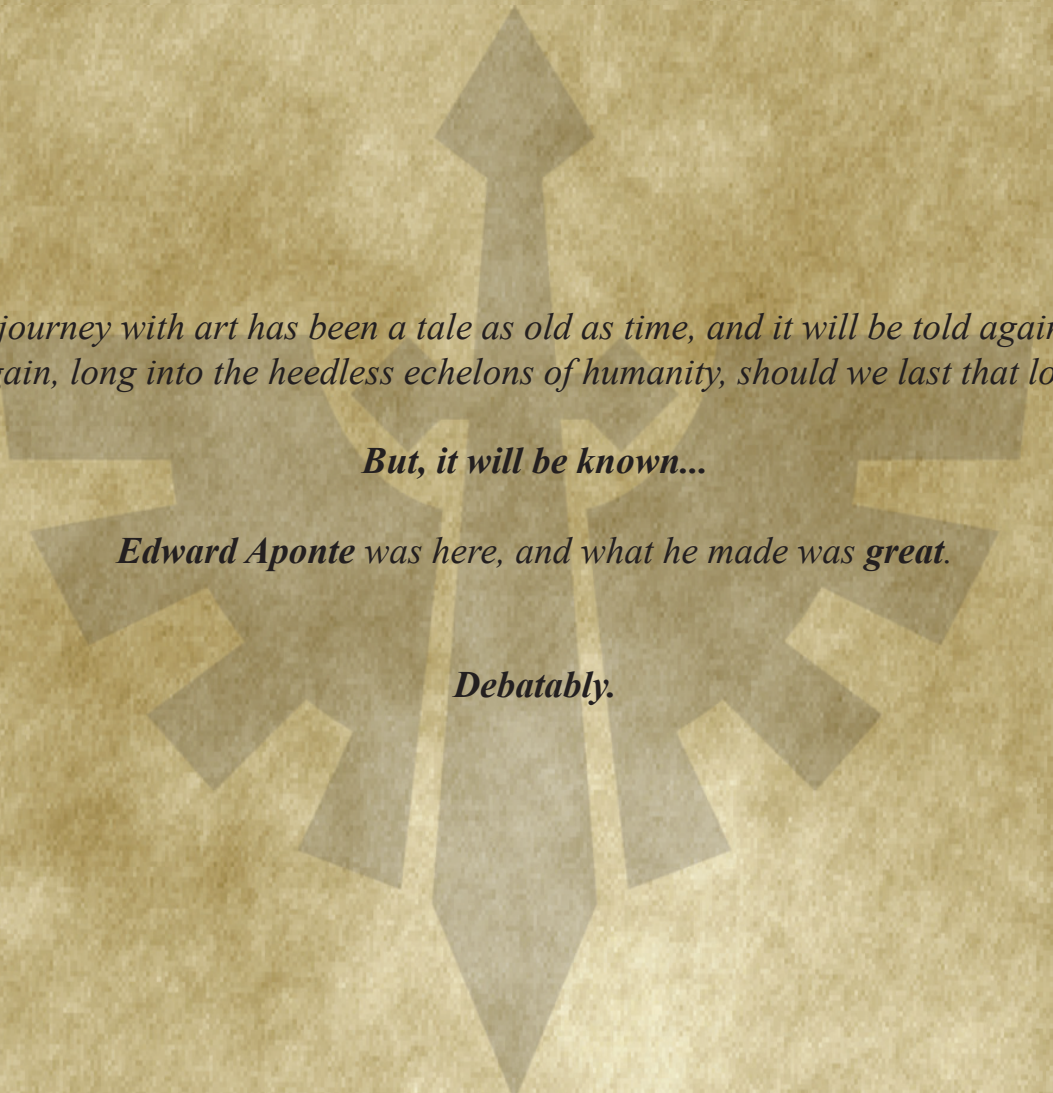




My journey with art has been a tale as old as time, and it will be told again and again, long into the heedless echelons of humanity, should we last that long.

But, it will be known...

Edward Aponte was here, and what he made was great.

Debatably.

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◊ *Inspiration*

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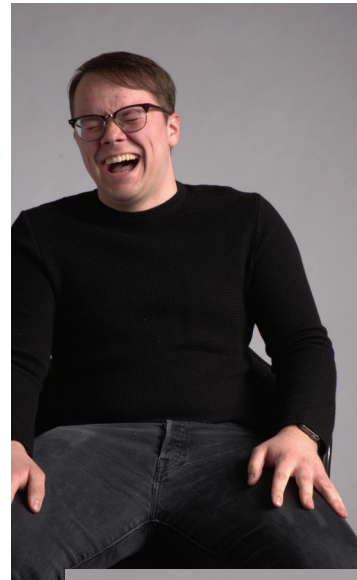
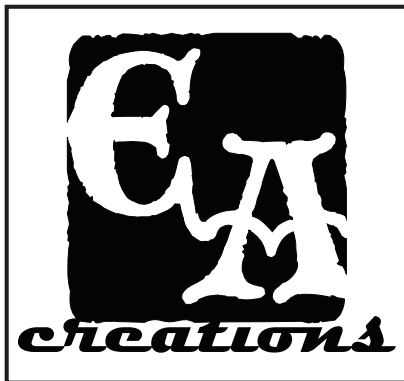
~ *Illustration*

~ *Design*

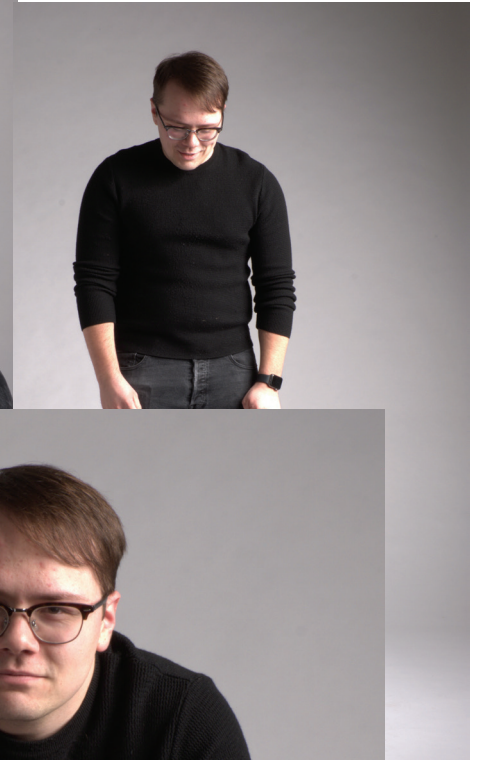
~ *Fine Art*

Being a young man, I first found myself inspired by my own father, a great artist in his own right. Though he-- a Jersey City native-- focused on street art and a graffiti style, we both found our inspirations from American comic books. Seeing humans and creatures larger than life, saving the day, fighting the bad guys; modern-day myths and legends, in a league of their own. While I was inspired, I envied these people who could create these stories and beings, and thus, sought to create my own worlds and stories. Though here, we'll just focus on my more favorite visual works.

That mindset of envy has passed, and I have grown older, wiser, and prettier. Those stories have their place, and millions more take place every day in what shapes my art. I am no superhero, and it pains me to admit I may never be. But, I like to think I'm doing pretty well, and that is enough for me.



Literally me.



In this section, you'll see examples of **illustration**,
graphic design, and **fine art**.

*Digital Illustration,
"Ork Boy"
(right)*

Proppa.



