



britney
Shropshire

portfolio

PROJECT SAUDADE

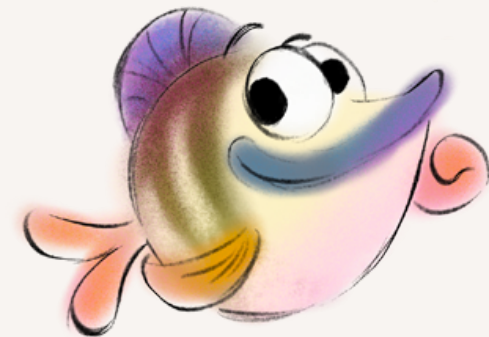


SAUDADE

About a little over a year ago I joined a Discord group called “Animation hopefuls” where I got to meet many wonderful artists and make online friends with whom I could share my art, thoughts and the latest news surrounding animation. This Discord has been an immense help with positioning myself in the international artist community and been incredibly uplifting. Through this I gained a friend who lives all the way in Virginia, US. That friend had seen my work and thought it was warm, nostalgic and exactly what he was looking for in producing his own short film; Saudade. As a visual development artist on the project I was given the opportunity to create some nostalgic backgrounds, fields with a few props such as berries, tree textures, Fish character designs and bugs. Creating this, being part of a team with 29 other talented individuals left me so motivated and touched. I loved seeing some of my influence and work being reflected back in some of the shots in the film.

Here’s the link to the trailer and kickstarter, we did not meet our goal, but we’re still incredibly excited for the release of the film.

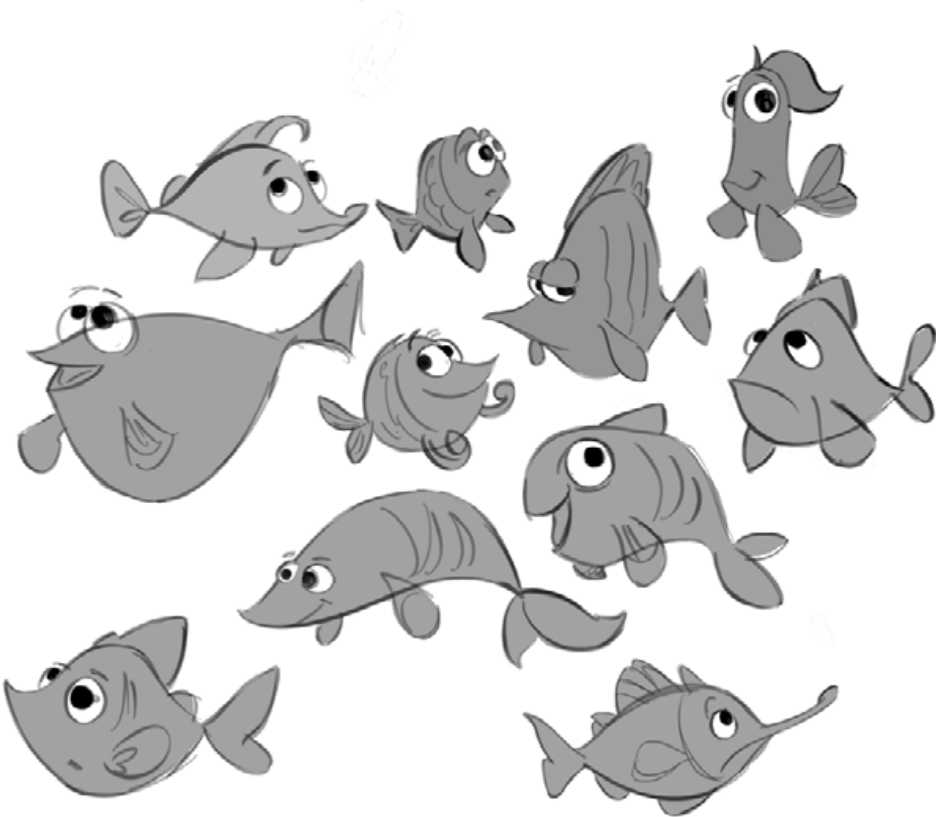
[Saudade Link](#)

