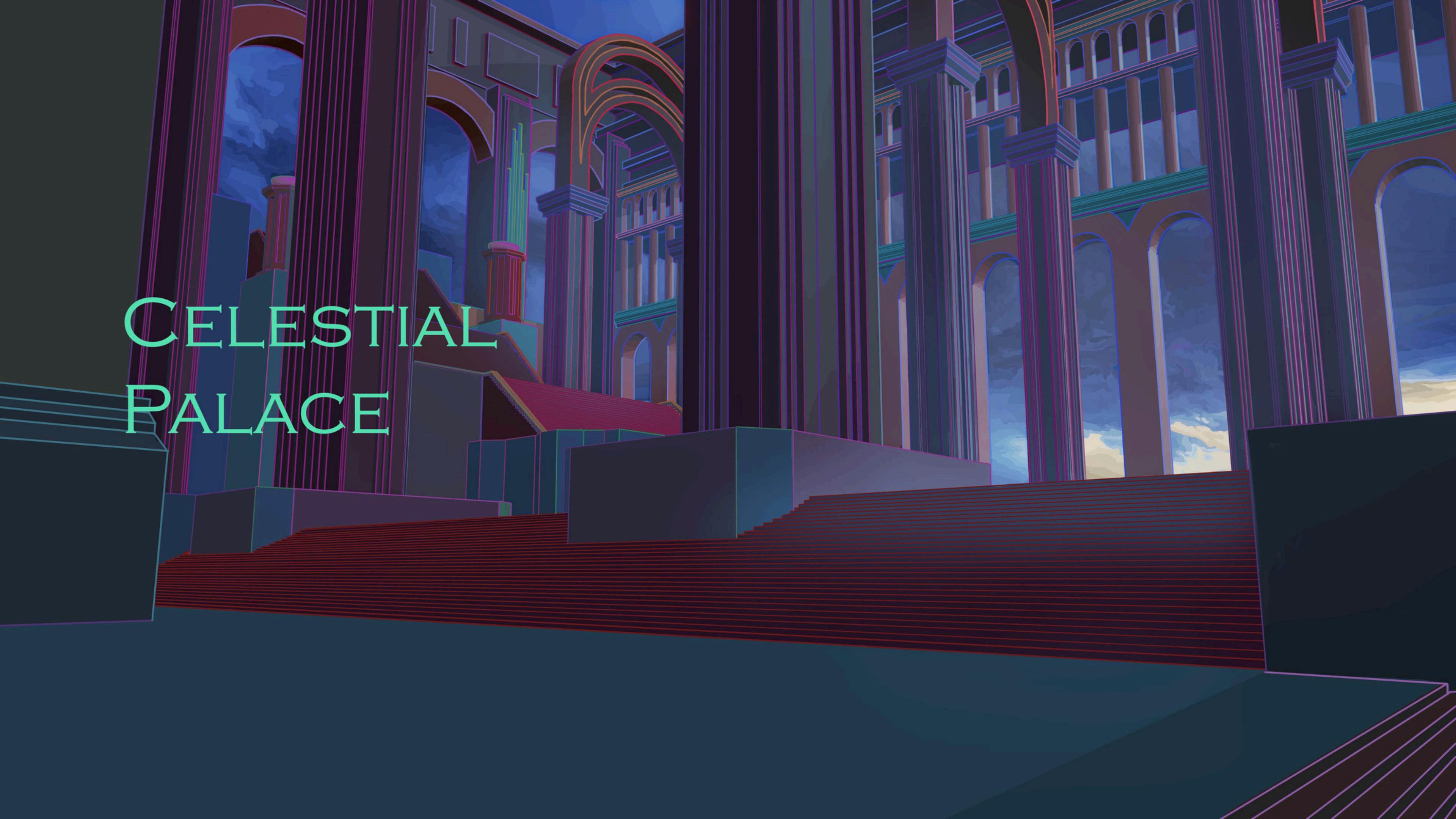
Monumental architecture, composed of vertiginous staircases and massive columns, structures the space around verticality and emptiness. This **cold, uninhabited** setting heightens the dramatic tension: every step

seems to risk awakening the enemy.

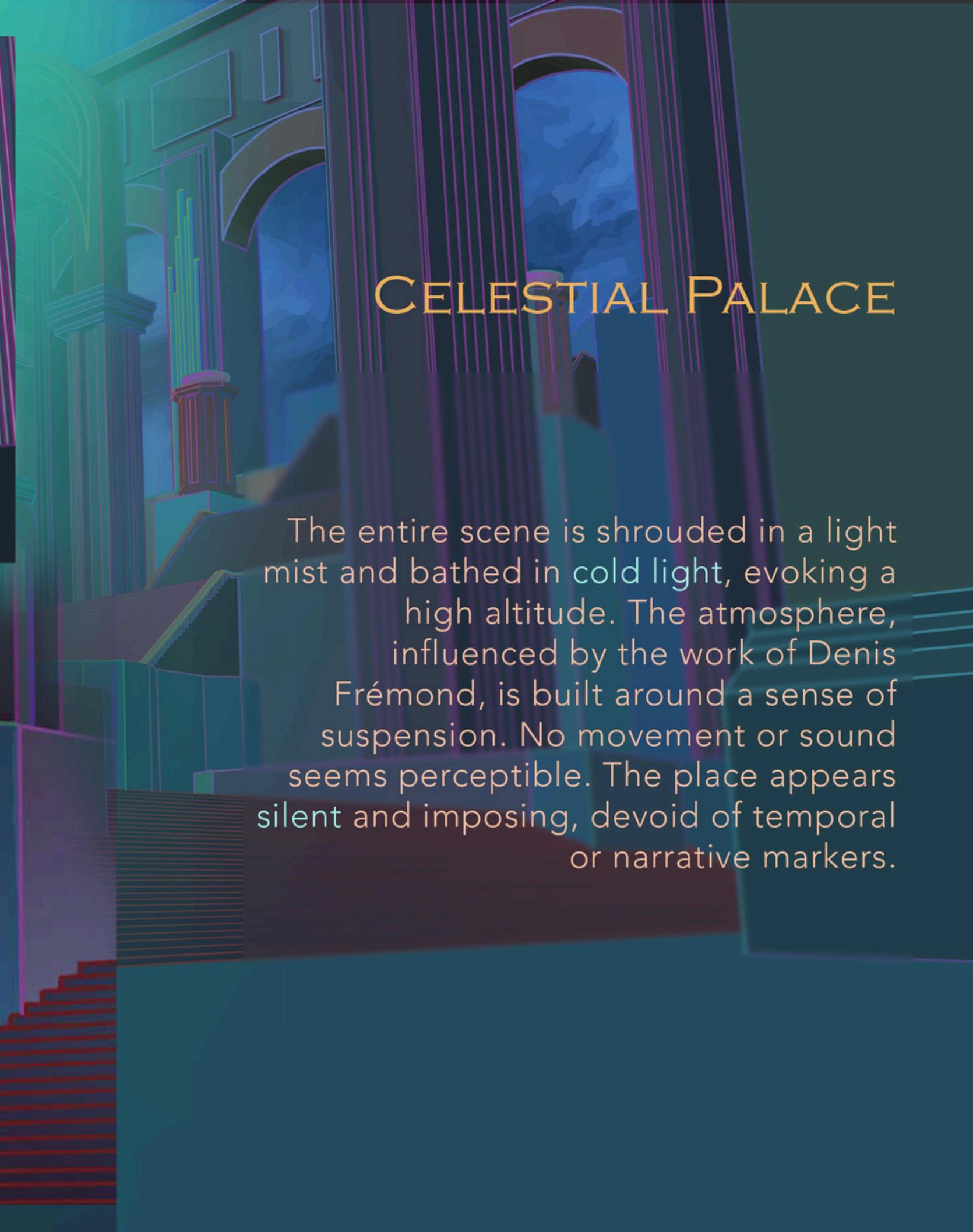
It creates the impression that the escape unfolds discreetly, hidden from view, in a suspended calm. This visual silence echoes the sleep of Morgoth, lulled by Lúthien's song, which allows the two protagonists to flee the depths of Angband.

Inspired by *The Silmarillion*, the scene depicts the escape of Beren and Lúthien in a **frozen atmosphere**. The stripped-down environment, detached from the traditional visual codes of Middle-earth, emphasizes their **isolation** and the **fragility** of their ascent.

