

Professional Contexts 2

Thursday, 23 October 2025 13:31

LIV Gregory - Concept art / Visual Artist

- 2021 Grad
- Chapel arts studio
 - ↳ creative programs coordinator
- Games Jobs Live
 - ↳ freelance design research
- west pier studio
 - ↳ artist for slot games -
concepts and iteration



Talk about showing process in portfolio, focus on approach over outcome and detail it's importance

de's client - worked hospitality for
long time before living job

- creative industry
- can be in and out of work

Simply Saucer art work



First step into industry

Studying masters at Bournemouth

Unit 2018 - 21

- ↳ started digital art 2018
- ↳ understanding how you have to work

Post 21

- ↳ specialise in props and environment
- ↳ gaining technical skills - lots of trial and error

2022

- ↳ started illustration courses
- ↳ working from an live references

2023

- ↳ author mentorship
- ↳ down works guy - expensive but well to

2024

- ↳ finally produced a full background

2025

- ↳ still layouts - set also quite

Game artists

- Concept art
- matte painting
- Rigging / Rigging artist
- Animator
- character artists

- Character artist
- Environmental artist
- UI/UX artist
- Legacy artist
- Technical artist - look up!
- VFX artist

Style

↳ dress your style - find your thing
 ↳ style as a product

in games what is rejected
 ↳ not with individual

Jordan Peele

Erin Goh

Austin Smith

- South port folio

Character

↳ Anatomy and real life important

↓
 the better you know real -
 the more you can bend
 reality believably

- Limb proportions
- Poses / Expressions
- Texture details
- Describe more detailed pieces / concept it not always relevant
- No colour variations of same design

Kenney Leon Gao

- Create good looks in - shows rig
- VSE references

Sarah Morris + Ettore Sottsass

- perspectives
- iso + ortho
- Layouts - clean workflow
- different sheets / views of day - context dependent

Portfolio NEEDS to show Poses

Concept art is concept first

Props, UI

- really single job roll
- 100's of iterations of just props

McL Cummings

A Down Section

- industry hire/fire cycles
- 18 months ago - leaked bond $\Rightarrow$ might lead to
few companies
- argued set to go to slow for now
- slow work in pipeline - costly what the final projects will be.

and A sections!

Particular 2D courses?

- schoolism course
- artists have their own [values]
- and

did they have for use [values]

- use for [values] then finished with [values]
- eventually yes

curious of others - shows [values] creativity?

- look at what [values] missing - work on that
- very much - don't force yourself [values] do
what you want to do

worry a bit [values] in creativity?

- creativity can be [values] worked on
- ability to express ideas
- concept first - not make something
then [values] [values] it
- research v. important
- [values] [values] - look at [values] and

use of traditional art?

- all art is art - still useful as
process or [values] even in production
 - make it [values] [values]
-

- dealing with contact block
 - do something routine without problem a baggy
e.g. cleaning books
-

- As: use
- it's a tool - sterile - can be worse
- can be very useful - SuppGrowth