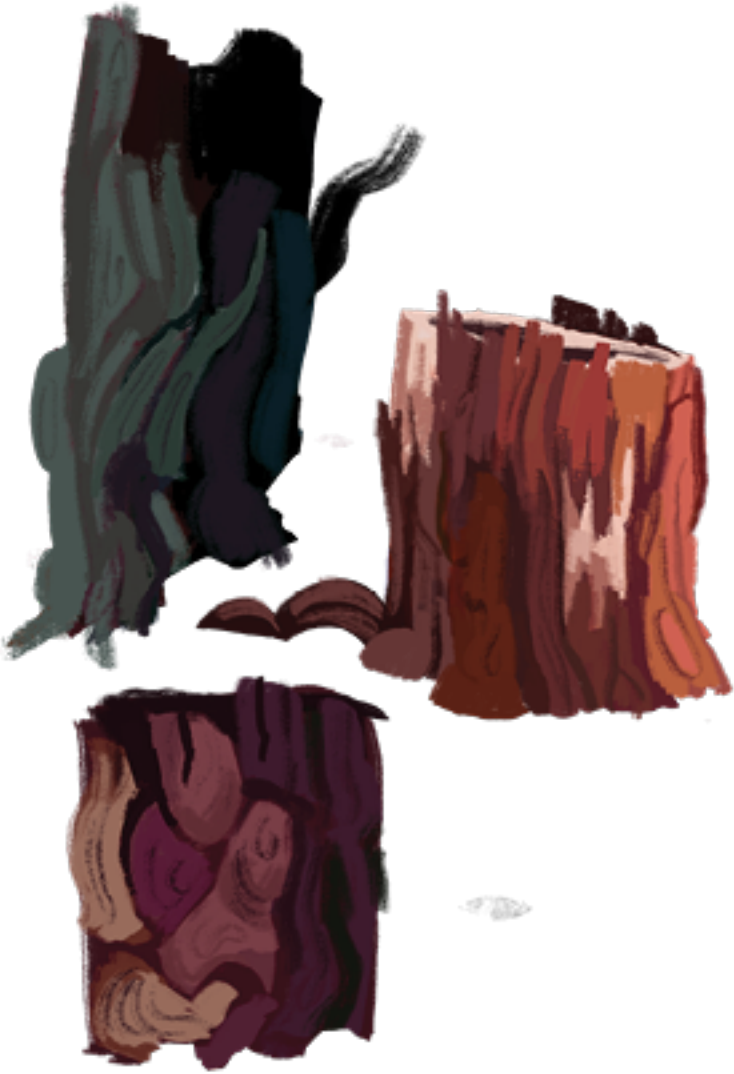


Project Saudade 2025 - nostalgic environment concept.



Britney Shropshire





Project Saudade 2025 - nostalgic environment concept.

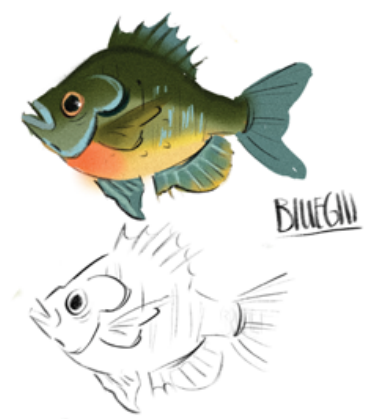


Britney Shropshire

Project Saudade



YELLOW PERCH



BLUEGILL



GAR

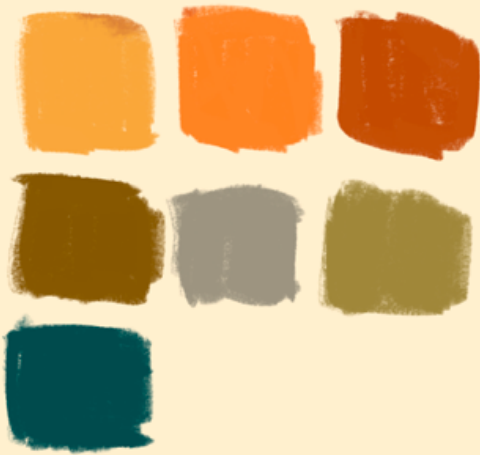
BUIHEAD
(CATFISH)



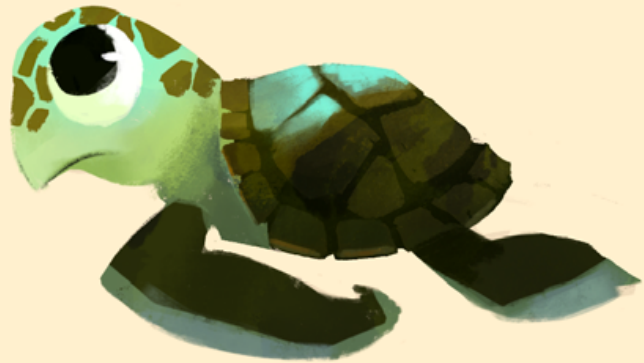
Project Saudade 2025 - nostalgic BG concept













B A B Y O N B O A R D

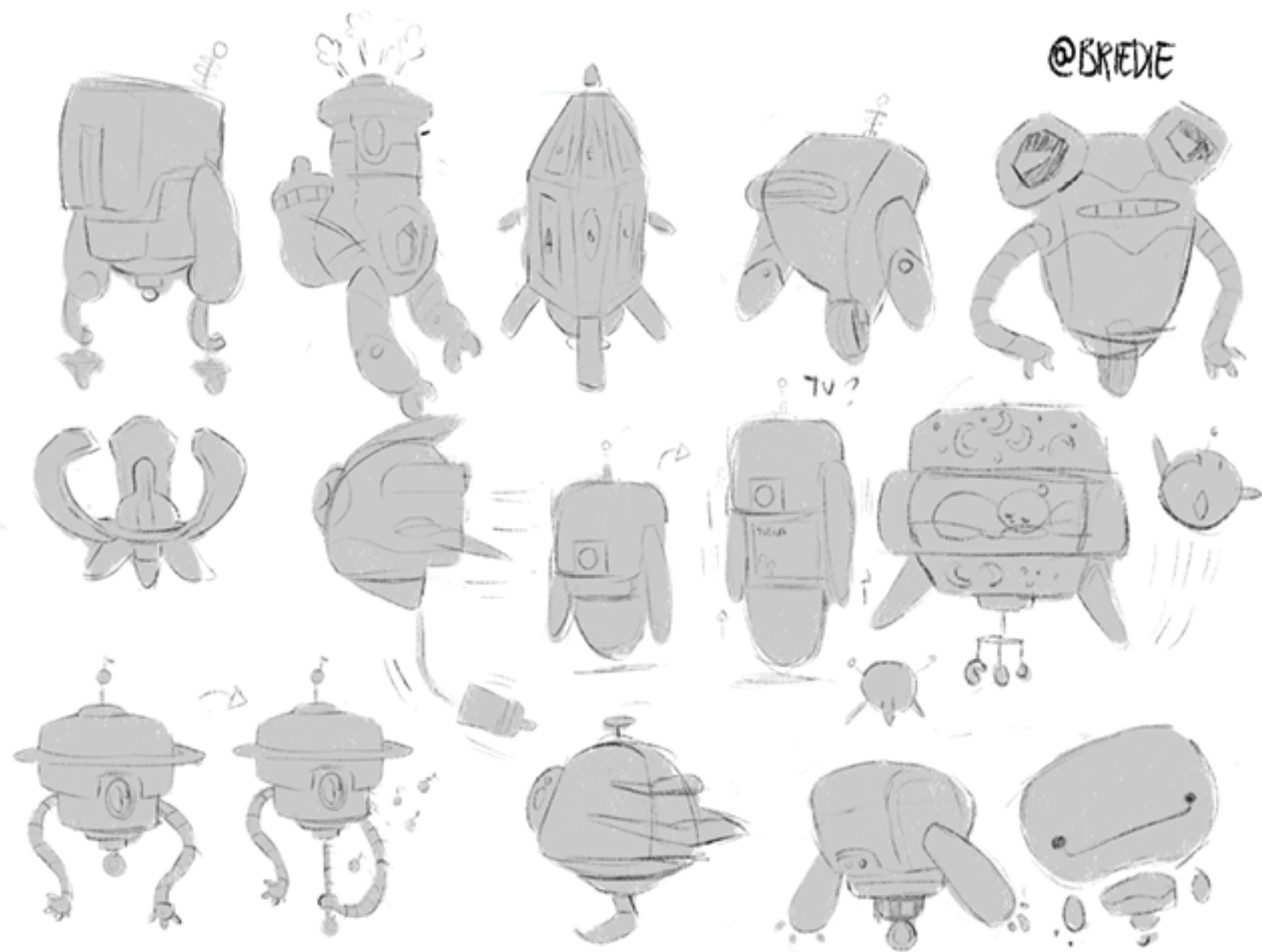


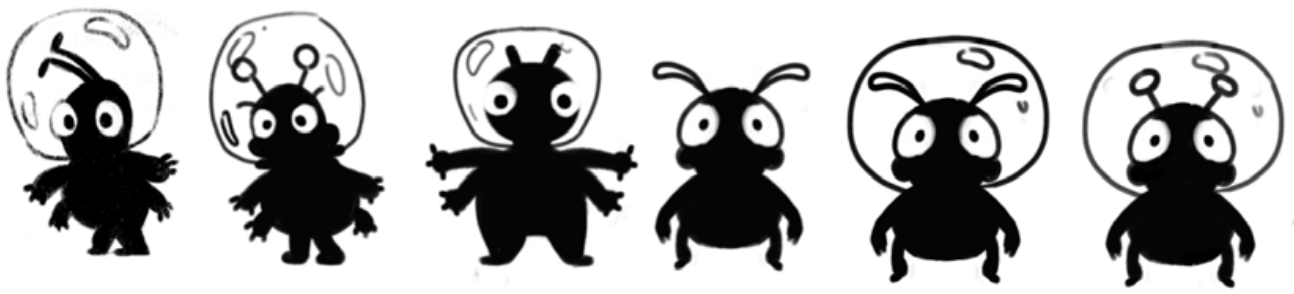
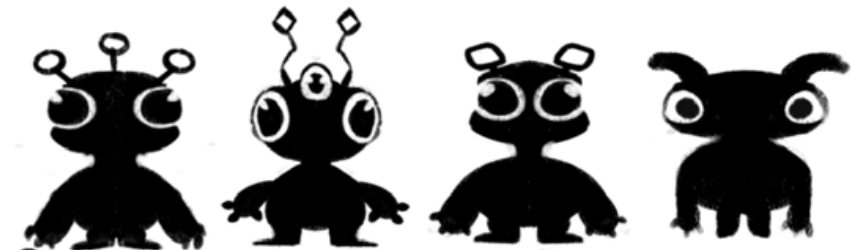
In 2023 I was an intern at Phunk Animation Studio, there my main tasks were making concept art, prop elements for backgrounds and I was responsible for the moving storyboard of their sportswear commercial. One of the projects I'm most fond of working on is the unreleased project for a tv show called baby on board. It is about a baby who has been abducted by aliens on accident and the aliens have to figure out a way to take care of that baby. I was responsible for creating certain environments and sketches of what the aliens and their ship would look like.





Baby on Board Interior space ship, kitchen.

