

Tina Truong

Tyler Stannard

ART74 T/Th 9:00AM-11:50AM

3, February 2020

The first artist that comes to mind when I think of New Media art is Edouard Caplain. He is the lead artist at DONTNOD who worked on Life is Strange 1 and 2. Life is Strange is a multiplatform episodic decision-based graphic adventure video game that follows the story of Max Caulfield who discovers she has the power to rewind time to save her childhood best friend. I thought of Caplain first because his work on Life is Strange inspired me to create art similar to his kind of style whether it is a landscape or character design. His concept art for Life is Strange is beautiful because from a distance and at first glance it looks realistic in the sense of color and design but if you look closer you realize it is missing the small details that would make it look like a photograph but yet it still comes off realistic. Growing up with an artistic father, by hobby, who creates realistic artwork with a pencil pushed me as an artist to adopt that style. But over the years of trying to develop that sort of artistic ability it has really put a strain on how I view what I create. I used to think, "If it is not realistic looking, it is not good enough". But when I came across Caplain's concept art I was enthralled at how loose it felt but still came across as organized and realistic. He as an artist has really pushed me to step out of my comfort zone to be able to loosen up and enjoy creating art.

Another artist who I believe represents New Media art is Brandon Martynowicz. He is the lead artist who worked with Giant Sparrow to create What Remains of Edith Finch. What Remains of Edith Finch is a first person, narrative-exploration video game where you interact with your surroundings to follow the story to find out what happened to the Finches. For a small

team like Giant Sparrow to take on such a big project is mind blowing. What remains of Edith Finch graphically and story-telling wise is incredibly beautiful. You have 20+ rooms all different and unique and 10 different story arcs all enveloped within the house of the Finches.

Martynowicz's style of art is almost photo realistic and his attention to detail is phenomenal. All the rooms within the game each have their own style depending on which character had that room. He fully encapsulated the personality of each character and visually represented them by how he creatively designed each room. Growing up as an artist I have always loved video games for their character and environmental design. I still have yet taken that leap to create my own character and environment design but seeing how much work Martynowicz and his team did to create one of the most beautiful games has inspired me to be comfortable with starting my creative journey.

And last but not least, I think the art production team behind Studio Ghibli did a phenomenal job animating Graveyard of the Fireflies. Graveyard of the Fireflies is an animated movie following the story of the recently orphaned siblings trying to survive the last few months of WWII in Japan. Along with the heart wrenching story and wholesome character development, the animation gives off a realistic children's book style of art with the colors and etched details in outlining. With all three of these examples, you can recognize that character and environmental design are what I tend to focus more on. I think these three examples alone describe exactly what kind of art I would like to create and work on as a future career. New Media art has a lot of variety and room to expand and create with how fast technology is always advancing. It's exciting to see the development throughout my life and see what is in store in the future and hopefully I can contribute to it one day.

Edouard Caplain:

edouardcaplain.artstation.com/projects/9e8aPR

Brandon Martynowicz:

www.artstation.com/bmart/albums/60104

Studio Ghibli:

