

Angel's (sankalibrado) Portfolio

I'm Ángel, an illustrator and a 3D artist from the Canary Islands. I'm graduated in Design and Creative Technologies by the Polytechnic University of Valencia, and my art has been exhibited in cities like New York, Barcelona, Tokyo, or Florence. Here, I present three projects that define my artistic approach and serve as examples of the kind of work I could create for you.

West Stories, 2024-2025

This series of five animated illustrations depicts various situations and emotions, all framed within an imaginative Wild West setting.

Everything is hand-modeled using a virtual reality headset, hand-painted in procreate and rendered entirely in Blender.

All the music is original and created by my sister Cristina.

[Link to my website](#)

1. Batalla del chicle. [link](#)
2. Peleas de hermanos. [link](#)



3. Sigo en pie. [link](#)
4. La despedida. [link](#)



La Resignación, 2025

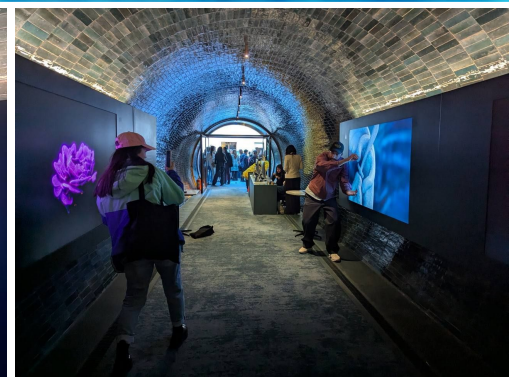
This project was created as a result of the 2025 Primavera Digitale artist residency. During the residency, we were asked to produce our own interpretation of the Sacrifice of Isaac, and I chose to combine VR modeling with classical sculpture to create an animated piece that could exist both digitally and physically.

After completing the animation, I collaborated with my friend Felip, a carpenter, to produce the 3D piece with a handcrafted wooden base. The final work was later shipped to the collector who acquired it.

The digital piece was exhibited in the Rifugio Digitale for the first edition of Primavera digitale in Florence in 2025.

Final piece, [here](#)

[Link to see the process of creating both the digital and the physical version.](#)



My Journey, 2023

In this project, I focused on a single character and a specific color palette, pink and its variations. What I wanted to explore were the three stages I believe every artist and creative goes through: choosing an uncertain path, the search for inspiration, and the need to sell in order to keep going.

In this series, I experimented with different simulations and possibilities inside Blender. I also used Marvelous Designer to create realistic fabrics for the character.

All the music is original and created by my sister Cristina.



1. The sale. [link](#)
2. The inspiration. [link](#)

3. The artist: [link](#)

