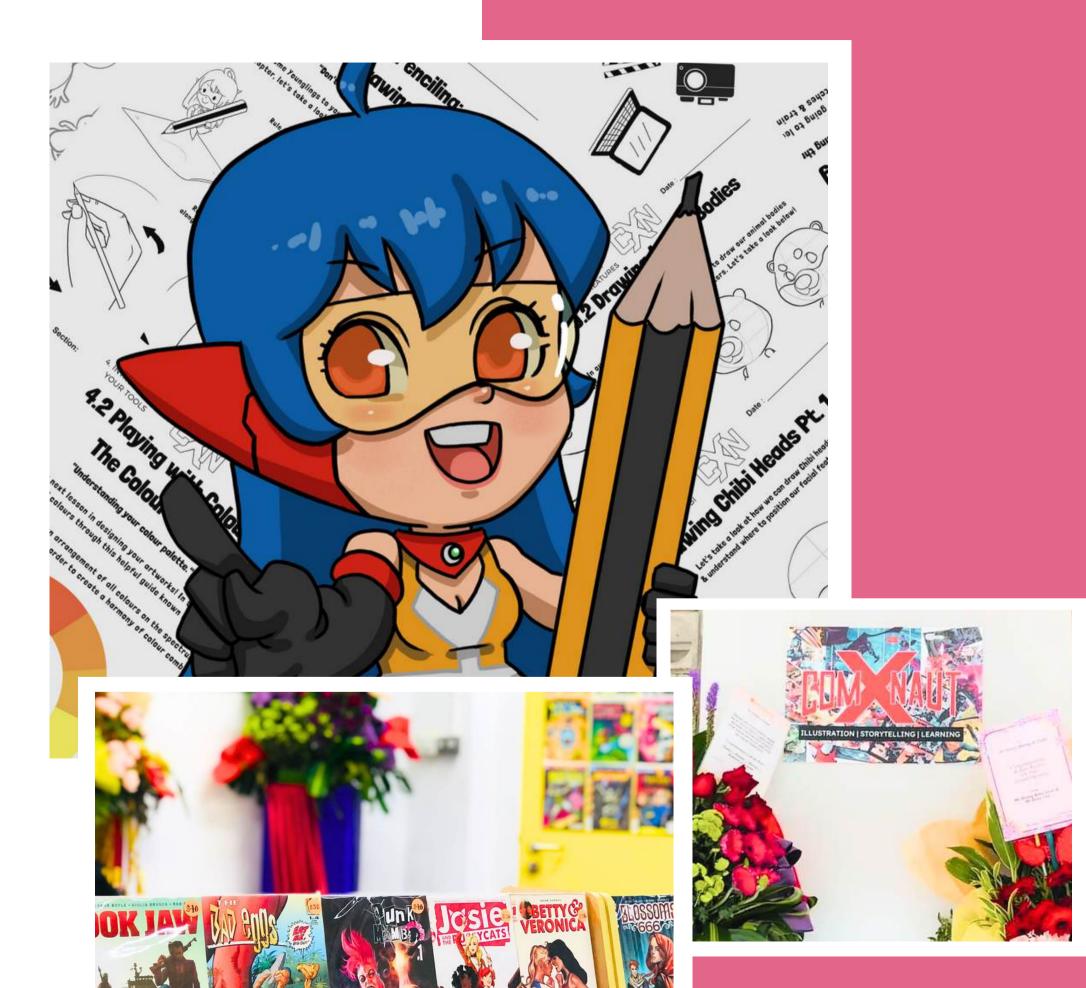


# Introducing THE STUDIO

Founded in 2020, ComXnaut Studio is a community of professional artists, writers and certified educators from all walks of life working together to provide a conducive environment that encourages artistic growth in our communities, both local and abroad.

We provide for a wide array of artistic talents, from art educational workshops, to design services and events management, to enrich all who are eager in the field of Illustration and Visual Storytelling!



# OUR MISSION

ComXnaut Studio strives to create a safe communal space for artists, from beginners to professionals, working together and expressing their fullest creative potential.

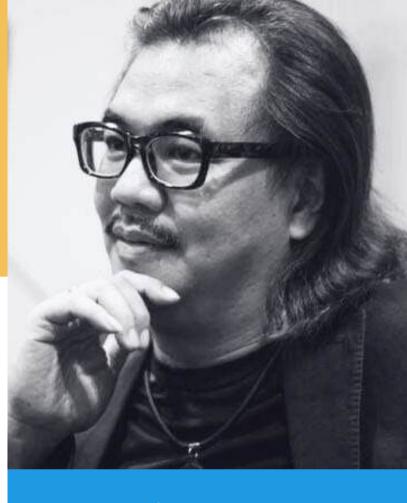
Whether you're a professional seeking new inspirations, fresh new learners hoping to learn about visual storytelling, or simply interested to start a new hobby, we warmly welcome you into the fold.