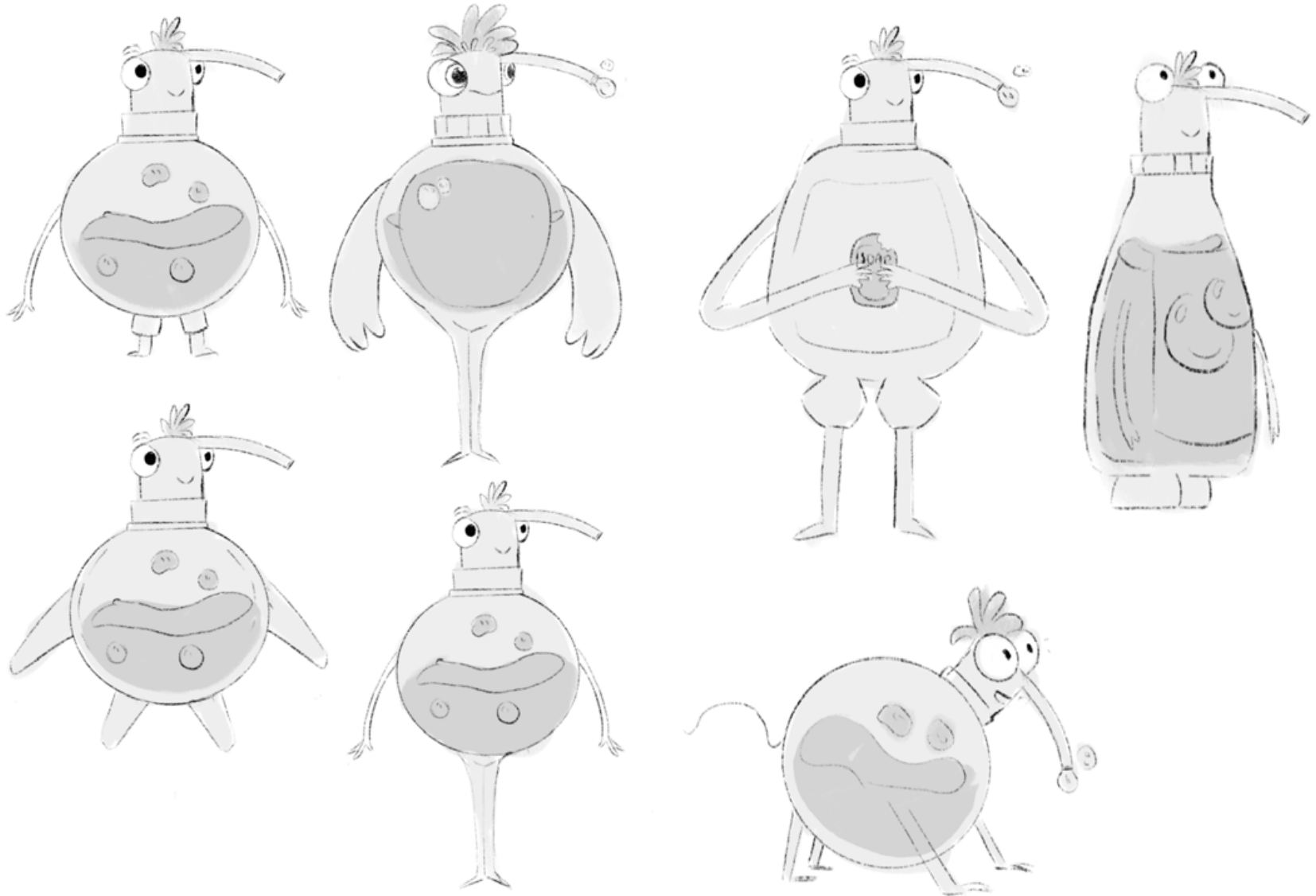




Baby on board.



Animatron





SOAAAAP
SOAAP



KISTE TRUI

For my graduation project at Sint Joost School of Art and Design, I worked on something that was something very personal, a story from the town I basically grew up in : Mook Molenhoek. Mook molenhoek is a town where I spent a lot of my youth taking walks in the mookerheide, where my grandparents lived. My grandparents used to tell me about the story of Kiste Trui, and the battle of the mookerheide. How the treasure had a curse on it and how anyone who has found it was never seen again.

This story is inspired by the legend of Kiste Trui. I made a short film explaining the temptations of riches and treasure. I was responsible for all of the animation, character designs, prop and backgrounds. I had hired a voice actor for the voice of the town folk and had my partner do foley for forest background noises.

[link to short film](#)

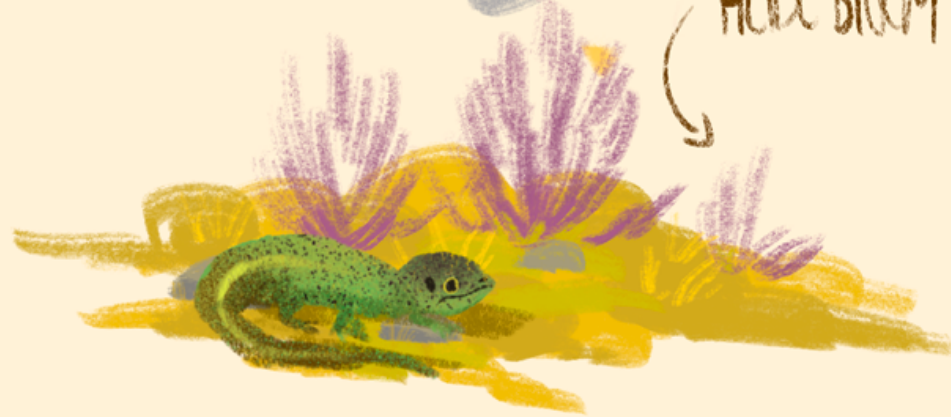






BRUEDE



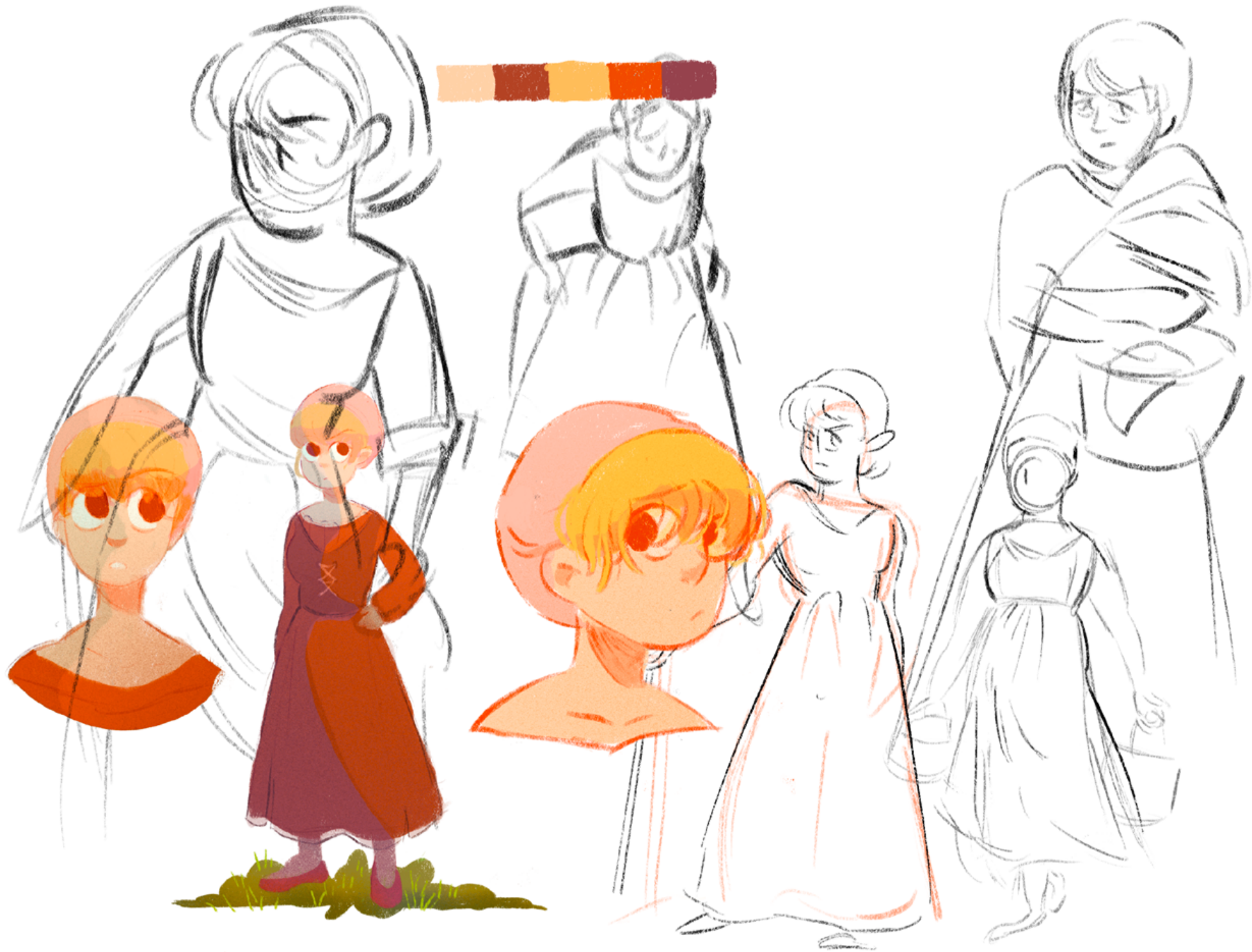




BRENNE

KISTE





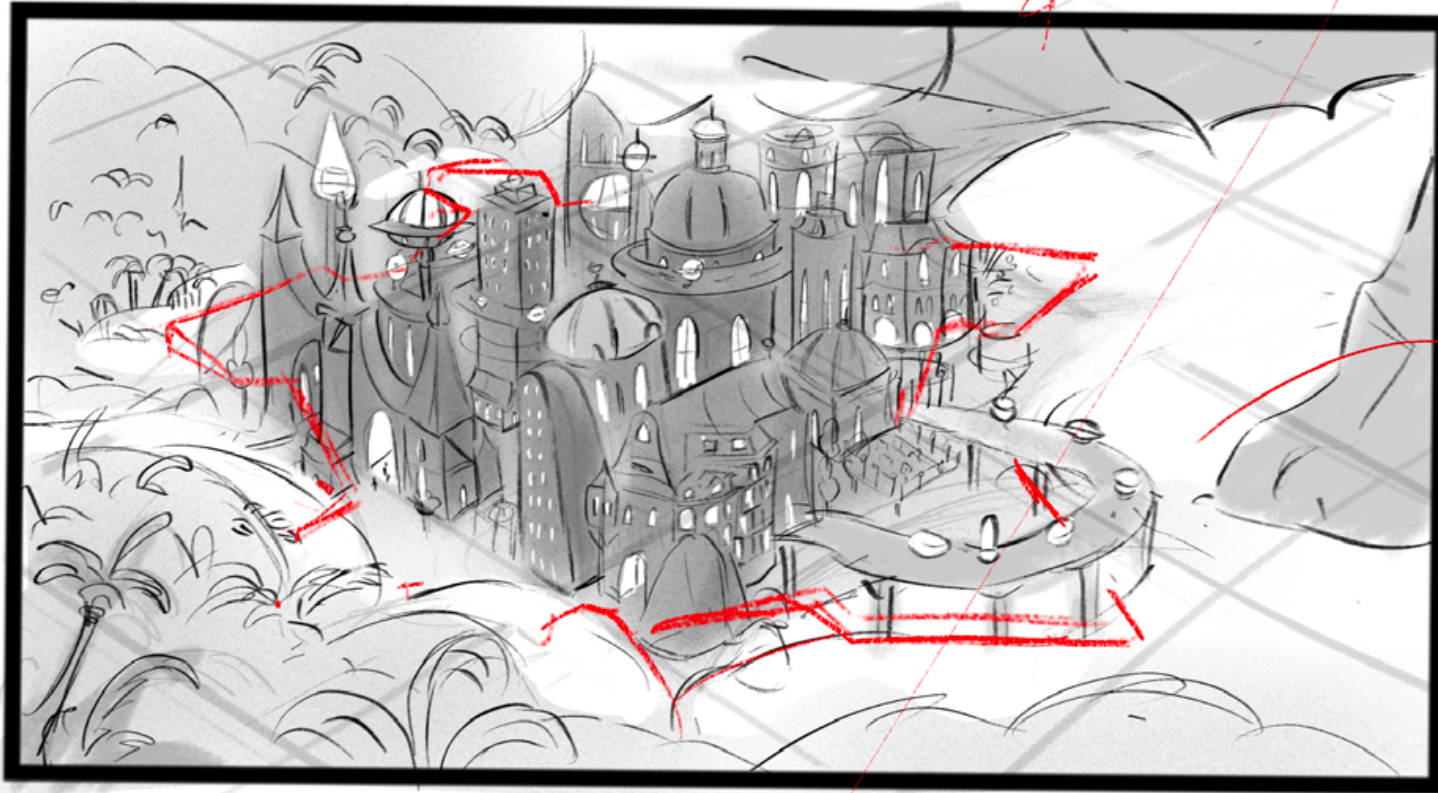
PROJECT KINGFISHER

A more recent project of mine was inspired by my trip to Thailand I took after my graduation. During that trip we spent a lot of time in the jungle. One of the animals that I tended to see a lot were kingfishers, some of them small and cute and some of them with really bright and special colors. It made me think of how rare it is to see kingfishers in The Netherlands. Whenever me and my parents would spot one it would be a special moment. Then I had this project in mind that I wanted to center around a king fisher, but I let it simmer for a while. In August of 2025 I applied for a mentorship programme visual development with [John Nevarez](#). Together with John I was able to come up with a story for my kingfisher project. The story plot is as