It refocuses the viewer's gaze on the ordeal itself, rather than on the identity of the place.



CELESTIAL PALACE

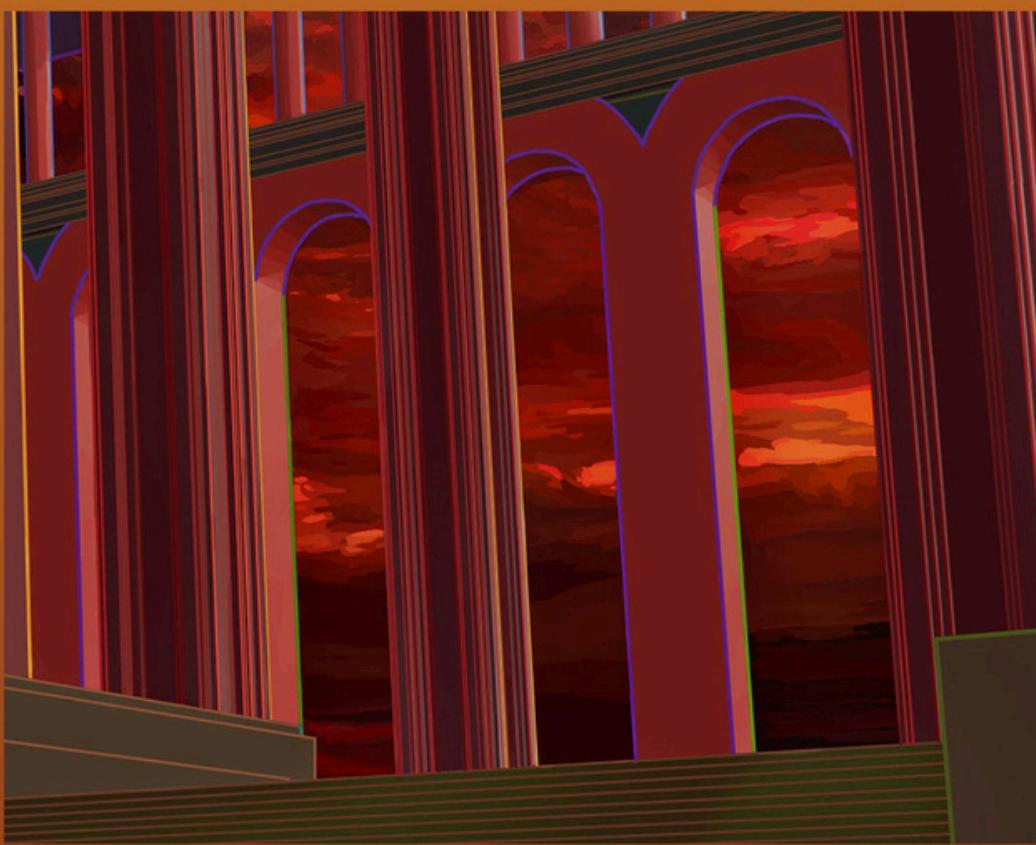


CELESTIAL PALACE

The entire scene is shrouded in a light mist and bathed in cold light, evoking a high altitude. The atmosphere, influenced by the work of Denis Frémond, is built around a sense of suspension. No movement or sound seems perceptible. The place appears silent and imposing, devoid of temporal or narrative markers.