Xavier Hoong





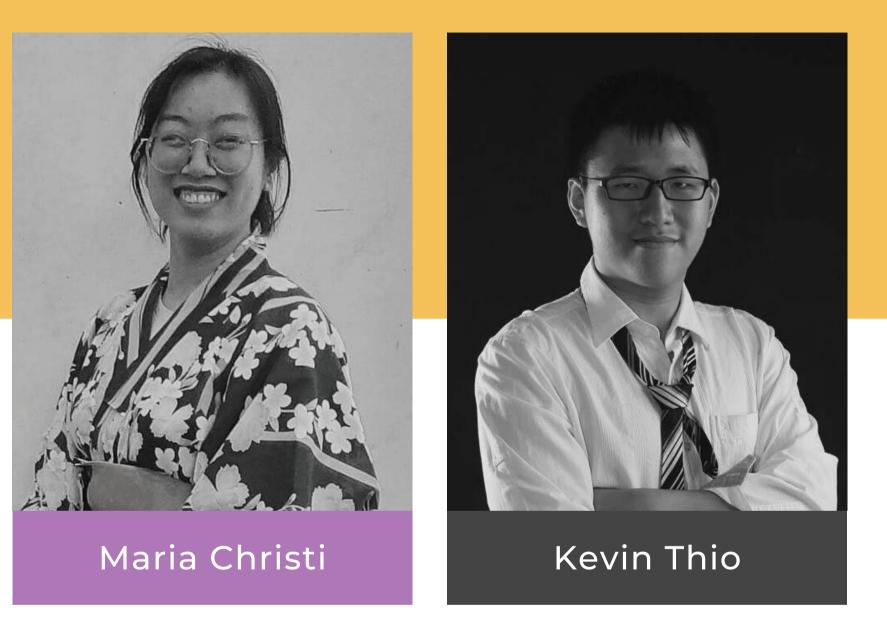


OUR LOCAL TEAM Our core team, comprising of art professionals residing in Singapore, oversee all of ComXnaut Studio's daily operations, from education, publishing and design, clients outreach, as well as events management and much more.



Rizqi Mosmarth



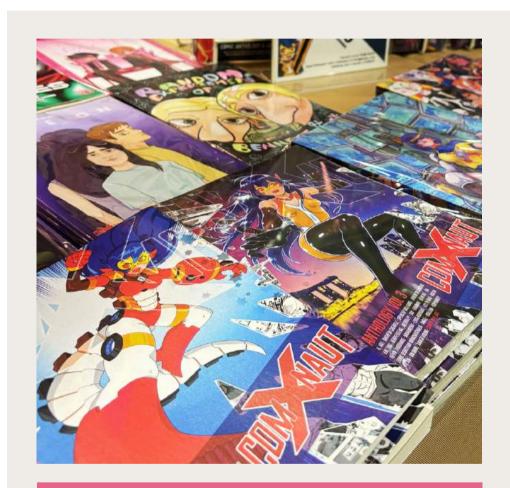


#### OUR OVERSEAS TEAM

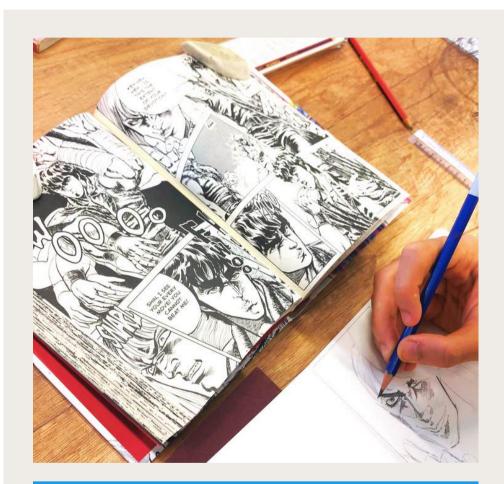
We've expanded our studio family to Indonesia, in line with the studio's long-term goal of collaborating with the visual arts scene and artists across Southeast Asia!

## **STUDIO PILLARS**

ComXnaut Studio is defined by our skills and experience in key disciplines related to the local and overseas art scene in the fields of visual storytelling and illustrative design.

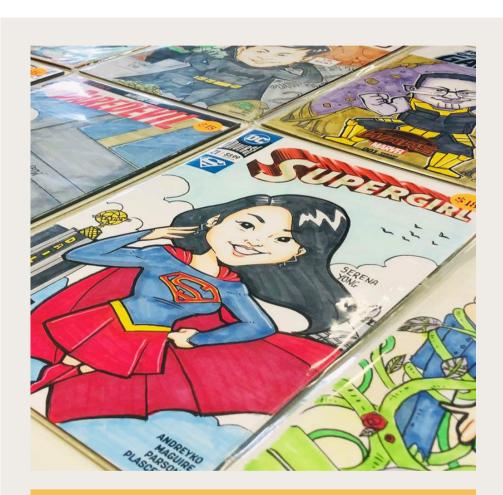


#### Publishing and Design



#### Educational





#### **Events Management**

## COMMUNITY OUTREACH

Our studio believe in the importance of reaching out to our art communities, be it local or overseas, through our studio interactions and engagements.







## OVERSEAS OUTREACH

Collaborating with our talented artists across Southeast Asia, ComXnaut Studio also provides opportunities to publish and showcase their works to audiences both local and abroad.