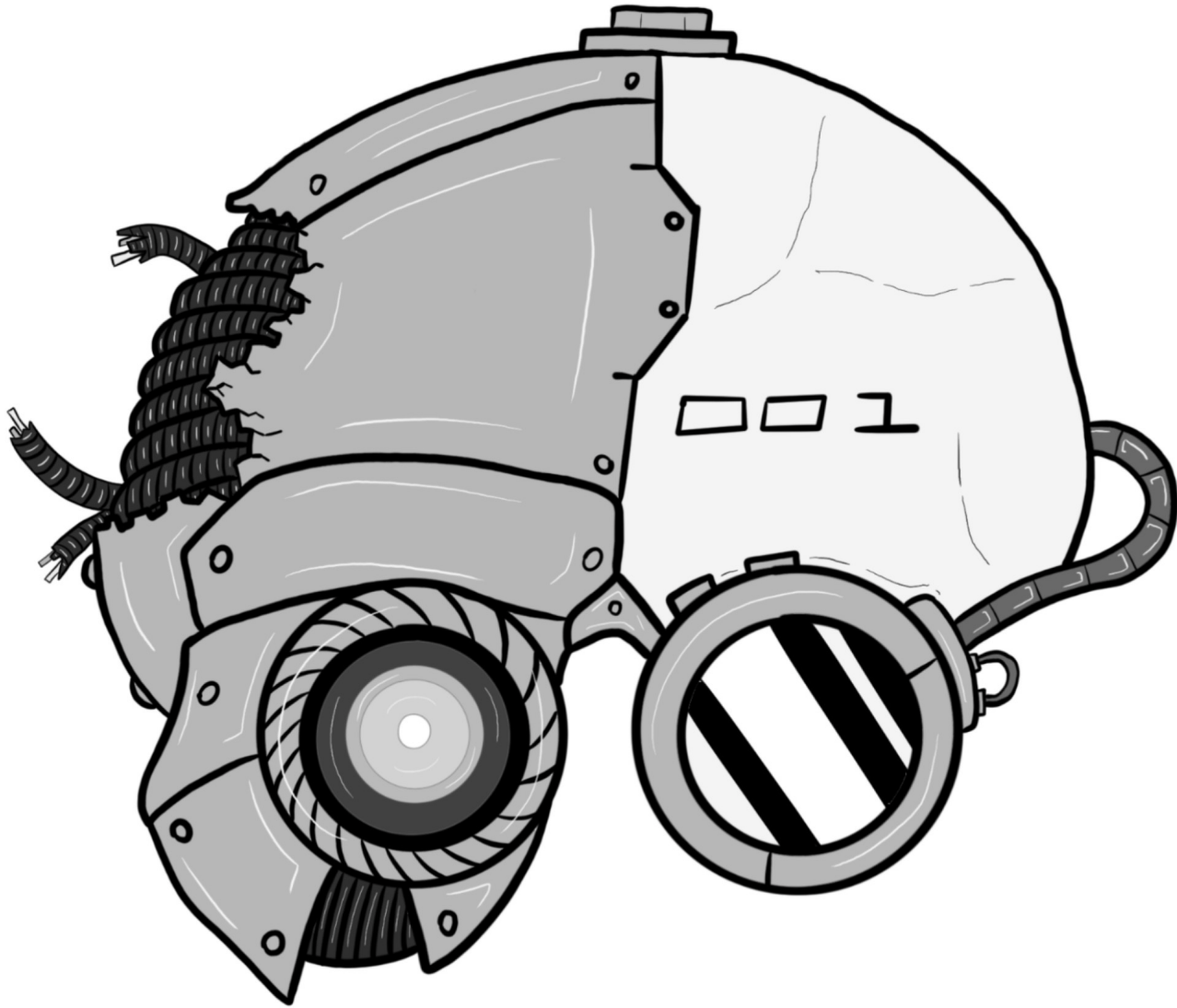


ILLUSTRATION



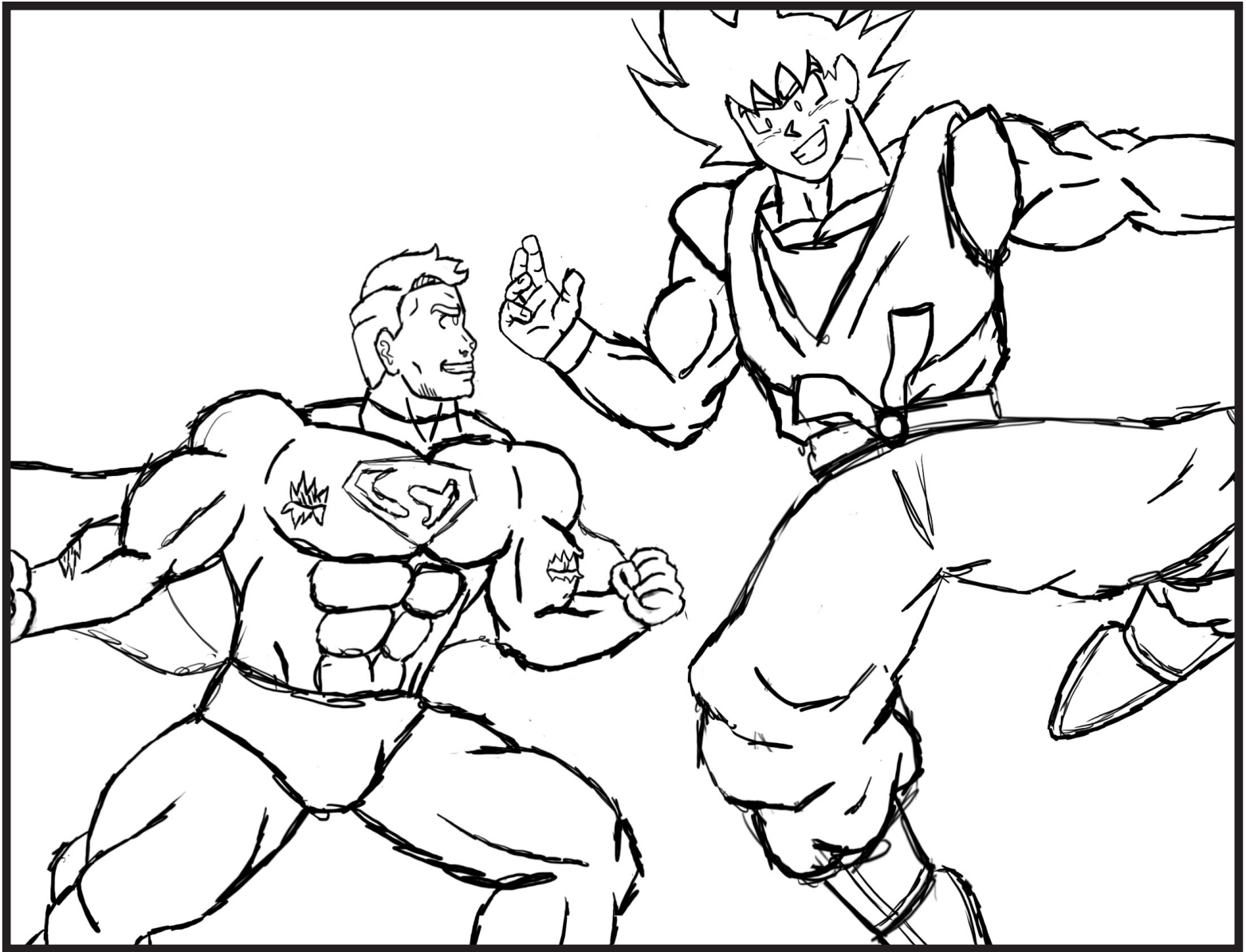
Digital Illustration, Untitled

This piece was made solely for the purpose of demonstrating ability to depict motion, as well as display knowledge of muscular anatomy.



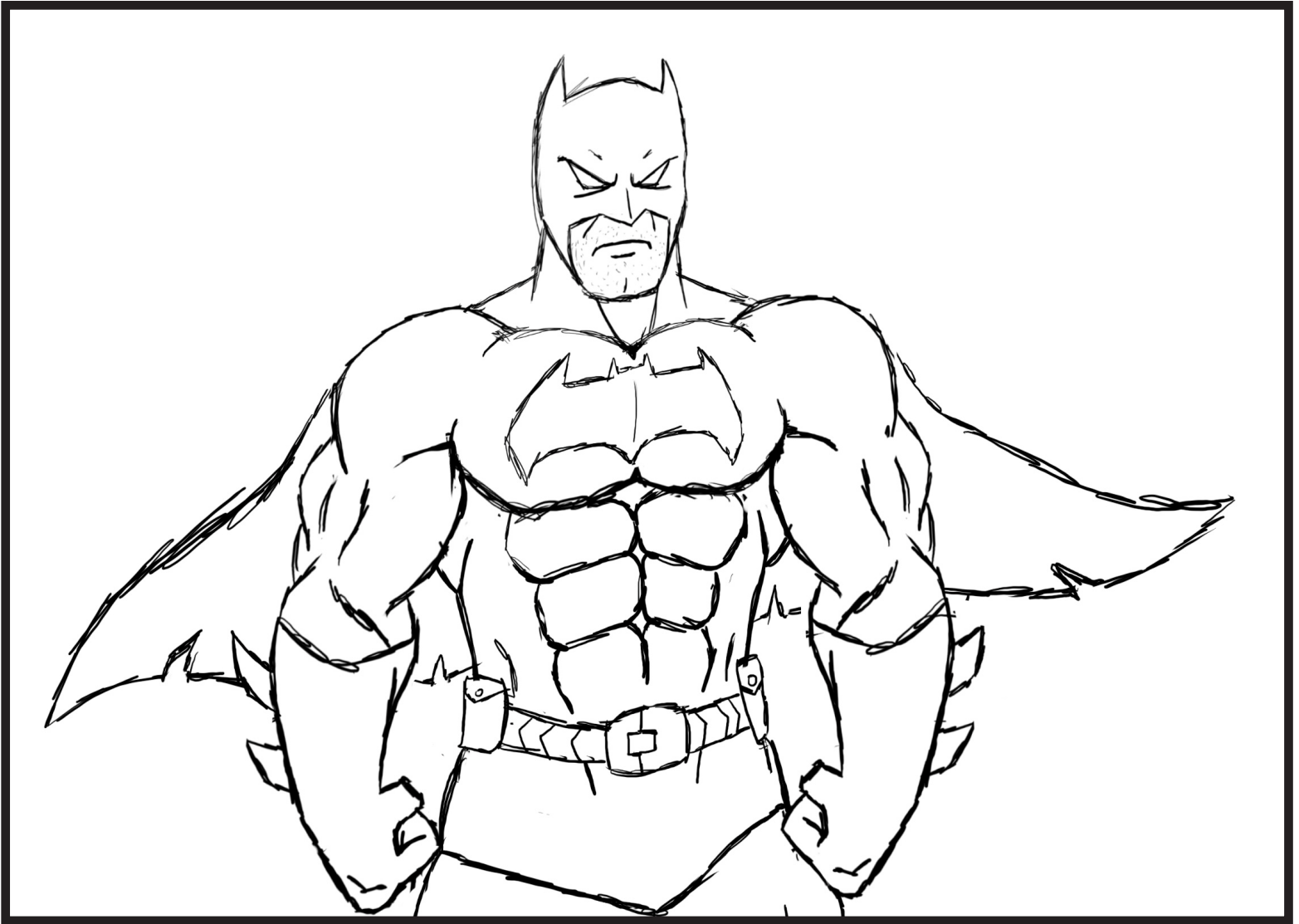
Digital Illustration, “Steel Eye”

Loosely inspired by dystopian science-fiction, this “logo” of sorts was made to promote a fictional product, titled the same as above.



Digital Illustration, Son Goku v. Clark Kent, “Superman”

Another piece done to depict proficiency in dynamic pieces and anatomical form. Additionally, I find these two superhuman beings as role models for how to live and what to stand for.



Digital Illustration, ~~Bruce Wayne~~, “Batman”

He’s Batman.

Digital Illustration, “Spider-Wham”

A character created to be a semi-new take on the titular character of ‘Spider-Man’.

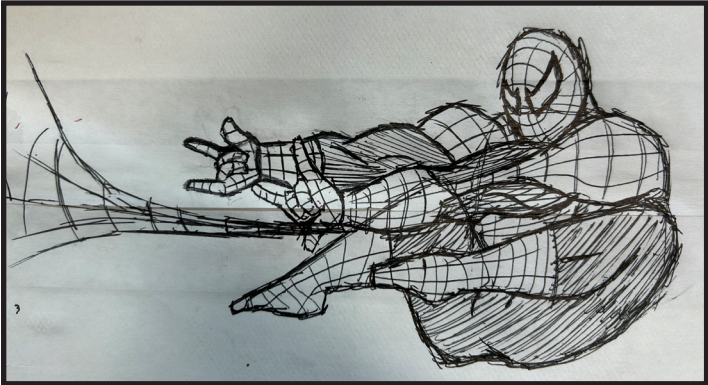
Never officially named, he’s the son of a Japanese corporate mogul that finds joy in the simple action of bloody combat over corporate assets and permits. His son was his weapon, and he was honored to be his father’s blade. After hearing of a scrawny New Yorker that became a superhero from a radioactive spider, he ventured to recreate the incident to seek vengeance on the only man who had ever defeated him, and cost his father the rights to a hefty mineral deposit: ‘The Rhino.’

Post-transformation, the son’s victory was resounding and gruesome. His father found great shame in his son’s craven violence, and shunned him. Later that day, his father was found brutally murdered by ‘The Rhino’ and his associates.

Grief-stricken and embarrassed, the son cast himself off the top of his father’s tower. Seemingly from the beyond, he heard his father’s voice shriek with pleas to cease. His martial arts-heavy upbringing rearing its head, the son thrust his hand upward in a palm strike. To his surprise, a spectral spider-web launched from his palm.

Thus, to honor his father and ensure his family’s future and legacy, ‘Spider-Wham’ was born.





*Digital Illustration, Peter Parker, “Spider-Man”
(left)*

Him, too. But older, and under a different director.



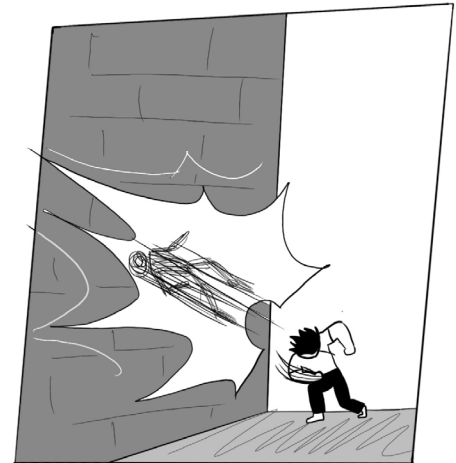
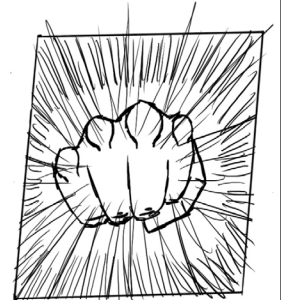
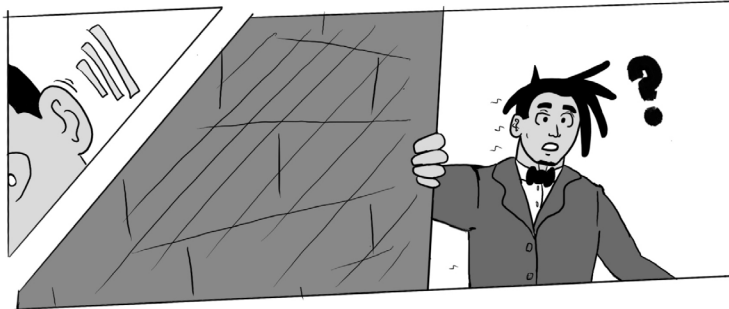
*Digital Illustration,
Peter Parker,
“Spider-Man”
(right)*

He does whatever a
spider can.



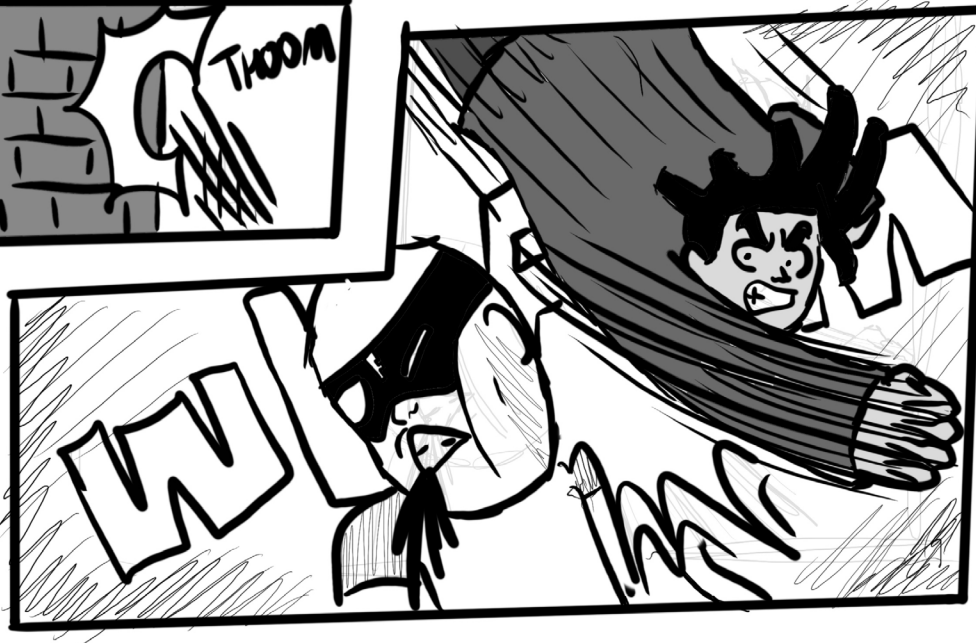
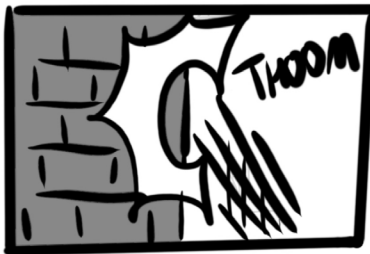
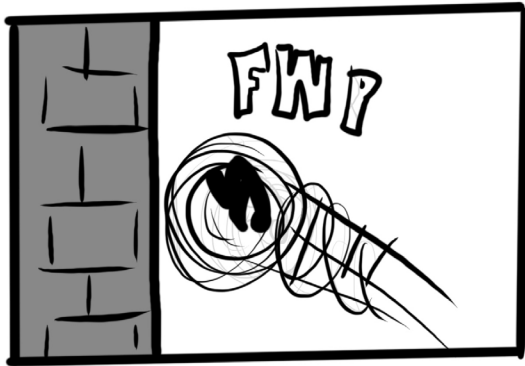
Basquiat

:RISE



*Digital Illustration,
"Basquiat: RISE, pg. 1"
(right)*

Basquiat, walking through Brooklyn, is assailed by a foolhardy criminal in an alleyway.



cont.

Basquiat, not one to be trifled with,
retaliates valiantly.

(Story is fictitious. Probably.)