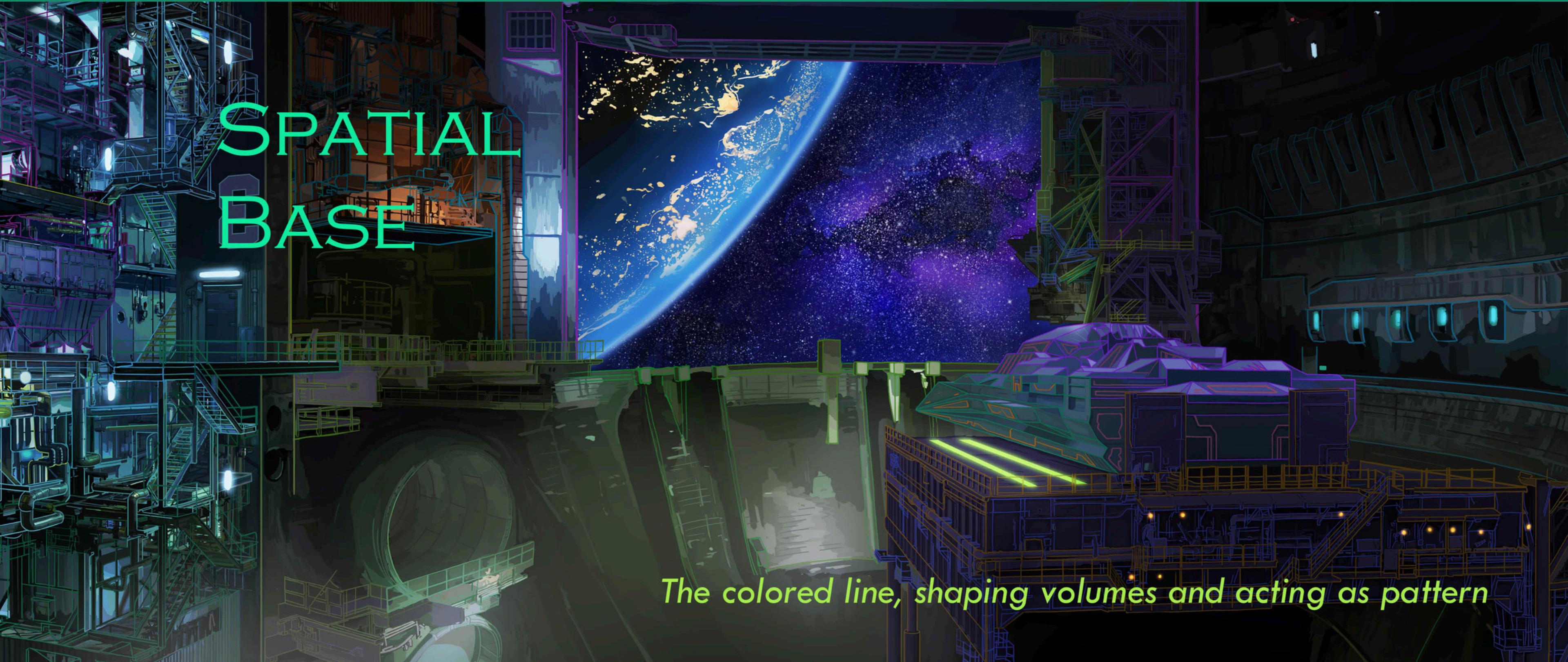
ANGBAND,
BELLY
OF
DREAD



ANGBAND, BELLY OF DREAD

The scene suggests the moment when the disappearance of the Silmaril is about to be discovered, and when Morgoth's wrath threatens to erupt like a gathering storm. The anxiety of Beren and Lúthien, lost within an immense setting that seems to stretch into infinity, further heightens the dramatic tension of the scene. Their tiny silhouettes, isolated within this vast and menacing world, underscore their fragility in the face of the imminent threat.

The image does not seek to depict the place in a literal manner, but instead offers a symbolic and introspective interpretation, in which dramatic intensity and the characters' solitude are brought to the fore. The isolation of Beren and Lúthien within this frozen, volcanic environment—almost on the verge of eruption—exacerbates the suspense and the precariousness of their escape.

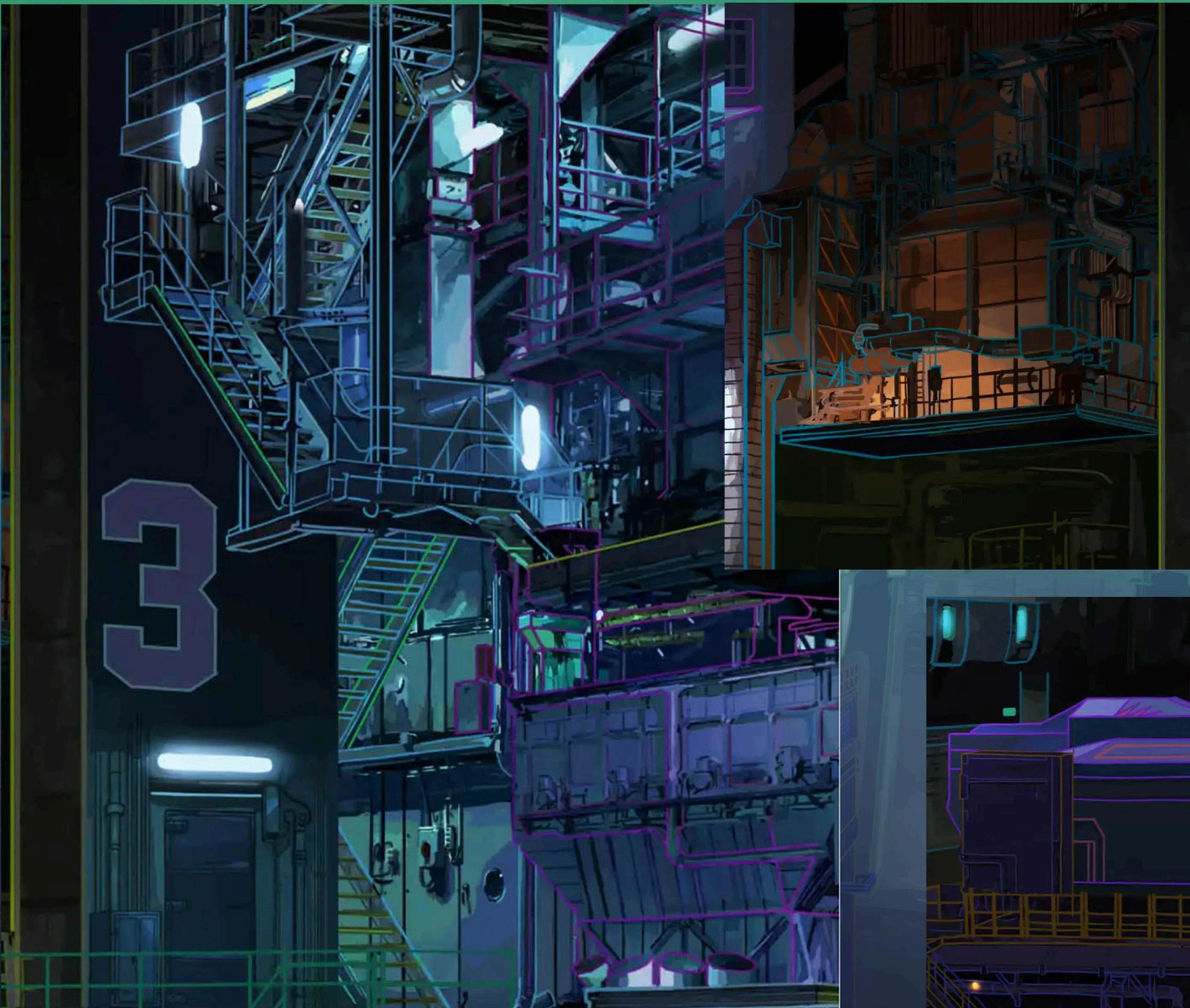


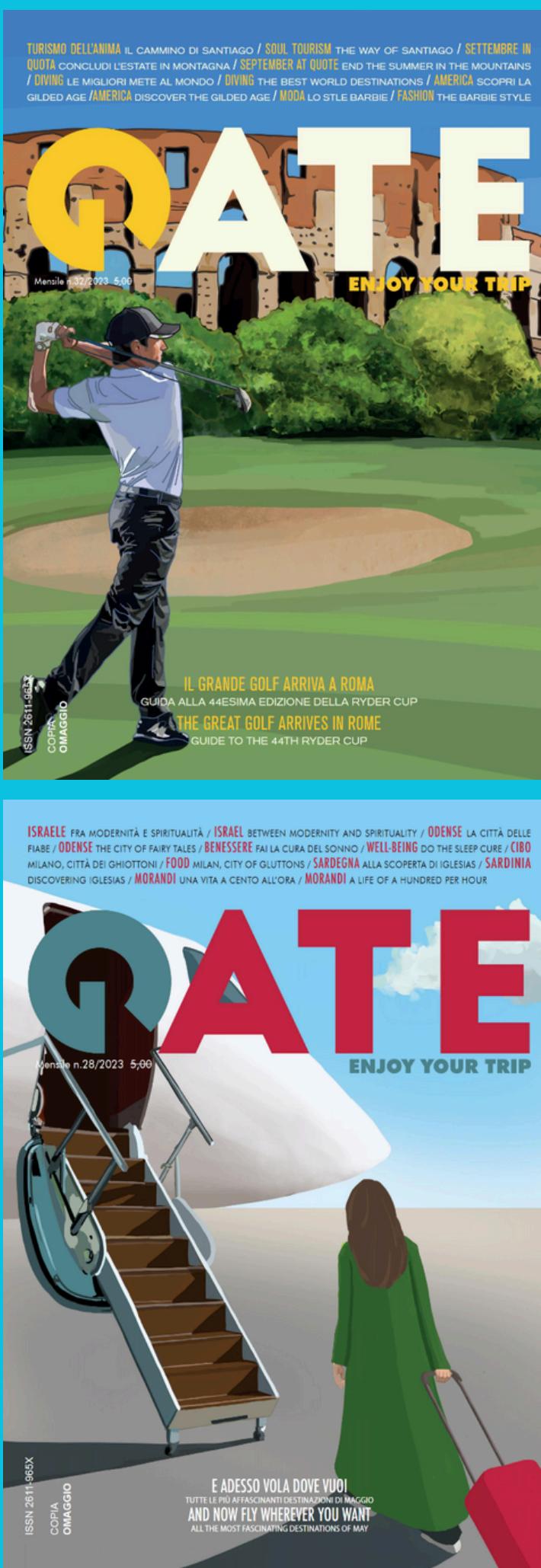
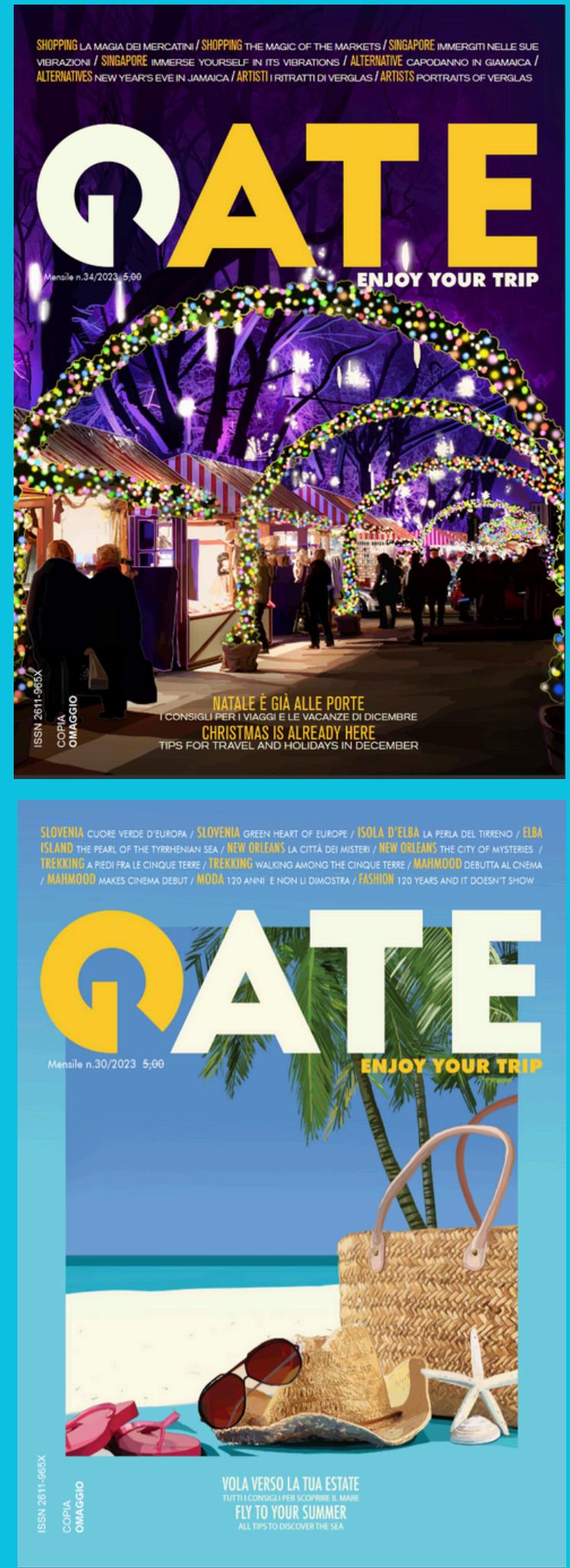
SPATIAL BASE