follows; In an alternate universe in the city of Tipia a benevolent and wise governor is assassinated by his greedy, power thirsty brother, who wants to control the city for his own nefarious interests. Once in Power, the bad uncle, creates an army of robotic goons who wreak terror and chaos in the city. The hero in the story, Floris, is betrayed by his uncle, the uncle shifts the blame on him and the studies that had occurred by his dad, the uncle paints a picture that our hero killed his dad. Our hero escapes death and runs for safety to the edge of the city/jungle. Before his death, the good dad shared a powerful energy source of the exclusive Kingfisher. Which he chronicled in his journal, which could be used for both good and bad. With this journal, our hero tries to find the magical King fisher.

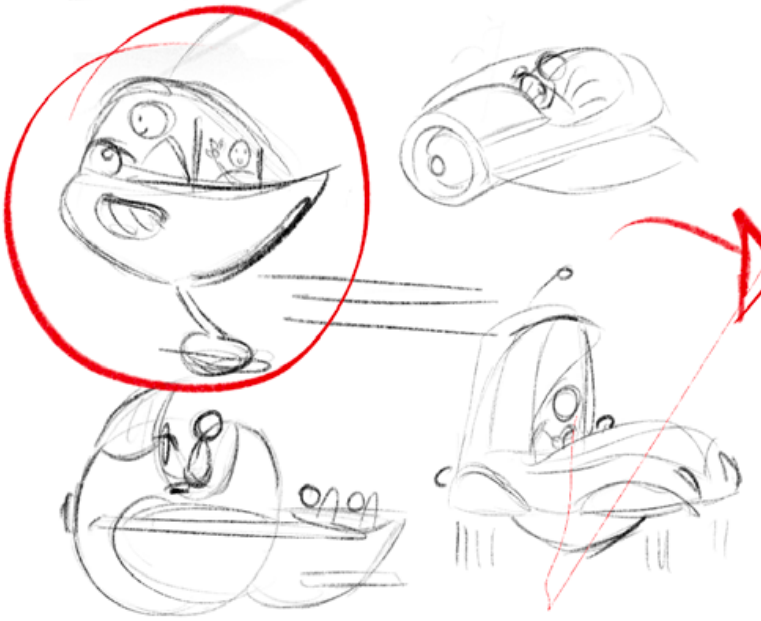








D hovering
car highway



In between
stages of "flying"
cars



Man made island?



