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Professor Khatibi  
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Art 74

### **Artist Statement**

When I applied for SJSU for Digital Media Art and enrolled in Art 74 my definition of what digital media art was different from what it is now. Before I believed it was more of what you see in games and apps; 3D modeling, texturing, user interface design, and coding for websites and other applications. It has changed a bit now. To me the program feels more fine arts-y, like you will get a push in a certain direction through the projects and class subjects that are explored but are highly encouraged to follow through on your own time if you want to become more versed in an area. Digital media art at SJSU is the fine arts of the computer world. At least from my experience so far that's what I believe it feels like.

I originally applied to the DMA program here because I wanted to pursue 3d modeling for game art. I wasn't exactly sure on what exactly but I did narrow it down to environment or prop modeling, but I did want to do character modeling before. I am honestly not sure why I did not apply for animation/illustration instead. Maybe it was partly due to poor research on my end and thinking that I could not get into the program with my gpa and SAT scores. I honestly do not remember which, but everything worked out in the end. I've chosen to no longer pursue DMA and 3d modeling and I have focused my efforts into graphic design instead.

I originally became more interested in graphic design during the middle of the semester when I started to make my own fake album covers for fun. The ones that I made were really simple, nothing more than light color editing and typography slapped on top of an image I found online or took myself. I found this to be really enjoyable, along with the website building that I did for this class and before on my own. I enjoy combining information and images to get an idea of mine across, even if that idea is very simple itself. These experiences only fueled my interest I already had in graphic design before, I was originally planning to stay in the DMA program and teach minor in or teach myself graphic design. Looking a bit more into graphic design, I want to go more into packaging design, web design, user interface, or marketing/advertising.

## Artists Who Have Influenced My Identity as an Artist

### Michael Vicenete

ArtStation: <https://www.artstation.com/orb>

Interview: <https://www.youtube.com/watch?v=dY-Ts69F4Xo>

He currently is working as a 3d environment artists for Blizzard (on their Heroes of the Storm Team) who has worked under some of their other IP's. He does do character work sometimes, but his official title is for 3d environment work.

I originally heard about him when he was doing a 3d sculpting demo at BlizzCon a couple of years ago. It was of a DeathWing bust (from Warcraft). In the interview I linked above, Michael gives a ton of great advice for artists just starting out and talks a lot about how he got to where he is now at Blizzard. Hearing his “origin story” got me thinking that I could pursue 3d sculpting even coming from no formal training in 3d modeling.



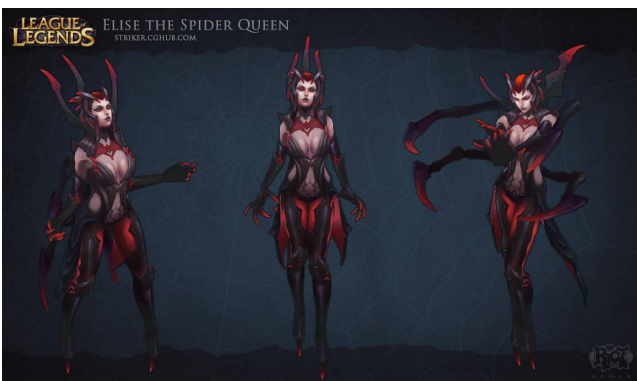
### Cody Bunt

DeviantArt: <https://www.deviantart.com/ssstrikerr/gallery/>

ArtStation: <https://www.artstation.com/striker>

He is currently working freelance (?) and working on his own game “Blubber Busters.” Most of the work that he does, if not all of it, is mostly concentrated on character modeling and design. He worked at Riot games until recently, but he has done many skins/character designs for them in the past. League of Legends is one of the games that Riot produces, and it had a large hand in me wanting to pursue 3d modeling under Digital Media Art at SJSU. League of Legends is actually my largest and first influence that I had to in wanting to pursue game art, which evolved into 3d modeling.

I found him by looking up the artist for some of my favorite character designs/models in the game Elise and Quinn. (shown in order)



## Renaud Galand

ArtStation: <https://www.artstation.com/renaudgaland>

He currently works at Blizzard as the Lead Character Artist on Overwatch. The art of Overwatch is one of the many games that made me want to go into the field of character and environment art. Both the stylization and expression of the characters is what interests me so much with the characters from this universe, along with its story and lore. Much of the art that Blizzard produces (both for its games and cinematic shorts) are a part of what got me interested in 3d modeling and games.