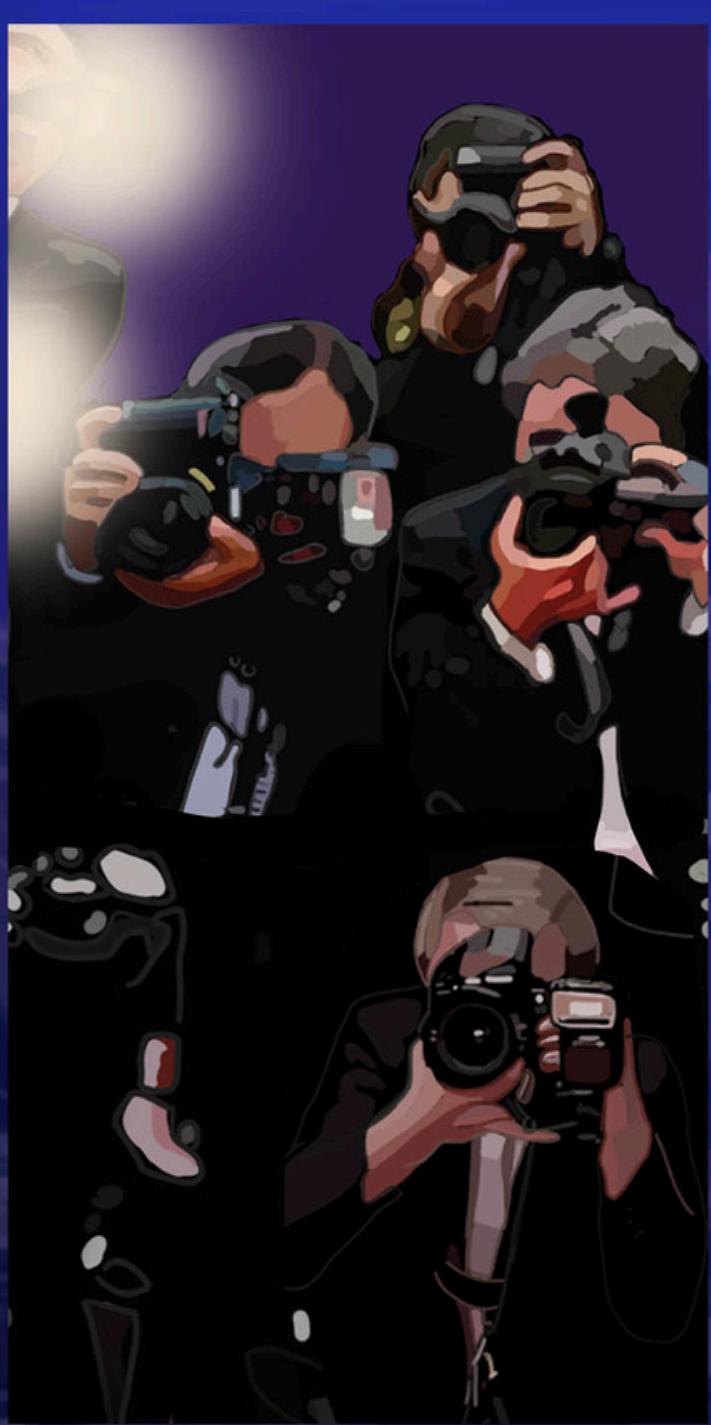
The colored line, shaping volumes and acting as pattern

SPATIAL BASE

This illustration depicts a space base. The challenge of this work was to use colored outlines in two ways: sometimes as a graphic motif, sometimes to define perspective and shape volumes. Balancing these two functions was the main difficulty. The outline color is intentionally saturated in the most graphic or well-lit areas, and darker in the background to enhance depth and contrast.







I designed these magazine covers as windows open to the world, carrying the promise of an adventure to live. At the same time, they often reflected Italian cultural news. Distributed at Rome airport, these covers were built around two main themes: escape and culture.

GET IN TOUCH

THANK YOU FOR REVIEWING MY PORTFOLIO. I LOOK FORWARD TO POTENTIAL COLLABORATIONS.



CONTACT@SAKINASAN.ART



SAKINASAN.ART