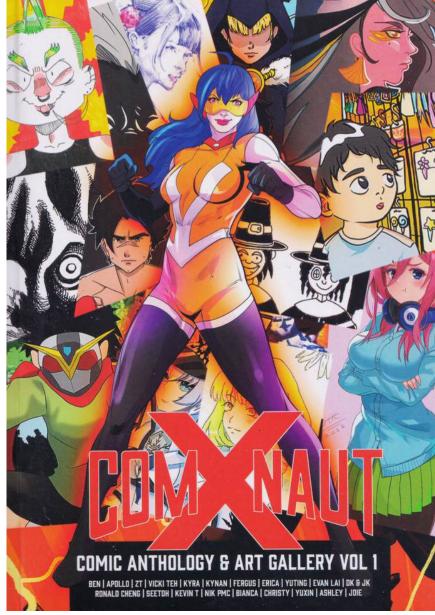
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# **STUDIO WORKS**

A compilation of works from our lovely artists, students and more! (2020 - 2024)

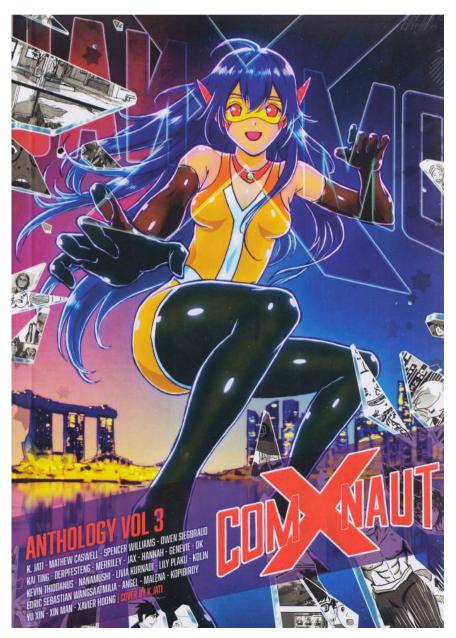


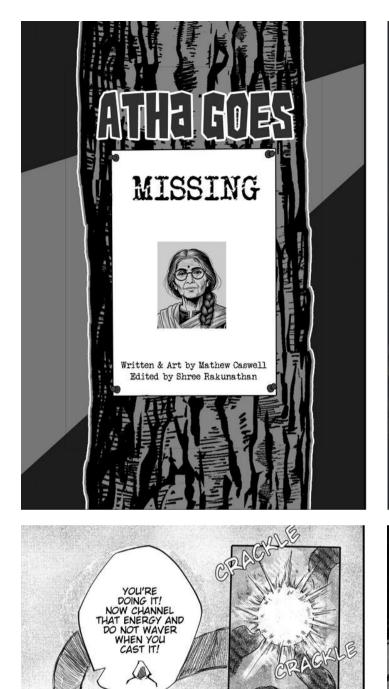
## THE STUDIO ANTHOLOGY SERIES





Started in 2022, the ComXnaut Anthology series serve to provide a yearly platform for aspiring artists to present their stories and art to our local and overseas audiences!





+ MAD













## MALLENA: BORN

In collaboration with Master artist Toni Masdiono, our studio's published work follows the fictional tale of Mallena as she sets off on a spiritual journey into 1500s rural Singapore, inspired by the real Singapore legend of Radin Mas Ayu.













Mallena: Born (2022-Current)

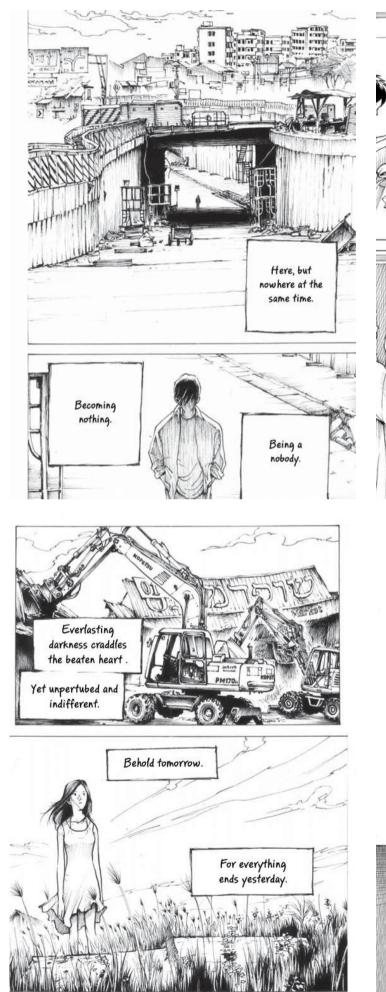
## 17+ (BOOK 1 OF 4)

"You're an adult now. That's what most people say when you reach the age of 17."

Collaborating with Master artist Jati Kharisma, our studio's published work follows the growth of a woman's maturity as she charters her path in life, making decisions and distinguishing between what is right and wrong in a world gone awry.







