

Maria Rosaria Monticelli



I was born in Bergamo (Italy) in 1989. I followed scientific studies, but fell quickly in love with humanistic subjects: my formation is now an odd mixture of literature, astronomy, philosophy, chemistry, and languages.

I started to draw and paint later in life. I've always been fond of the traditional fantasy imagery, so threw myself head-first among knights and sorcerers. Movies, videogames and roleplay games led me deeper and deeper into the western fantasy imagery.

My major influences are Norman Rockwell, Frank Frazetta, Jesper Ejsing, Tony Wolf, and Gregory Manchess.

Contacts

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Minimum rates

Single character: 30€

Full illustration: 100€

Map: 80€

Characters



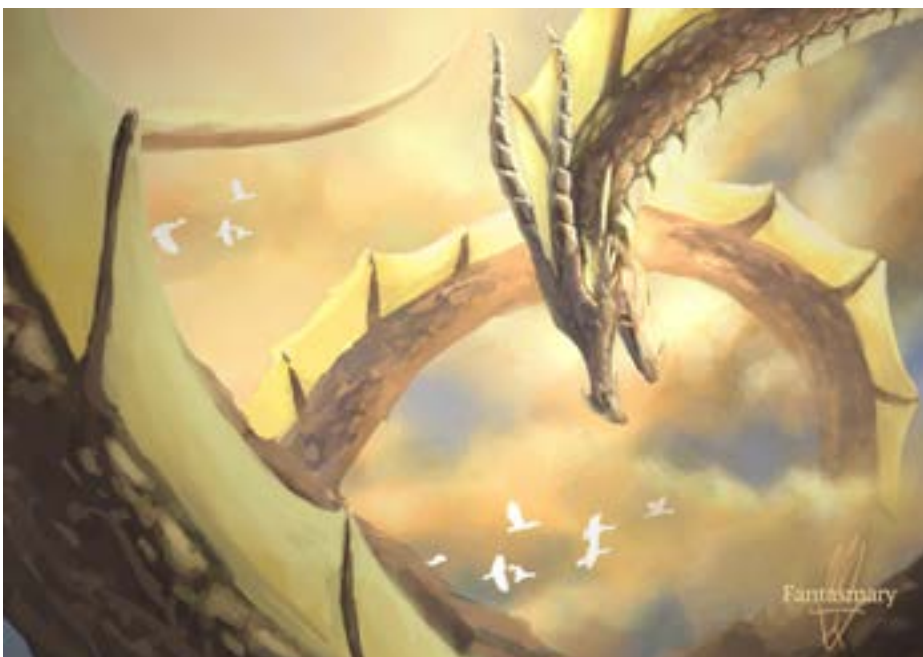
I like to work with diverse characters, especially in fantasy settings. I usually aim to realism in clothing, armors, and accessories, always representing practical clothing with a lot of historical research. Together with this, I love to give life and personality to my characters and tell their story with a single portrait.



Creatures



I started to work with creatures only recently. I often refer to real-life animals for my designs and think about internal anatomy and interaction with their environment. I consider them as full-fledged characters, so I aim to give them as much personality as an humanoid character would.



Scenes

I started painting because I wanted to tell stories with my images, and this kind of scenes allows me total freedom of movement.

I love both calmer scenes, a moment of tranquility or just before the storm, and the heat of action, where the eye loses itself in the intricacy of the movements.





Maps

As for everything else, I aim to realism with my maps: in both the geographical and urban ones, I tend to think how the terrain may develop and how the human presence may influence the place. I enrich my maps with hand-made lettering.