Digital Illustration(s), “Family D&D Characters”

(top left): Mira, Tiefling Druid

(top right): Sabre, Brass Dragonborn Fighter

(bottom left): Tah’Reasah, Dwarf Barbarian

(Bottom right): Morgan, Blue-Dragonborn Red Wizard





Digital Illustration, “Partner’s D&D Character”

(above): Ophelia, Human Sorcerer

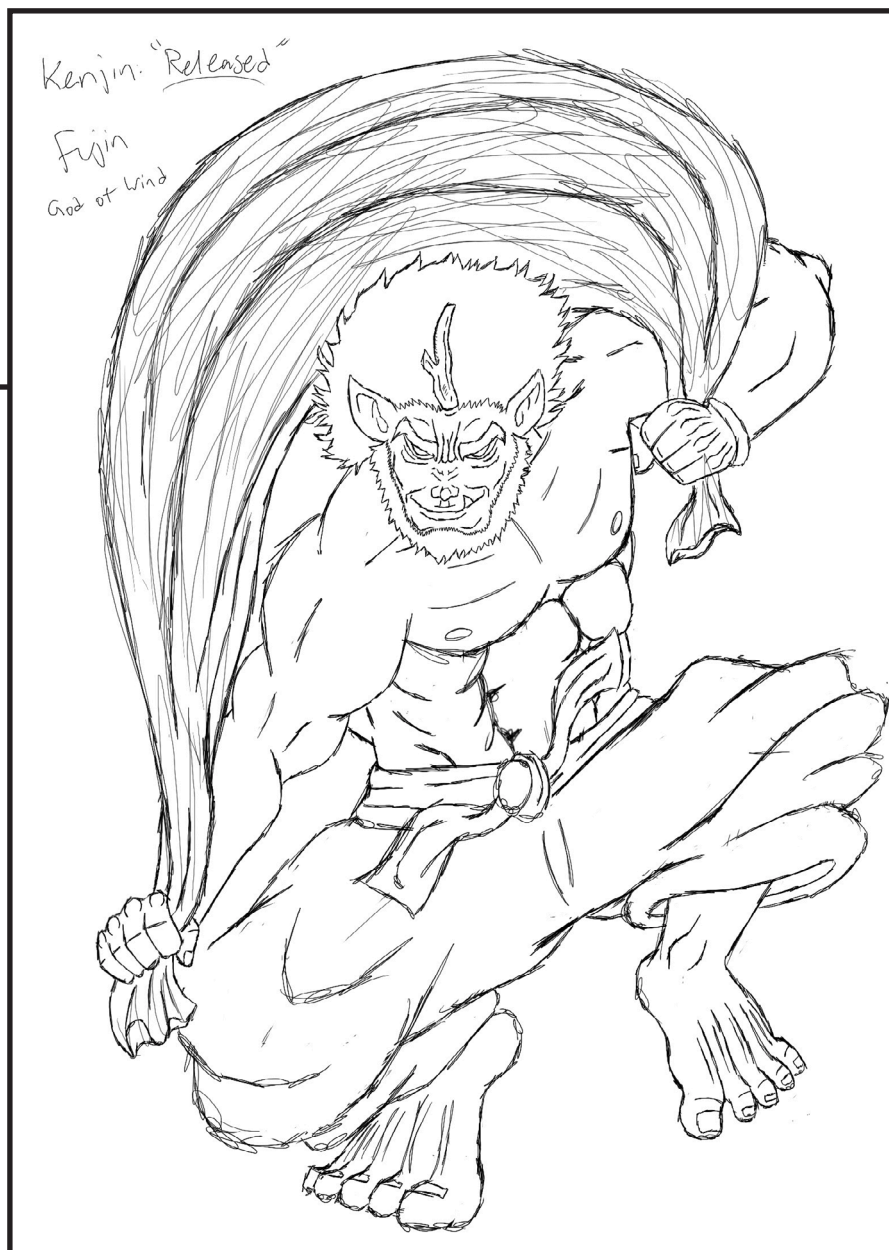
A character created for my partner before I sprung my D&D Campaign on her, much to her dismay. She’s great.

Digital Illustration, "Kenjin"

(Ascension): right

(mortal): below

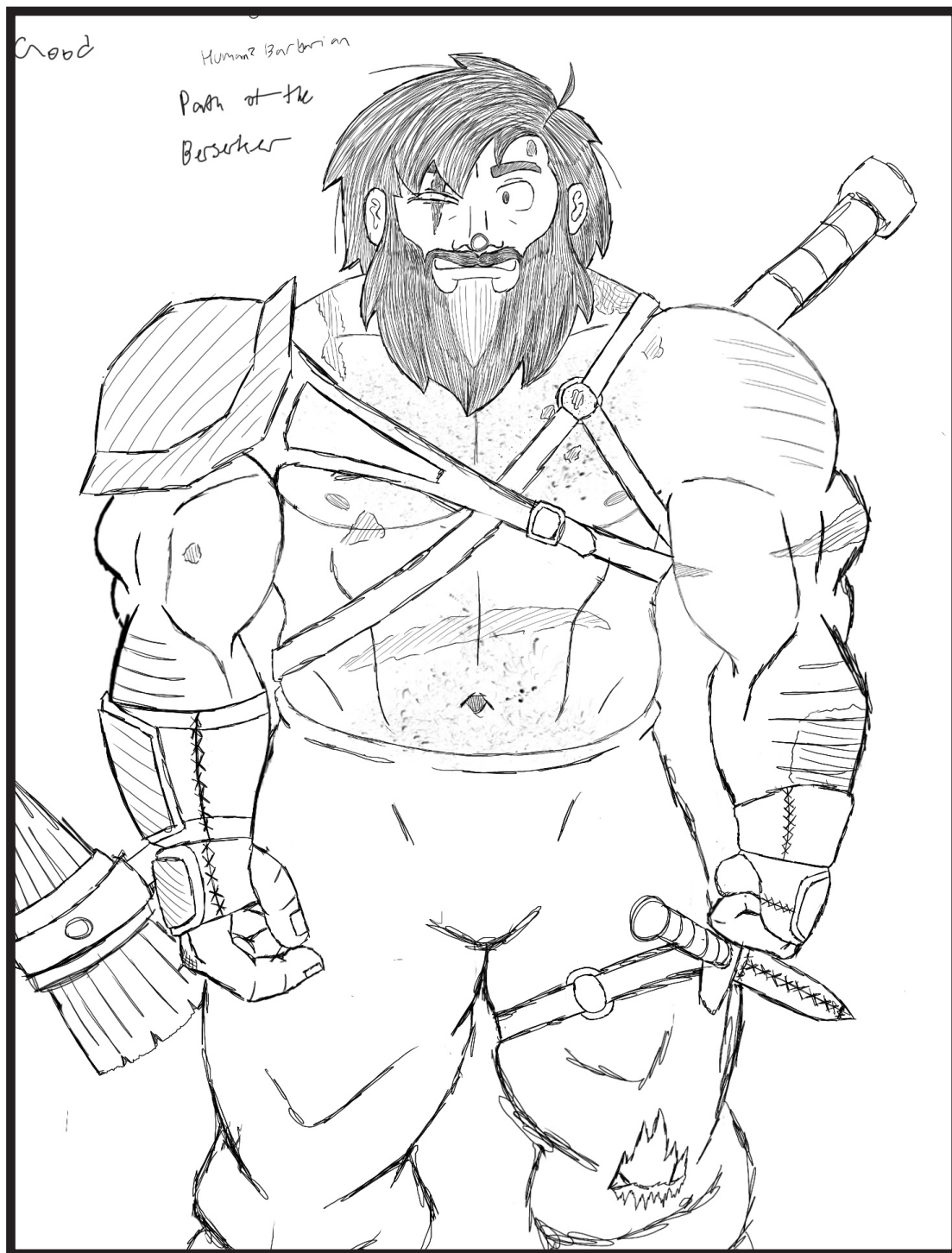
A character concept for a Monk/Druid multiclass.



Digital Illustration, “Hynrik”

*(right): Hynrik Greathorn, Human
Barbarian*

A favorite character design that was
never played, and has since laid
the groundwork for other character
concepts.