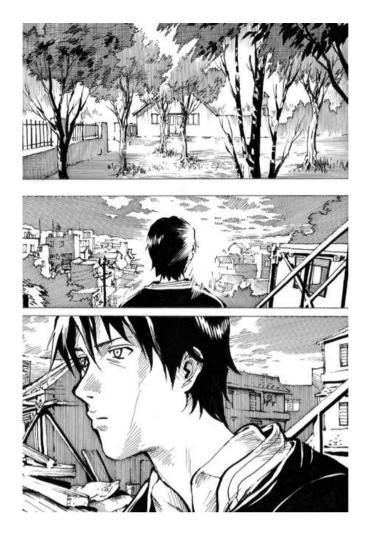




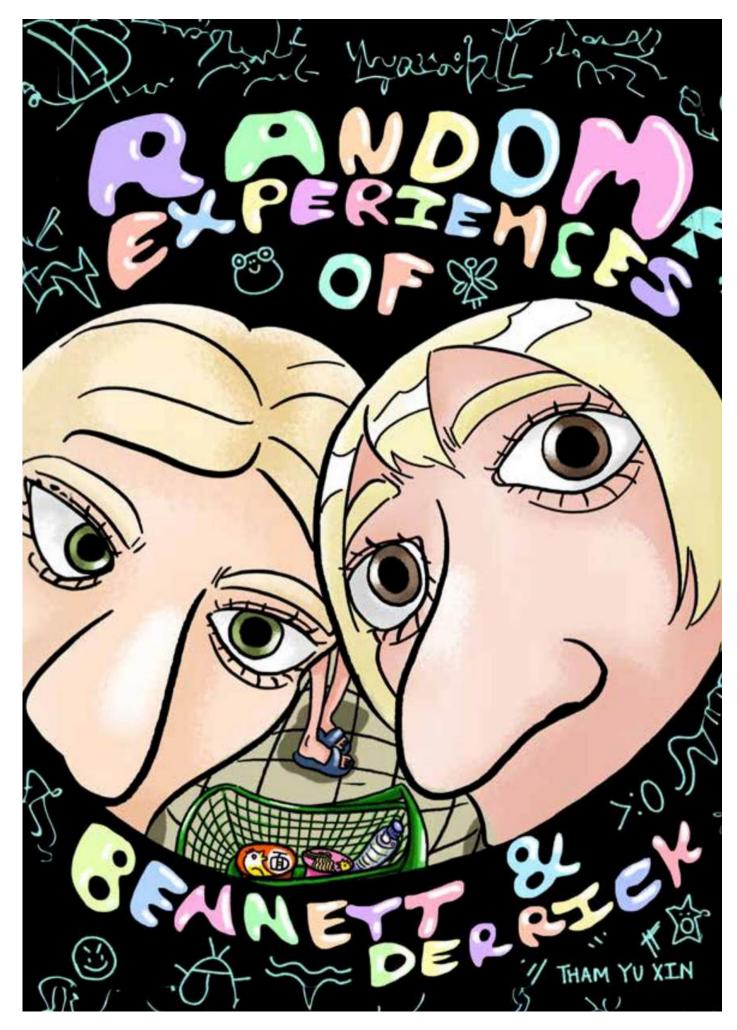


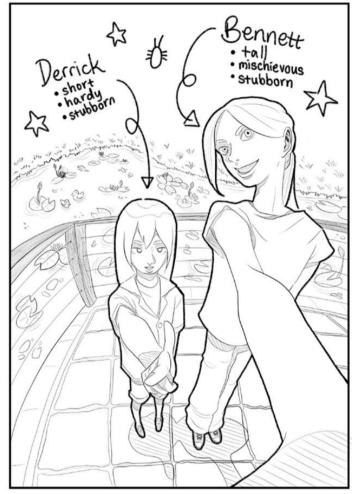




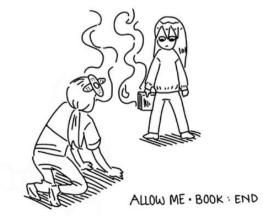


17+ (2024 - Current)

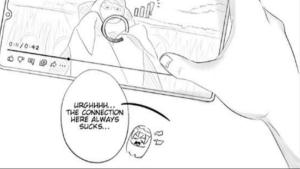




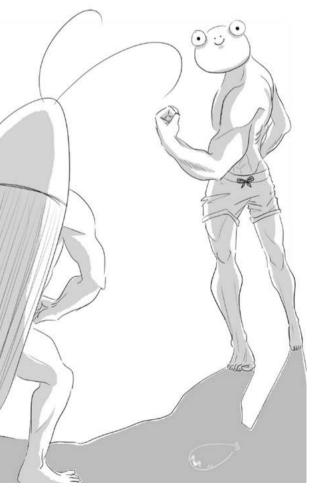












Random Experiences of Bennett & Derrick (2023)







