Topic 1 – Introduction to Drawing for Games

Chris Bourassa

Bourassa is the creative director and artist of Darkest Dungeon, an indie game developed by Red Hook Studios. Bourassa studied and then later on instructed at The Art Institute of Vancouver. Despite having worked on few notible games prior to Darkest Dungeon Bourassa has provided concept art, illustration, 2d assets and art direction to very high profile companies such as: EA, Microsoft and Relic Entertainment (Bourassa, 2013). The art style in Darkest Dungeon is very dark and colourless, but beautifully so. The art was heavily inspired by the work of Mike Mignola, a comic book artist and the creator of Hellboy. Bourassa did an amazing job using Mingola’s work as a jumping off point to create a truly unique looking aesthetic that heavily reinforces the themes of the game. The world and visuals of Dark Souls was also a huge inspiration for Darkest Dungeon (Wentz, 2013). The aesthetics may not seem similar at first glance, but the dark, hopeless atmosphere created by the combination of art and gameplay undoubtedly rivals that of the Souls games.

# Bibliography

Bourassa, C. (2013, May). *Chris Bourassa: LinkedIn*. Retrieved February 21, 2017, from LinkedIn: https://ca.linkedin.com/in/chris-bourassa-2a422126

Wentz, D. (2013, December 12). *Darkest Dungeon Q&A*. Retrieved from Ultimate Games Database: http://ugdb.com/Article/Article/Darkest%20Dungeon%20Q%26A