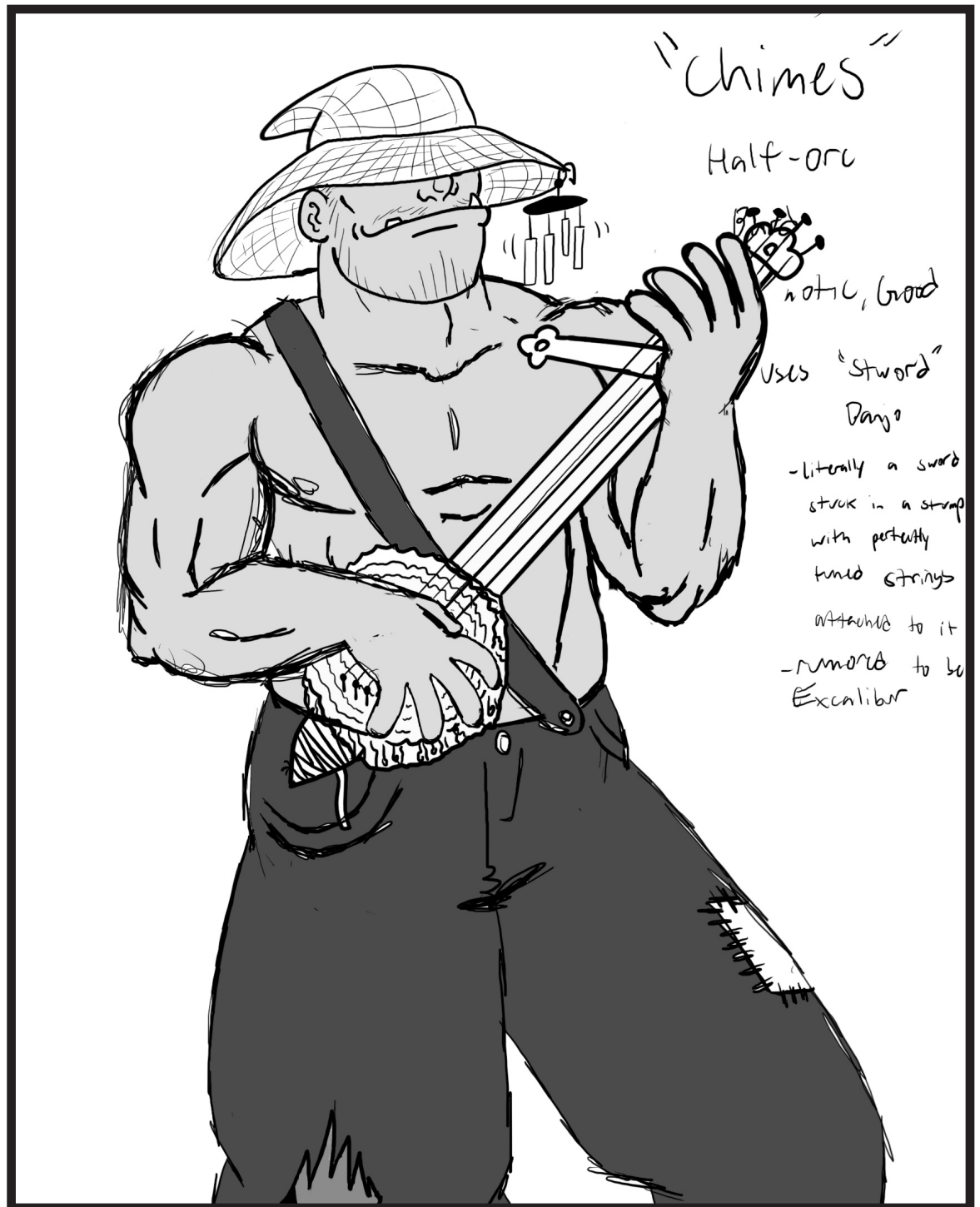


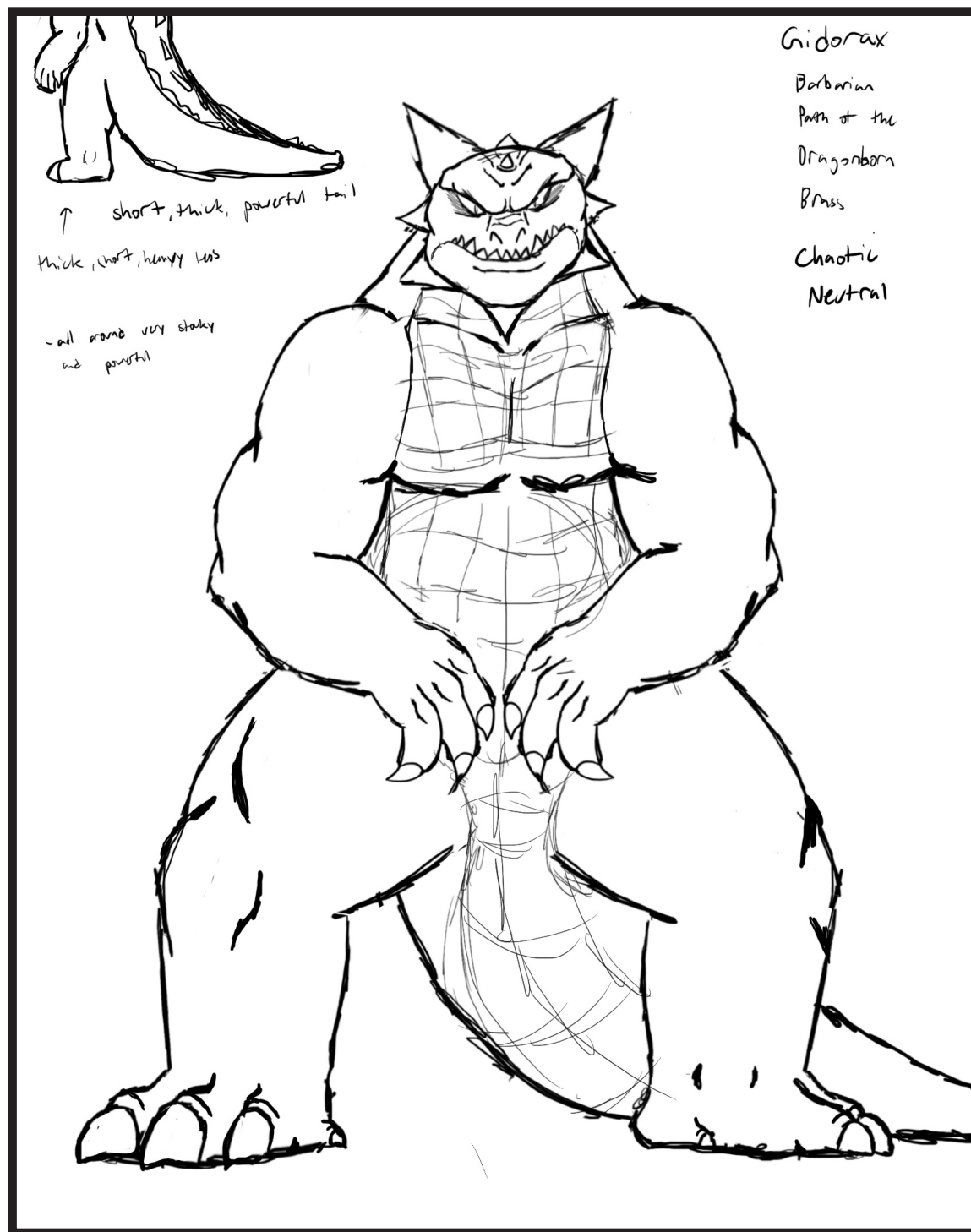
Digital Illustration, "Chimes"

(right): "Chimes", Half-Orc Bard

Another favorite character design that was never played, and a first attempt at the universal experience of a 'silly character' in tabletop gaming.

Wields 'X-Cally-burr' stuck in a tree stump.





Digital Illustration, "Gidorax"

(right): "Gidorax", Dragonborn Barbarian

Another favorite character design that was never played, created during an era characterized by a fascination with Godzilla.

Digital Illustration, “Rage Hynrik”

*(right): “Raged Hynrik”,
Human? Barbarian*

Barbarians, wielding nature’s primal fury, often become larger in appearance and stature. Should the moment arise, Hynrik, a jolly oaf and friend to all, can become extremely unfriendly.





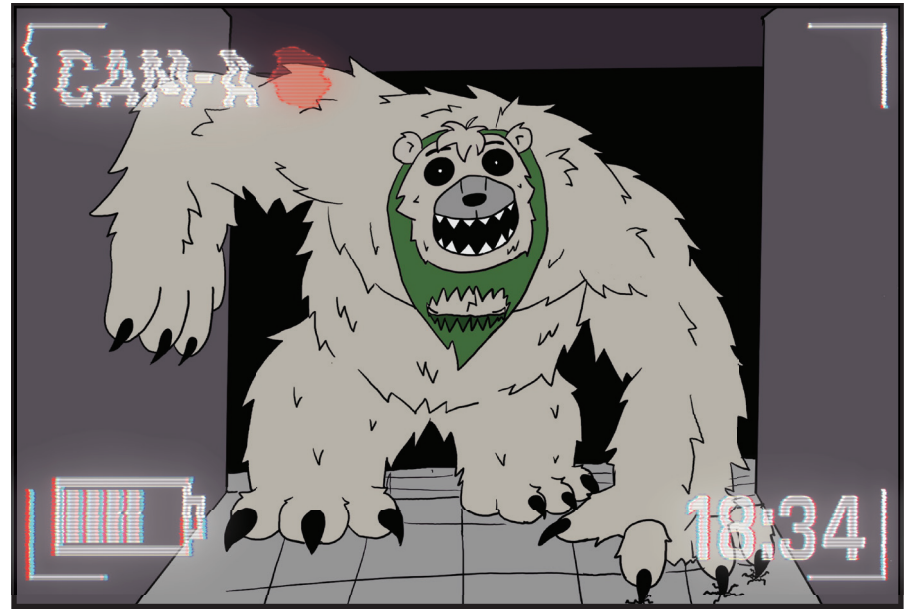
Digital Illustration, “The Nature of Orks”

(above): “Nobstompa”

Orks, a species born from fungus, are the most violent beings of the far future. This piece was made to exemplify that, as well as an experiment with not using formal lines for character creation.

Digital Illustration, “Security Footage Cam-A”
(right): Paulie the Polar Bear (after-hours)

A character concept for a certain pizzeria security camera game. Bigger than the other robots, and highly territorial of the location after hours. Has the highest collateral damage costs of the cast of characters due to it’s immense weight and sundown volatility.

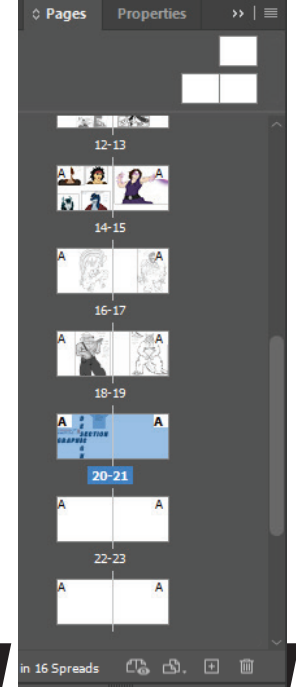


Digital Illustration, “Paulie the Polar Bear”
(left): Paulie the Polar Bear (daytime)

A character concept for a certain pizzeria security camera game, during the day. An “older brother” figure in the establishment and maintains the pleasant nature of the establishment should the other animatronics ‘go on the fritz’, in his words.



D E S E C T I O N G R A P H I C G R A P H I C S G R A P H I C S G R A P H I C S



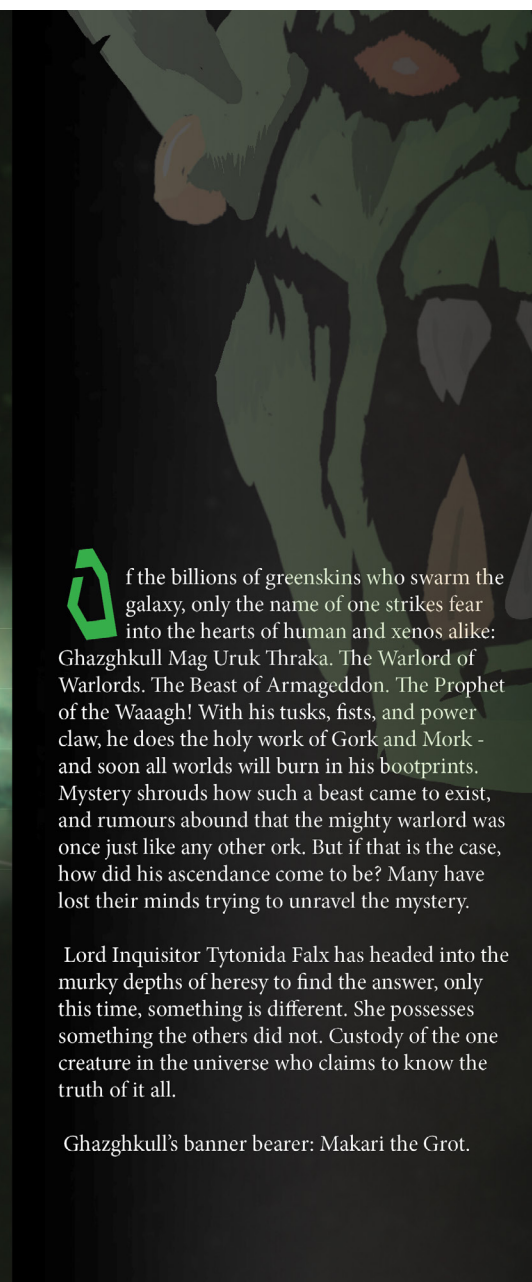
Designer

(Dez-eye-ner) noun

Fluent in Helvetica, hater of Comic Sans & lover of scale. Converts coffee into cool. Will happily work on flimsy briefs at zero notice to impossible deadlines. Blessed with the ability to live and pay the rent with exposure instead of cash.

See Also: *Plate Spinner, Dancing Monkey*

*Digital, 9.5" by 22.5" "Ghazghkull Thraka: Prophet of the WAAAGH!"
(below, left to right): front cover and first inner flap*



If the billions of greenskins who swarm the galaxy, only the name of one strikes fear into the hearts of human and xenos alike: Ghazghkull Mag Uruk Thraka. The Warlord of Warlords. The Beast of Armageddon. The Prophet of the Waaagh! With his tusks, fists, and power claw, he does the holy work of Gork and Mork - and soon all worlds will burn in his bootprints. Mystery shrouds how such a beast came to exist, and rumours abound that the mighty warlord was once just like any other ork. But if that is the case, how did his ascendance come to be? Many have lost their minds trying to unravel the mystery.

Lord Inquisitor Tytonida Falx has headed into the murky depths of heresy to find the answer, only this time, something is different. She possesses something the others did not. Custody of the one creature in the universe who claims to know the truth of it all.

Ghazghkull's banner bearer: Makari the Grot.

Digital, 9.5" by 22.5" "Ghazghkull Thraka: Prophet of the WAAAGH!" cont.
(below, left to right): second inner flap, back cover, and spine



Nate Crowley is an SFF author and games journalist who lives in Walsall with his wife, daughter, and a cat he insists on calling Turkey Boy. He loves going to the zoo, playing needlessly complicated strategy games, and cooking incredible stews. Severed is his third story for Black Library, the others being 'Empra' and 'The Enemy of My Enemy'.

Jacket Design & Illustration by Edward Aponte
@edward.aponte.jr on Instagram
Printed in the USA



"Wat da zog is a 'book'? Wot'a you 'umies fink we Orks do!? Sit aroun' an' roite words!? NO! We'z shoot, we'z chop, we'z KRUMP, an' we WIN! YA EEVA GET STOMPED, O' GET OUT DA WAY! WE'Z GONNA FIND YA ENNYWAY! DA 'GONIVERSE IZ GONNA BE GREEN, YA GIT! WAAAGH!!!"

- Greenskin, "Grotstompa"

"Prepare to read one of the most amusing and downright entertaining recent additions to the Warhammer 40,000 canon with the hilarious and brilliant Ghazghkull Thraka: Prophet of the Waaagh! by outstanding author Nate Crowley."

- Unseen Library

"See, da fink about dis book is it's a proper good tellin' o' da story o' Ghazghkull Mag Uruk Thraka, da biggest ork warboss who ever lived (more dan once) but it's also a zoggin' good miz-terry bout just how dat warboss came to be, an' bout da grot Makari wot keeps him on his feet. It's also got da frammin' story bout a bunch of humies from da Emprah who try in-terry-gating dat grot Makari: da orks is fun and all in dis book, wiff lots of pay-foss for Ghazghkull especially, but da humies ain't bad an' I wouldn' mind readin' bout dem again, too."

- Chris Comerford



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**GHAZGHKULL
THRAKA**

Nate
Crowley



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Illustrator, 8.5" by 11" "Typographic Compositions"

"the most **compact** in form, the **clearest** in detail of all his work"
Eduard Hanslick

"I look at the **Third Symphony of Brahms** and I feel like a **tinker**."
Sir Edward Elgar

"the **unfortunately over-famous**
symphony."
Brahms himself

Symphony

Robert Shaw
&

J o h a n n e s B r a h m s
i n
F m a j o r

The
Boston
Symphony Orchestra

No. 3

doors
open @ **8pm**

Wednesday, February 19th, 2025

Paine Hall, Harvard University, Cambridge, Massachusetts, USA

"the most compact in form, the clearest in detail of all his work"
Eduard Hanslick

"I look at the **Third Symphony of Brahms** and I feel like a **tinker**."
Sir Edward Elgar

"the unfortunately over-famous symphony."
Brahms himself

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&

The Boston Symphony Orchestra

SYMPHONY

No 3

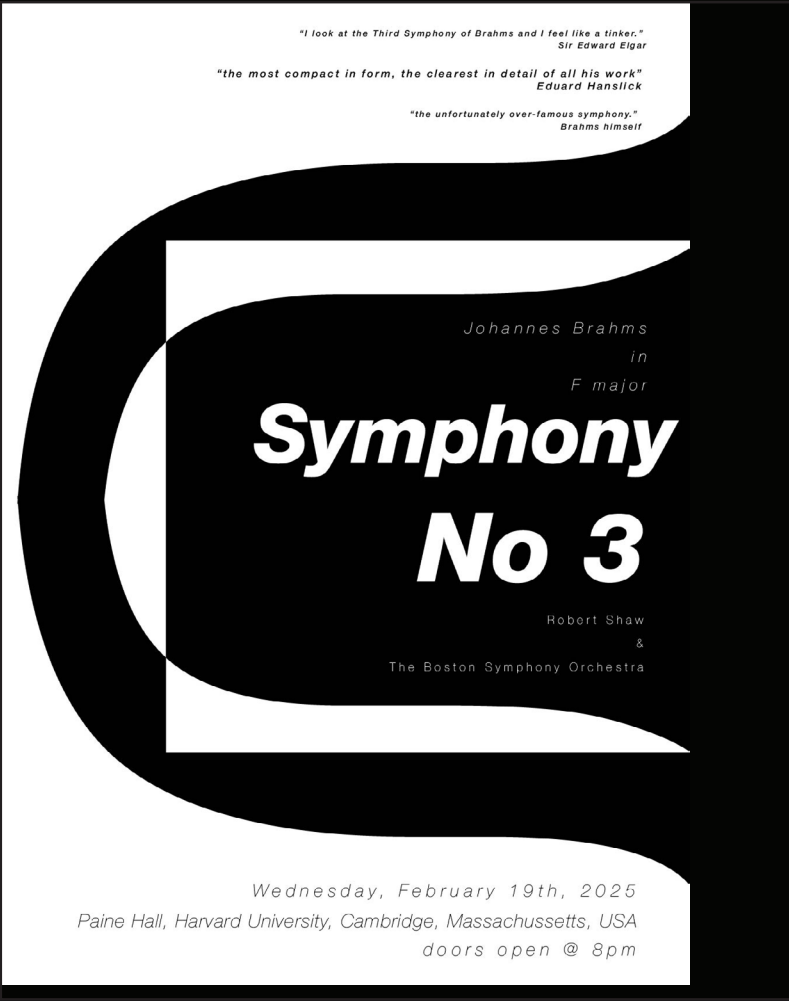
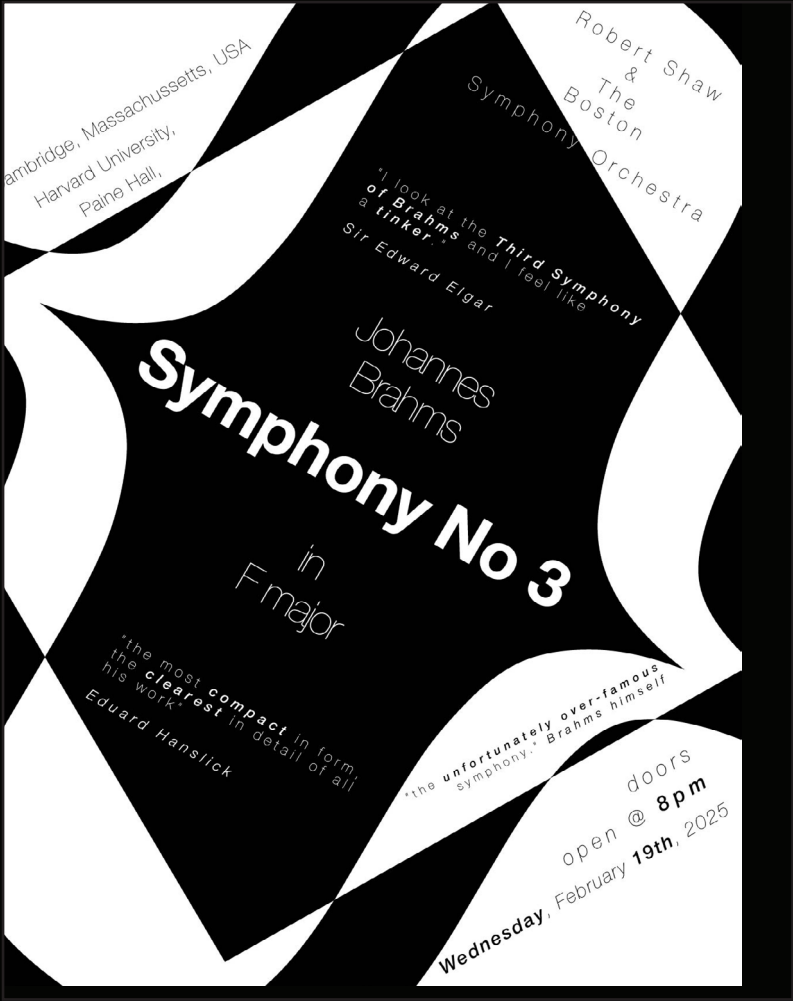
Johannes Brahms
in
F major

Wednesday, February 19th, 2025

Paine Hall, Harvard University, Cambridge, Massachusetts, USA

doors open @ 8pm

Illustrator, 8.5” by 11” “Typographic Compositions” cont.



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"the unfortunately over-famous symphony."
Brahms himself

in
F
major

The Boston Symphony Orchestra
& Robert Shaw

*Illustrator and Photoshop,
“i-de-ate, i-ter-ate Poster 3”*

(right): i-de-ate i-ter-ate Concept Poster 3

A poster made to highlight the stress and anxiety of the creative process as a whole, often showing itself as shaky hands, darkening/tunnel vision, and tremendous eye strain.

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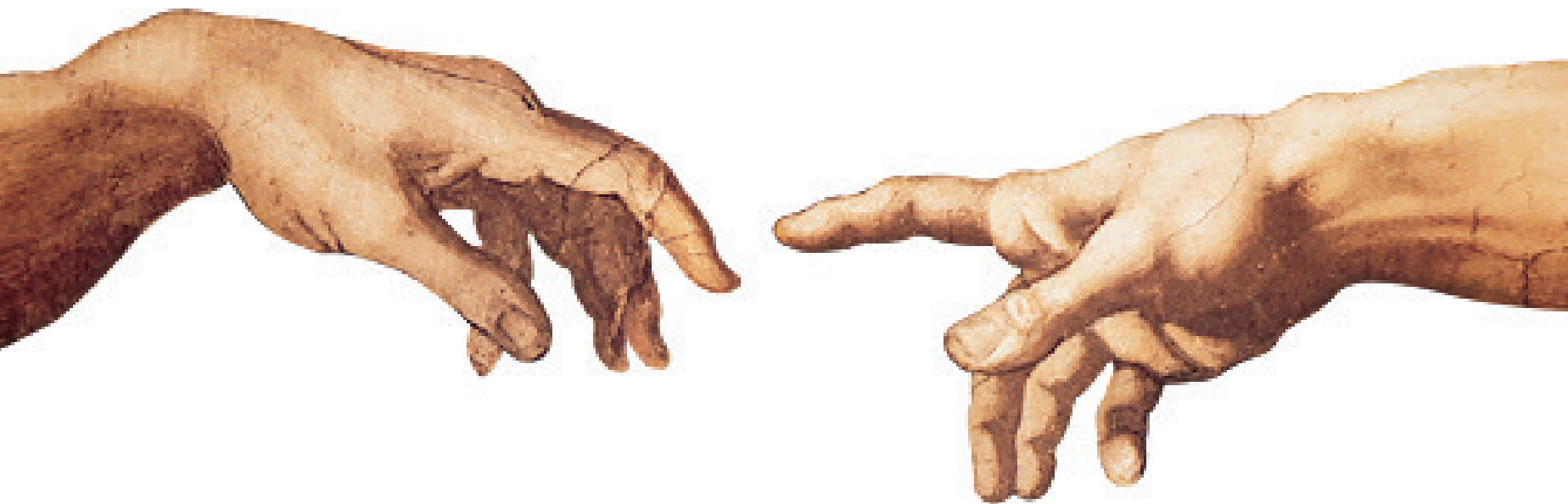
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Fine Art.



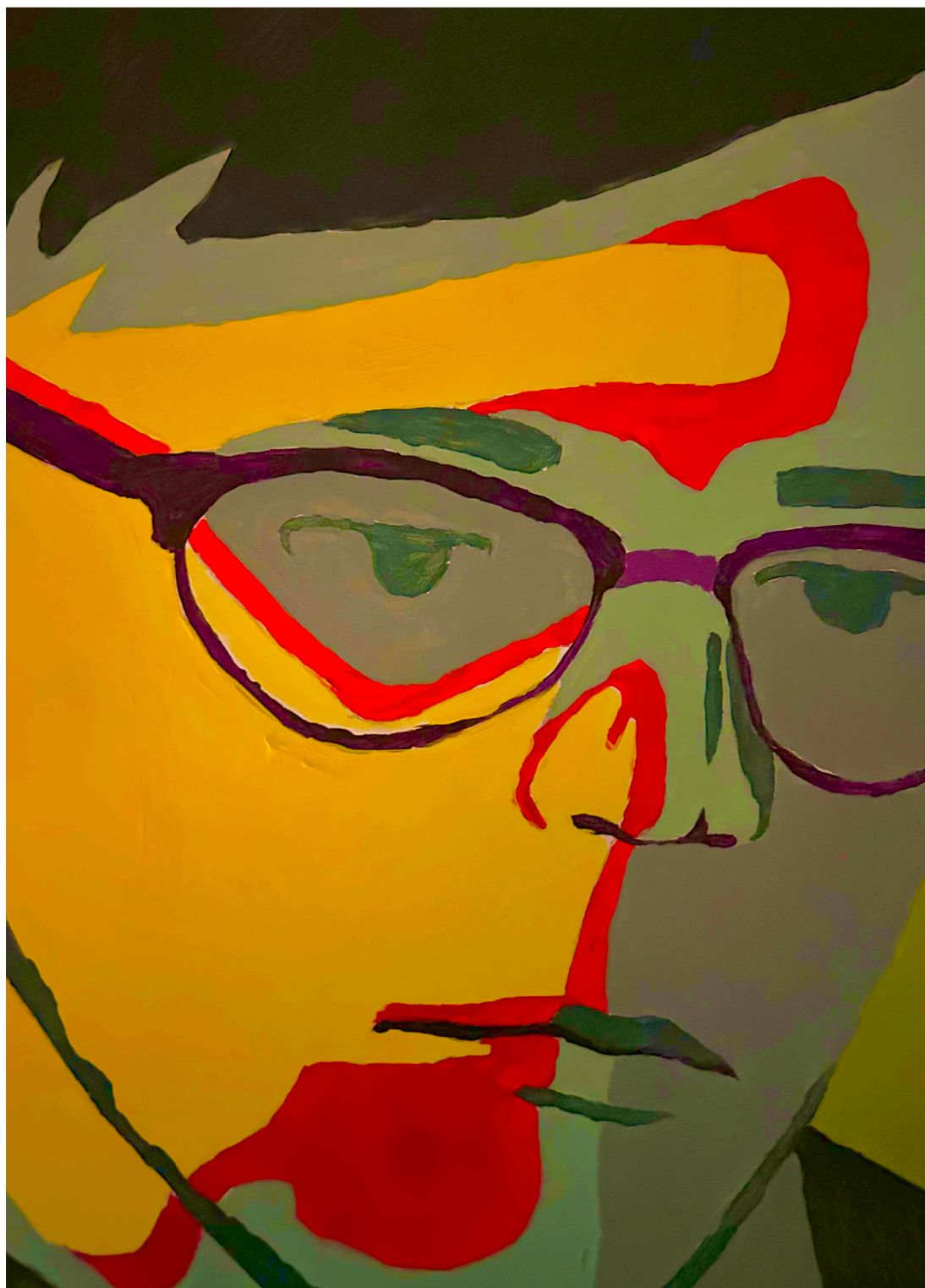
*Acrylic on Bristol Paper,
18" by 24"*

'Focused'

(right): "Focused"

Created to demonstrate use of
color and hue without using hard
lines or black and white.

A favorite due to its personal
significance pertaining to my art
journey.





*Charcoal on Bristol Paper,
18" by 24"*

*'Charcoal Exercise'
(right): "Charcoal Exercise"*

Created to demonstrate proficiency
in charcoal and line-of-sight per-
spective.

Another favorite.



Chalk Pastel on Bristol, 18 by 24 "Viewer Beyond the Veil"

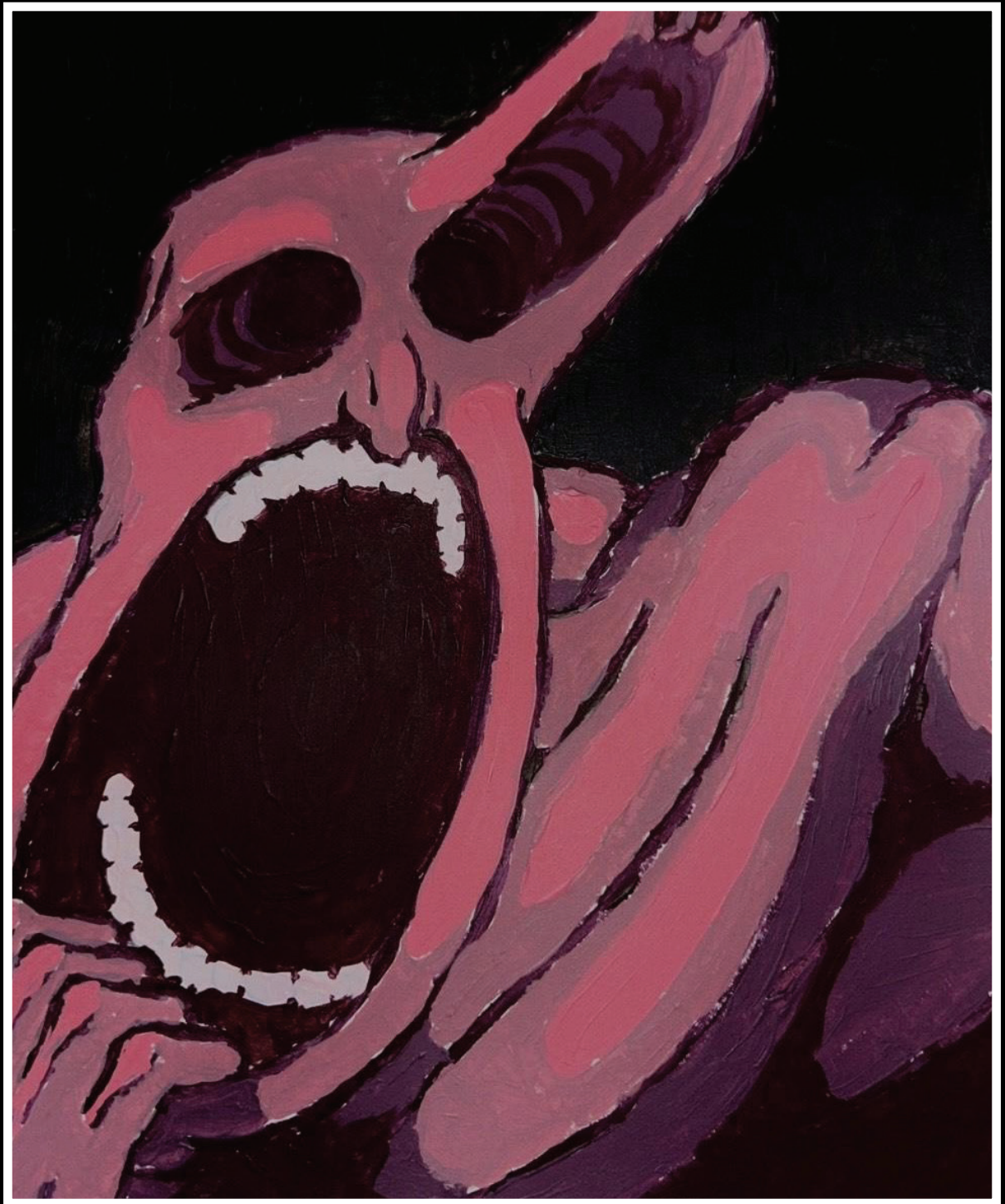
(above): "Viewer Beyond the Veil"

Made with the idea of an eldritch entity tearing open the physical space of nothing for a peak into our world. A pale, sickly yellow to denote insanity and overall infirmity, and teeth in the pupil because...it looks freaky. *Another* favorite.

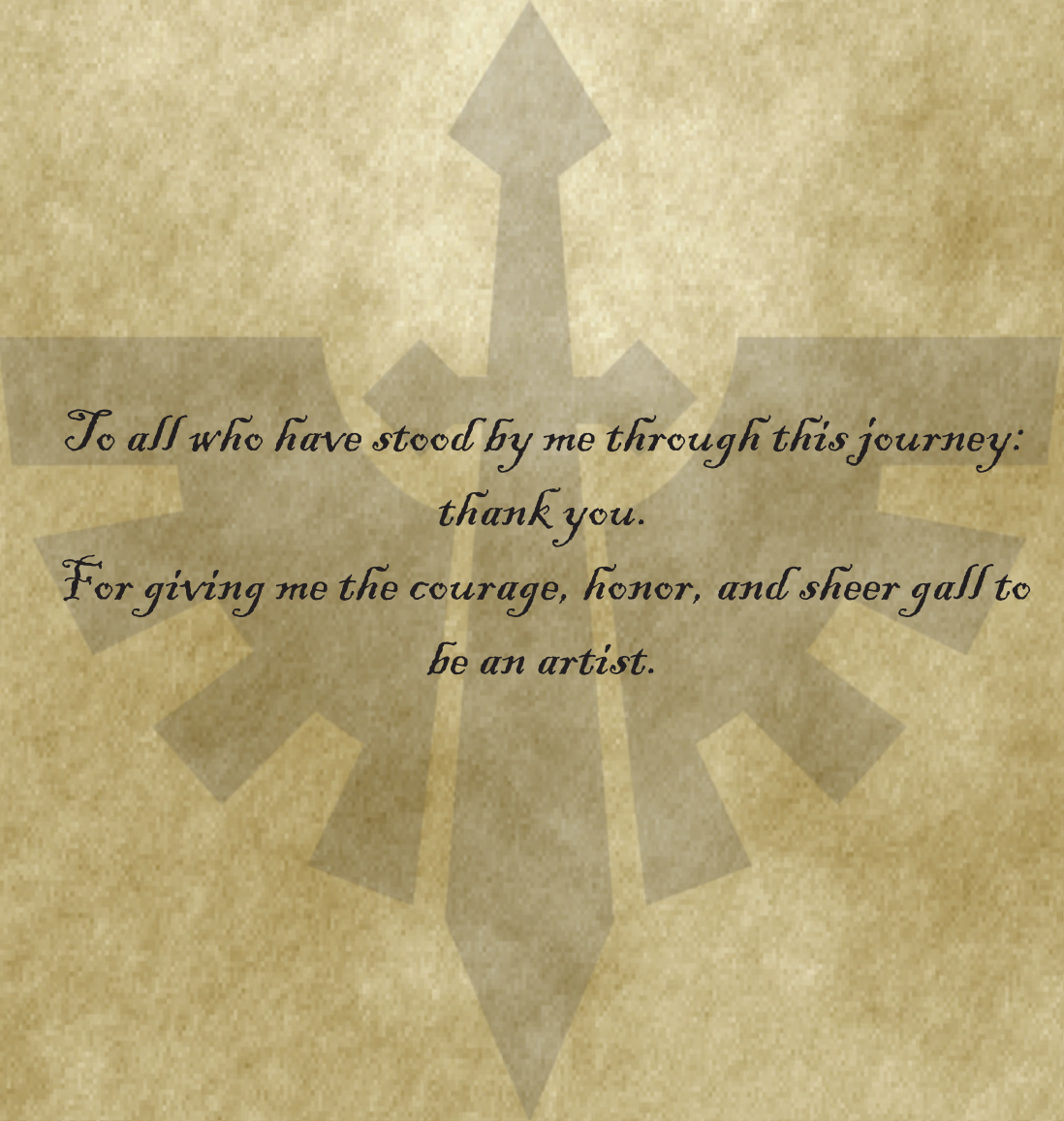
Acrylic on Bristol, 8.5" by 11"
"Wrath"
(right): *"Wrath"*

A piece created to demonstrate
the self-destructive nature of
extreme anger and pressure.

Made during a dark time, but
another favorite nonetheless.







*To all who have stood by me through this journey:
thank you.*

*For giving me the courage, honor, and sheer gall to
be an artist.*