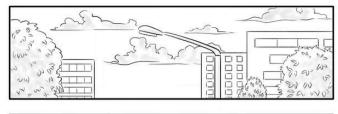








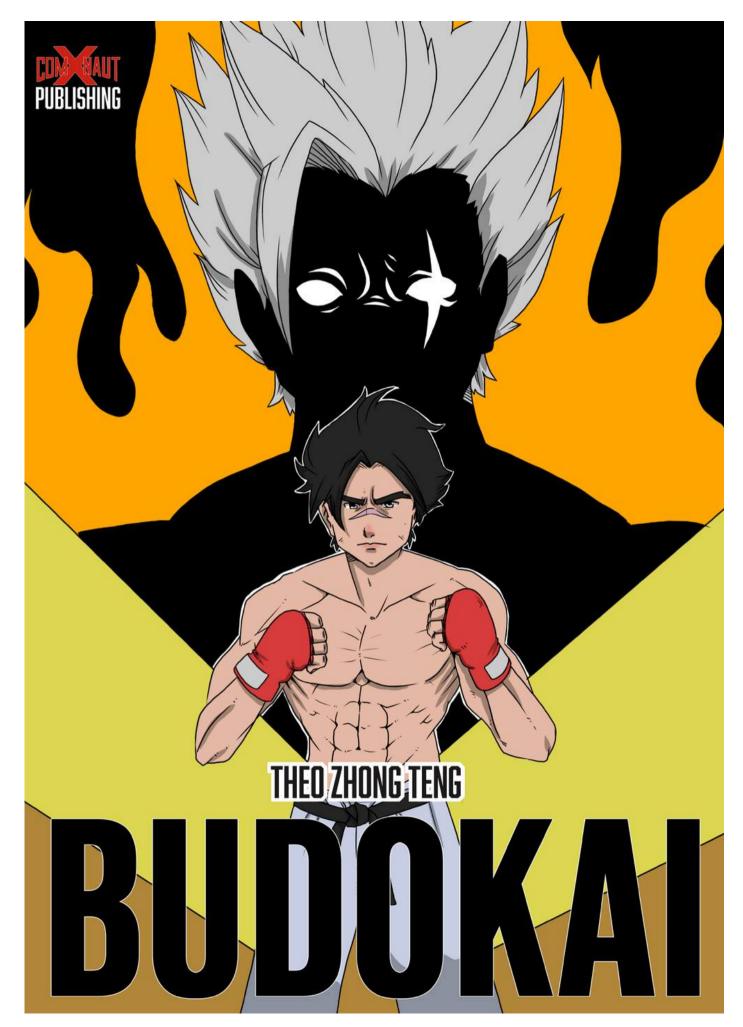








Move On (2024)















Budokai (2023 - Current)





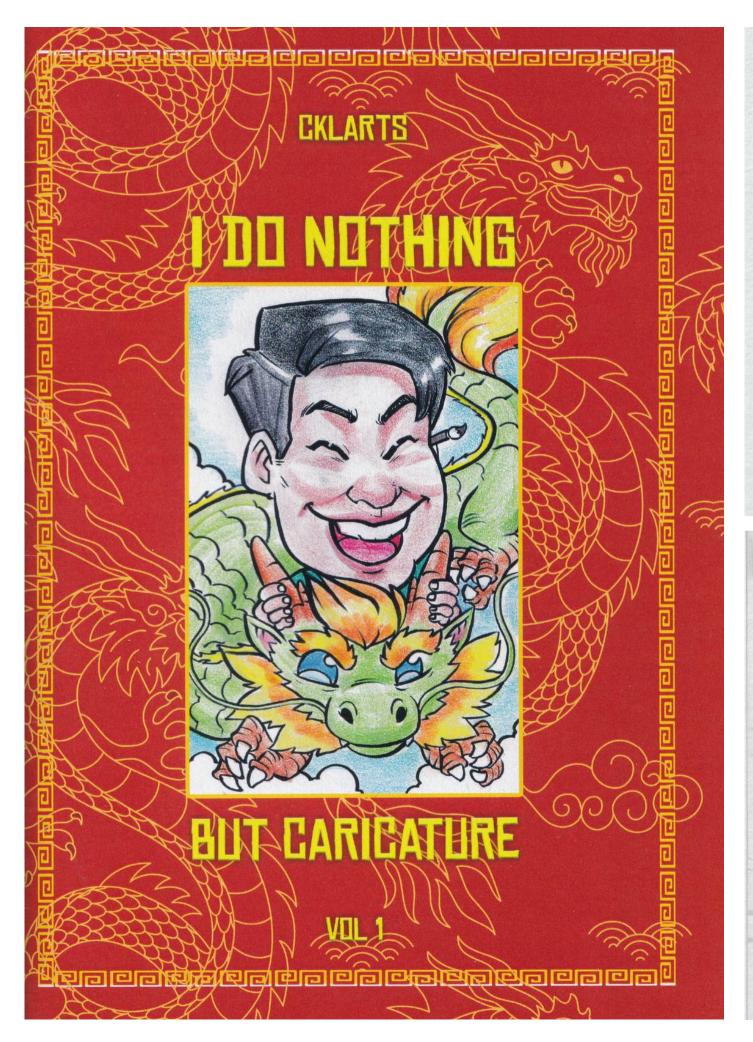
















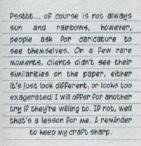
I've been a caricature artist for this past 10 years. As many other artists, it was started because i love to draw, and i want to be a comic

arbist. This comes with the usual chat, "oh, your drawing is very nice, can you draw  ${\rm Me}\vec{z}i^{\rm u}$ 

After rounds of convention, events, private party, i think I could claim the title as a professional artist. Thousands of Faces have bring me smile. This book is part of it that a could share, with a fictional twist of course!

#### SIMPLE CUTE MEMENTO TO SMILE UPON

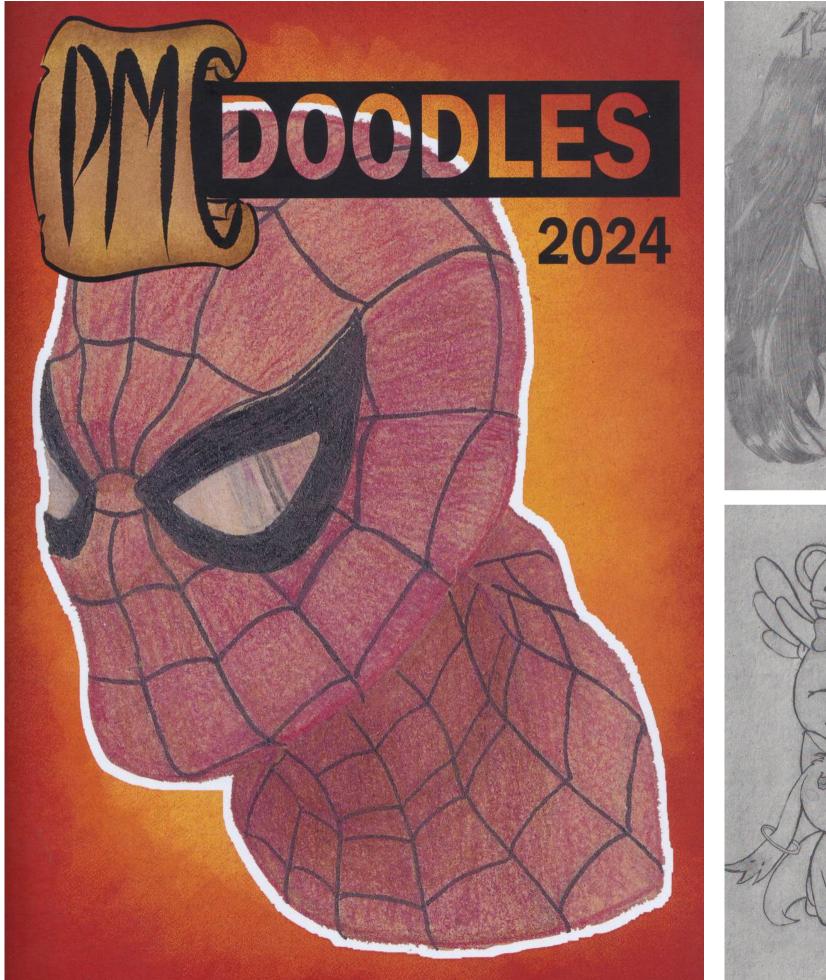
We can keep our memories so close to us nowadays, just grab the phone and take a selfie. Sometimes we print and frame it so we can have bigger glance at it back home. I choose to believe people do similar things to their caricature. But even when it's not, i can go back home smiling after each session because i know, the moment i pass the result to my clients, they are smiling, even laughing with excitements/ Isn't it a nice moment?





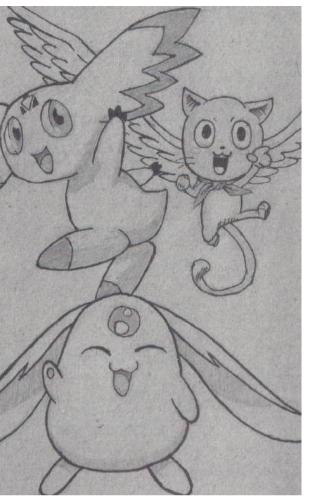


I Do Nothing But Caricature Vol. 1 (2024 - Current)













PMC Doodles Vol. 1 (2024 - Current)

### MAJOR WORKS AND ACHIEVEMENTS FROM 2022-2023

- Studio's debut involvement and art services provided for Goodman Arts Centre Open House 2022 (25th June 2022)
- Studio's debut involvement and presence at local art events/ conventions in Singapore (SGCC Prelude Event)
- Studio's debut publishing of the ComXnaut Comic Anthology and Visual Gallery Vol. 1 (2022)
- Studio's publishing debut of Mallena Born Vol. 1 (2022)
- Studio's debut involvement and presence at the Singapore Comic Con 2022 (9th 10th December 2022)

 Studio's continued involvement and presence at local art events/ conventions in Singapore (Asia Comics Expo, SGCC Prelude Event, Hype Fest 2023)

- Set up of our first overseas team in Indonesia, formation of the ComXnaut Indonesia branch
- Studio's continued involvement and art services provided for Goodman Arts Centre Open House 2023 (24th June 2023)
- Studio's debut overseas involvement and presence at Comic Furo Indonesia (6th 7th May 2023)

### **MAJOR WORKS AND ACHIEVEMENTS** FROM 2022-2023

- Studio's debut overseas involvement and presence at the Pesta Komik Con in Bandung Indonesia (3rd 4th June 2023)
- Studio's debut overseas involvement and presence at the Indonesia Comic Con 2023 (23rd 25th June 2023)

• Studio's first overseas educational workshops/ exchange programme at Junior High School, Bogor Public Library for the month of October 2023

- Studio's book publishing of the ComXnaut Comic Anthology and Visual Gallery Vol. 2 (2023)
- Studio's book publishing debut of student's work: Budokai Vol. 1 (2023)
- Studio's book publishing debut of student's work: Random Experiences of Bennett and Derrick (2023)
- Studio's debut involvement and presence at the Singapore Writers Festival 2023 (17th 26th November 2023)
- Studio's continued involvement and presence at the Singapore Comic Con 2023 (9th 10th December 2023)
- Studio's debut involvement and presence at the SuperManila Comic Con 2023 (16th 17th December 2023)

## **MAJOR WORKS AND ACHIEVEMENTS FOR 2024**

• Studio's continued involvement in the educational sector across local Primary and Secondary Schools all through 2024 (Alexandra Primary School, FuHua Secondary School, National Library Board Singapore)

- Studio's continued involvement and art services provided for Goodman Arts Centre Open House 2024 (22nd June 2024)
- Studio's debut involvement and presence at the Philippines International Comic Book Festival 2024 (16th 17th July 2024)

• Studio's continued overseas involvement and presence at the Indonesia ComicFuro Convention 2024 (9th - 10th December 2024)

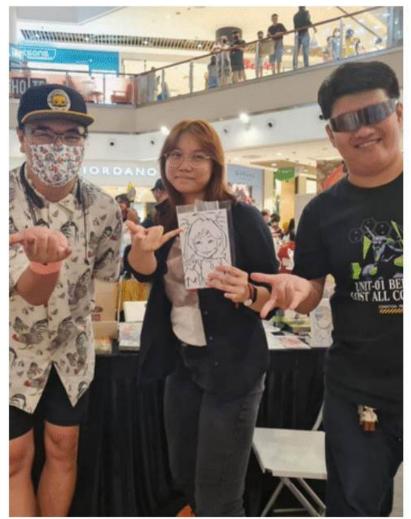
- Studio's continued overseas involvement and presence at the Indonesia Comic Con 2024 (9th 10th December 2024)
- Studio's continued involvement and presence at the Singapore Comic Con 2024 (7th 8th December 2024)
- Studio's book publishing of the ComXnaut Comic Anthology and Visual Gallery Vol. 3 (2024)
- Studio's book publishing debut of student's work: Paradise Vol. 1 (2024)
- Studio's book publishing debut of student's work: Move On (2024)
- Studio's book publishing debut of artist's work: I Do Nothing but Caricature Vol. 1 (2024)
- Studio's book publishing debut of artist's work: PMC Doodles Vol. 1 (2024)
- Studio's book publishing debut of overseas artist's work: 17 + Vol. 1 (2024)







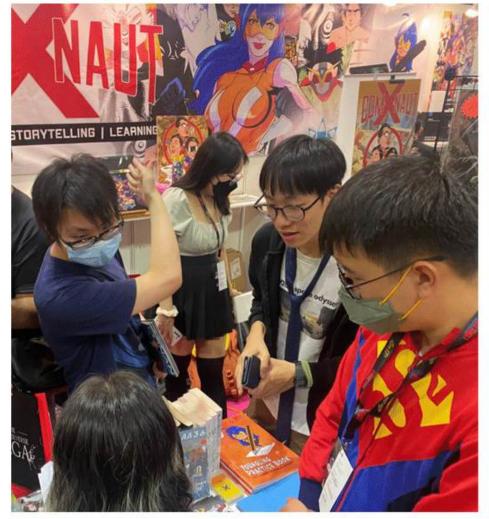






Local Communities Outreach (2023-2024)































Singapore Comic Convention (2023)



























Goodman Open House (2022-2023)







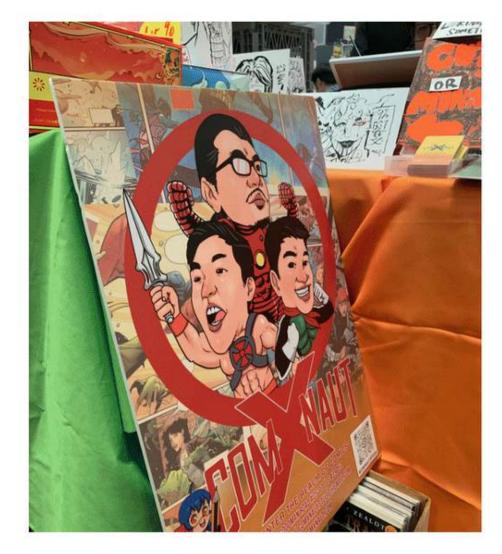








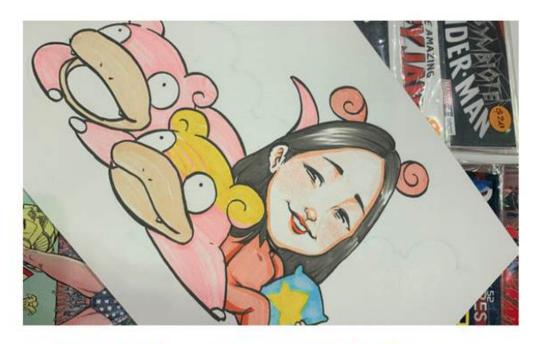
Goodman Open House (2024)















Asia Comics Expo (2024)













Collaboration with National Library Board Singapore (2024)

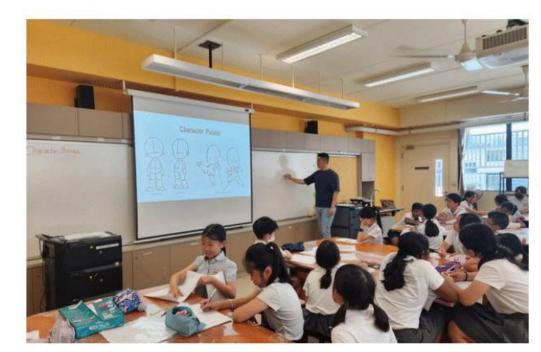




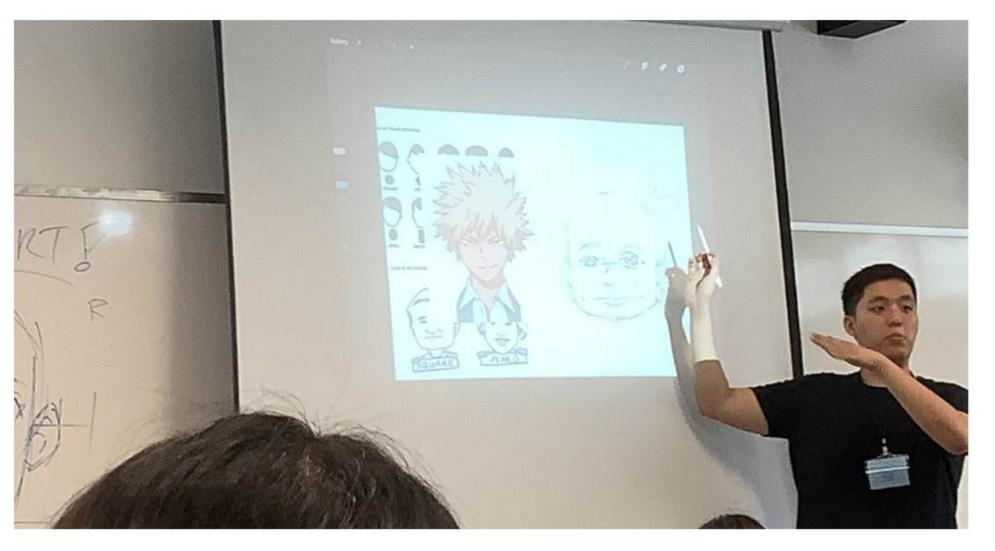








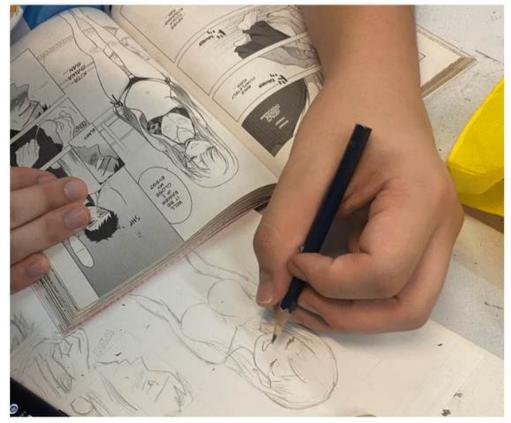
Collaboration with Local Primary Schools' Art Club CCAs (2024)











Collaboration with Local Secondary Schools' Art Club CCAs (2024)













SuperManila Comic Convention (Philippines 2023)

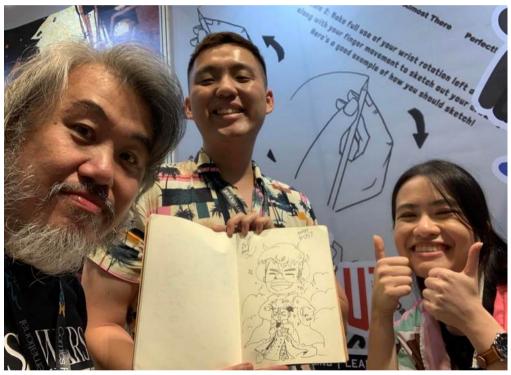














Philippines International Comic Book Festival (Philippines 2024)















ComiFuro Comic Convention and Indonesia Comic Convention (Indonesia 2024)







Indonesia Anime Convention and Pesta Komic Convention (Indonesia 2023-2024)













Yogyakarta Comic Convention and ComiFuro Comic Convention (Indonesia 2023-2024)

# Our Community







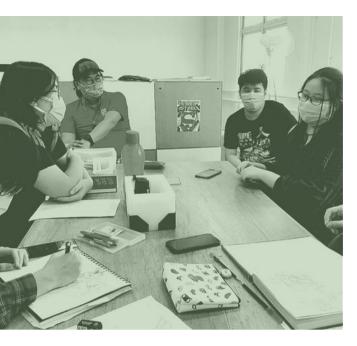














































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# THANK YOU

That's our portfolio thus far, with more to come.

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