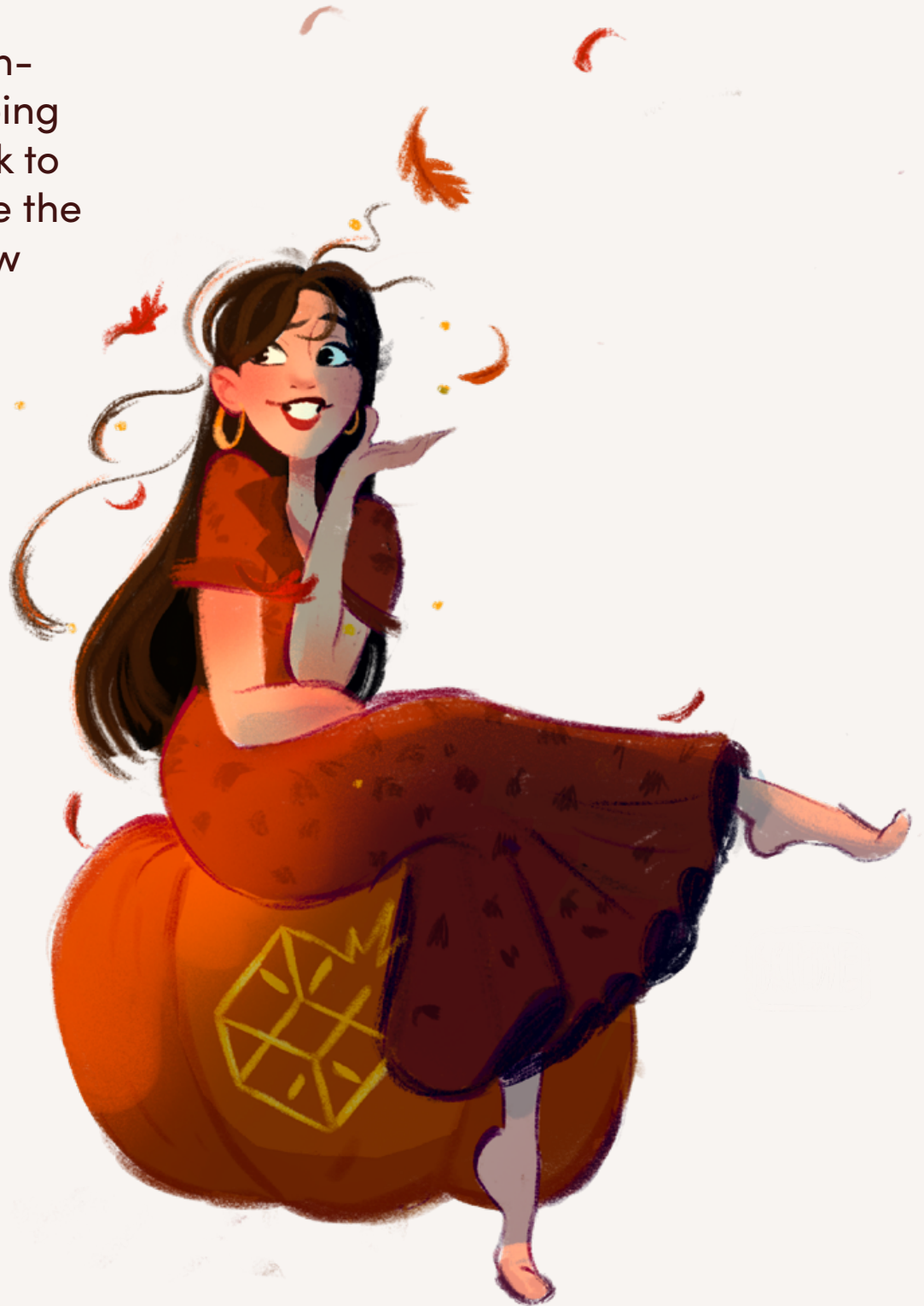




P E R S O N A L W O R K

The next pieces are more of my personal works that I make to keep myself going outside of any projects. Including a link to my animation demo reel to summarize the best animations i've made the past few years.

[Demoreel](#)





