

Deana Desilva

Professor Leily

Art 74 Sec 05

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### Extra Credit Assignment

My name is Deana Desilva and I am currently a sophomore attending San Jose State University. I am an Asian American, 19 years old and am of Filipino heritage. I am majoring in Digital Media Art and wish to venture into the world of game design as a full time career. At this point in my art career I'm still learning many dynamics of traditional and digital, as well as developing many useless skills for coding and 3d design. As my art develops, I'm also trying to gain an audience for my art of different platforms of social media. My target audience are mainly towards the anime and gaming communities. I feel like as an artist, I don't have any set goals or visions that I would like to communicate through my art. Although I am looking to improve in my art, I am somewhat content with the abilities I already possess. Some examples of projects that I did that represent or contains medias of video games in them are from Art 74, my HypermediART project and 3D MeshMash project. My HypermediART project was based heavily off of the video game Dark Souls. As the clips for the video were taken directly from the game. For that project I played directly on my own account and my boyfriend had helped me in creating and recording the scenes. This is significant because Dark Souls is just a beautiful game. Overall i wanted to really capture the background and the environment of the game itself. This is similar with my 3D Mesh Mash project. My 3D Mesh Mash project was heavily based off of the game Maplestory. This is significant because Maplestory is also another video game whose environment and settings I really enjoy. Video games like this give me some aspect of what part of game design I would like to go in.

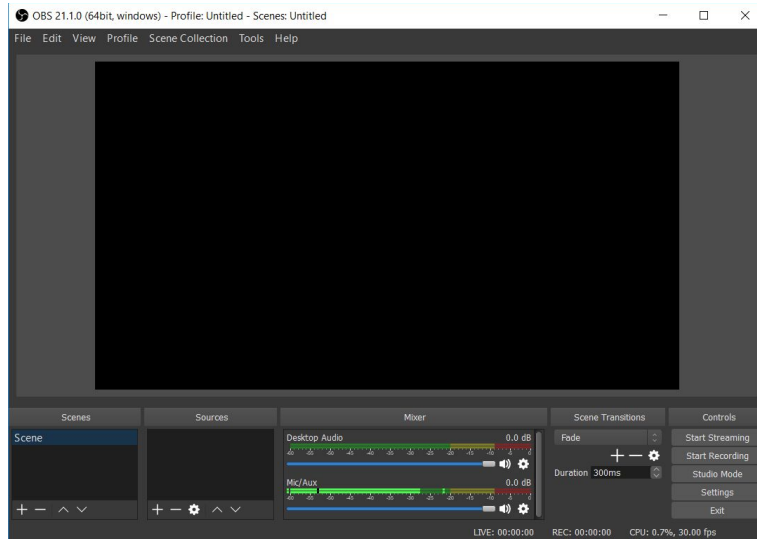
My twitter following consists pretty much of digital and traditional artists. There are quite many as well who work within the game design industry. One of my favorite artists that heavily influence my own art is @sakimi.chan on Instagram. Sakimi Chan is a Canadian digital artist



who focuses mostly on anime and video game characters. I appreciate her work a lot as she tries to incorporate as much realism as possible. As well as @jubycg on Instagram, who is an aspiring cg artist that I get a lot of reference from when creating 3D models. Lastly another artist who has influenced me is @kuvshinov\_ilya on Instagram, who is a Russian Illustrator based in Tokyo, who has done character and visual design for the anime Birthday Wonderland.

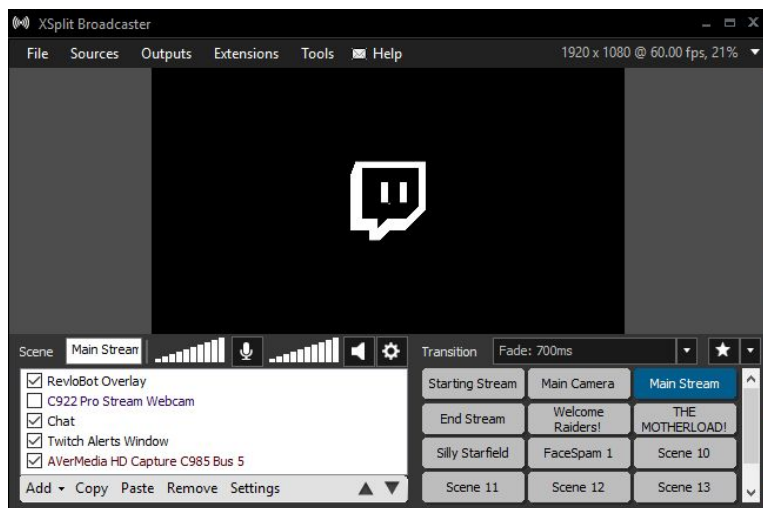


For recording my HypermediART project for example, i used softwares such as OBS and adobe premiere to record and edit my clips. I'm very well versed in recording and streaming softwares such as OBS and X Split as I use these for recording and streaming on Twitch. So



because of my experience with these streaming programs, it was very easy to create my Dark Souls HypermediART project. For the whole project though I did in fact only stick with OBS as my main recording system as it was open already at the time of recording.

However X Split is just as easy to



use for recording videos and streams as well.