Some of my favorite character models include: Mei, Junkrat and RoadHog. (shown in order below)



ROADHOG HIGHPOLY

CHARACTER ARTIST: RENAUD GALAND

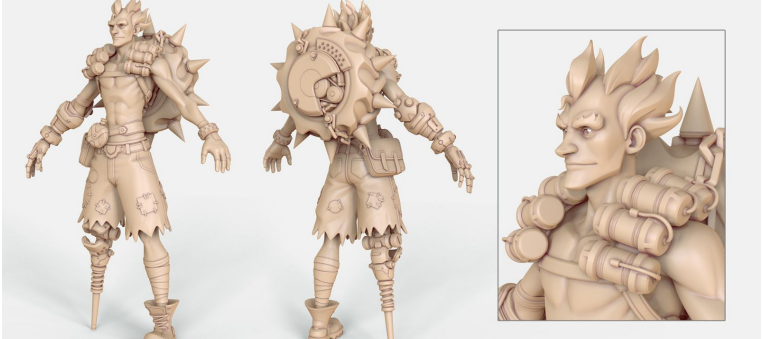


OVERWATCH

BLIZZARD

JUNKRAT HIGHPOLY

CHARACTER ARTIST: RENAUD GALAND



OVERWATCH

BLIZZARD

## Research Statement

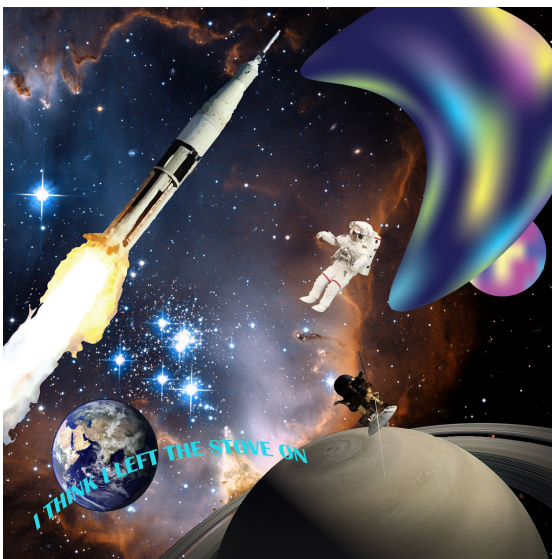
This class has taught me a bit about using different programs: Photoshop, Illustrator, Premier, Atom, Github Desktop, Processing, and a few more. I found it very useful that we also got to use programs/web editors that I have not seen before, like P5.js, Photomosh and even P3.js Playground. I found the web editors especially enjoyable. I found it really useful to have multiple resources for learning; like Youtube, the Processing website, the P5.js website and even Github. I really learned to look for valuable resources for learning something like coding, because there are many out there that are often very easy to follow and understand.



If I ever run into any technical problems, especially with code, I look towards different websites like w3schools or the Processing website. Usually I'll find more trouble with code rather than any technical problems with Premier or Photoshop for anything that I did not learn in class or know before.

Usually I start out every project with a “frame work” in mind. What I want my project to look like in the end. When I was writing and laying out my website, I first thought of all the information I needed to include on it and how I could best present it with my current skill set. I then think of what would be visually best for presenting my information, be it images, a video or text on a project. For all of my project pages I went with a simple layout.

When I am coming up with a subject matter for a project, I usually look to whatever I am currently being inspired by at the time. So for example, with the collage project I was interested in space exploration and the different valuable technologies that can be developed for both space and Earth. I took some elements that we had done from a small assignment and transfer them over to a new file and



expanded upon some of the ideas that I had already given myself. I thought of the space man and the quote that I had put onto the small assignment and decided to build a outer space scene around them. With my website, I went with a purple analogous color palate because it was my favorite color at the time and found it to be a nice neutral color to use that would allow my artwork to stand out over the background color.

Some of my other conceptual inspiration can also come from any music that I'm listening to at the time. It usually does not have any real direct influence, but can help me at times when I am in the creative groove or and trying to come up with theoretical/conceptual aspects that I have not come up with. Music can also help me be a bit less frustrated with any roadblocks that I may come across, like a webpage that I am coding not working correctly. Usually I just take a bit and listen to some Christmas music or something else to get over the frustration.

Overall, I usually do not put any special messages into my artwork. Usually what I like to make is easy to understand and to be taken at face value. I feel like when I go this route I find that it is easier to work to my "theme" and keep my work looking nice. If I try to put extra meaning into my work that needs analysis to be seen I feel like my creativity is stunted and my work usually does not come out how I like it.