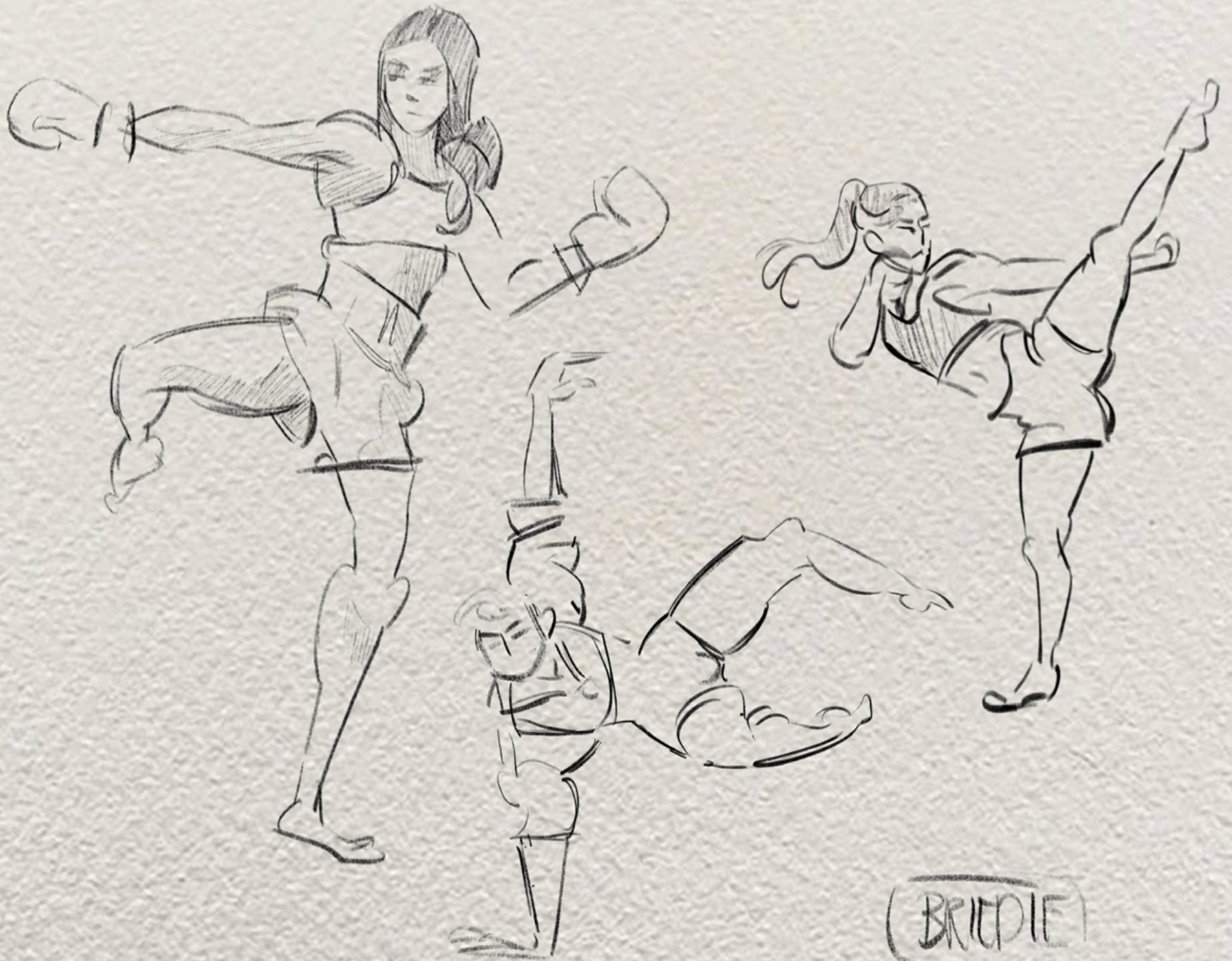
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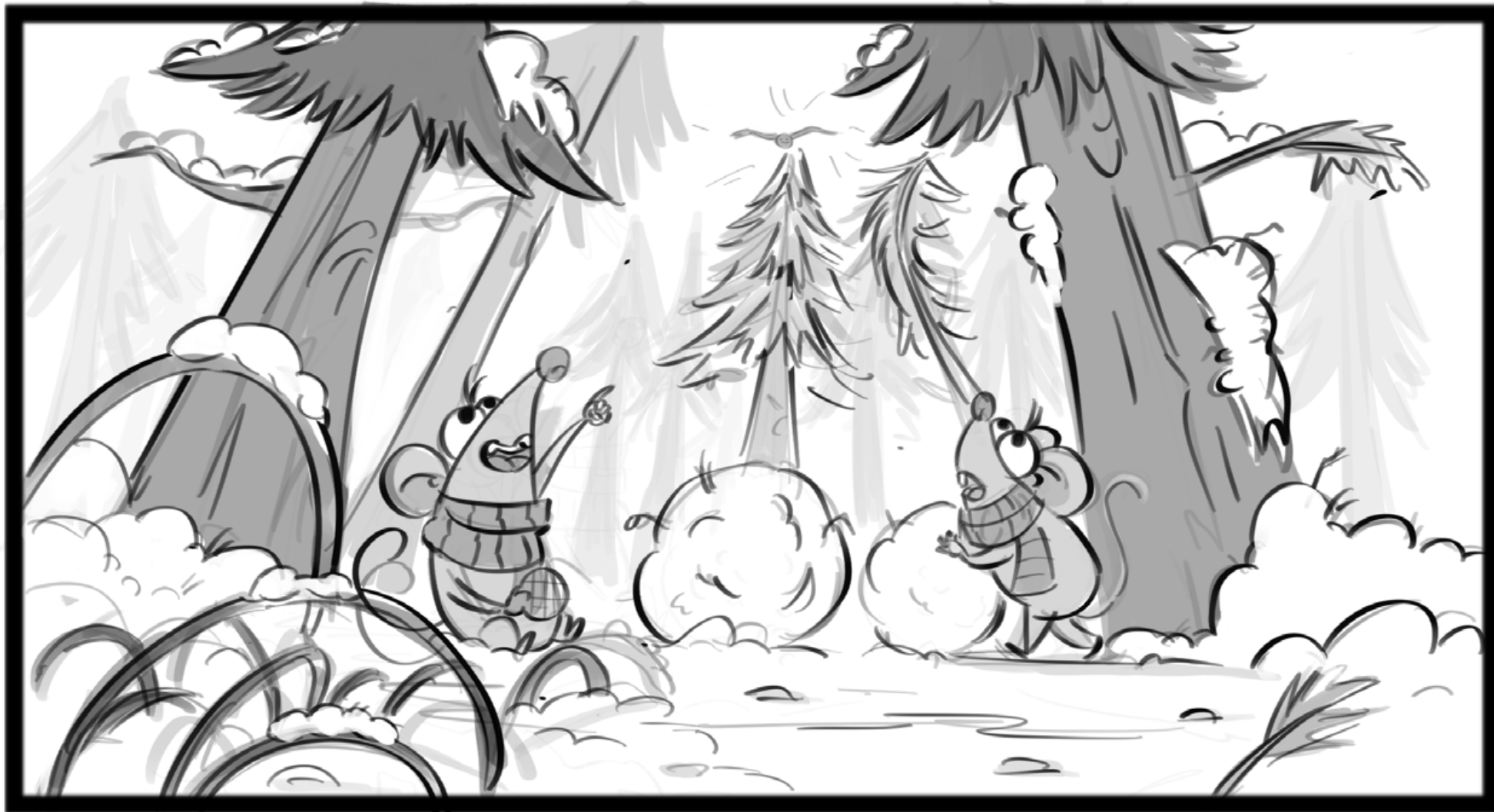


BRIDIE





BRIDIE



@BRIEME









HOPE TO SEE YOU SOON

Email: britneyshropshire@gmail.com

Website: <https://www.briedie.com>

Linkedin: <https://www.linkedin.com/in/britney-shropshire-a4182a251/>

Skilled in:

