



GAME ART



CONTENTS

02

Christian
Amendola

04

Megan
Britnell

06

Billy
Carthew

08

Meg
Castleton

10

Joe
Harrison

12

William
Hatch

14

Dani
Haynes

16

Elliot
Hudson

18

Mari Bergskås
Lona

20

Tiina
Manninen

22

Andra Maria
Moisescu

24

Heather
Savage

26

William
Stewart

28

Kieran William
Timms

CHRISTIAN AMENDOLA

I aspire to become a 3D environment artist. I'm passion driven and determined when it comes to creating art that helps tell a cohesive story for people to enjoy and be entertained.

Since coming to university and studying game art, it has led me to the path of becoming an environment artist for video games. What better way to create landscapes and artefacts for players to interact and immerse themselves with, than the environment that you helped to create.

Being able to create stylised game assets in my portfolio project has to be one of my biggest accomplishments throughout my time at university. It has taught me to experiment with different methods of modelling and using industry standard software, all in preparation for my future career.

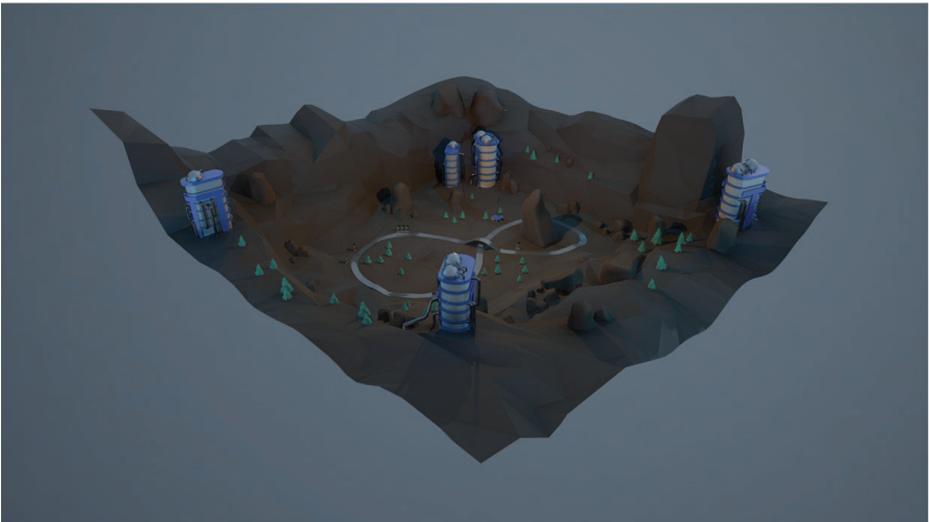
University has also given me the courage to start posting my 3D work and contacting other artists for feedback and advice. With all that the university has taught me, becoming a highly competent environment artist will turn my dream into a career.



AMEC2_16@UNI.WORC.AC.UK
chris_mendo.artstation.com



**“All our dreams can come true,
if we have the courage to
pursue them.”
– Walt Disney –**



MEGAN BRITNELL

My experience at university has opened my eyes to all the possibilities there are for having a promising career in the gaming industry, and has helped me find new passion for different ways to create art.

Being a part of the Game Art course has given me the opportunity to try every aspect of art behind the making of games. The chance to try out different software and techniques has helped me figure out my skills and what I enjoy creating, so I found my love for digitally painting concept artwork for environments, and 3D modelling clothing.

My style is influenced by Fine Art, I enjoy creating work that is made up of soft blended colours, different art techniques and designing places that are surreal and for the imagination. Being able to happily work in Photoshop and produce artwork is my biggest accomplishment of university, as I had never painted digitally until I started the course and struggled considerably at the start. Now my aim is to become a concept artist in the gaming industry and be a part of future games.

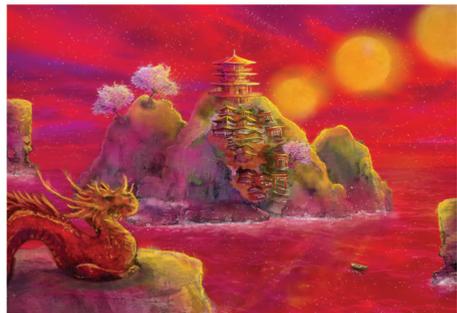


BRIM1_16@UNI.WORC.AC.UK

artstation.com/meganbritnell



“If at first you don’t succeed, try and try again”



BILLY CARTHEW

I have had a great experience with the university of Worcester and my game art course. I have had the chance to learn and create a lot of useful pieces of work that I can use in my future career thanks to this course.

My art methods are very stylised. I enjoy using this method as it allows for more unique and interesting artwork and I feel it helps my work stand out. I have chosen to specialise in character art. The reason for this is because I enjoy creating fun and interesting characters that could be used within a game. It's for this reason I have focused my skills and time on learning more and improving my work to better illustrate this. I have created a character for my final project, and I feel this shows my abilities and interests in this field and it is because of this course I have been able to achieve this.

My greatest accomplishment in this course has to be learning all of the software that goes into creating games such as Zbrush. This has allowed me to create fun and interesting projects and I hope to be able to use more of them in future.





**“Waka Waka Waka Waka Waka”
– Pac-man –**



MEG CASTLETON

My university experience has been like nothing else I have ever experienced. They say high school years are the best of your life, but if you have the chance to go to university, those have been the best years of my life by a long shot! I have had the chance to meet so many talented people, peers and tutors alike, and feel so fortunate to have been able to do so!

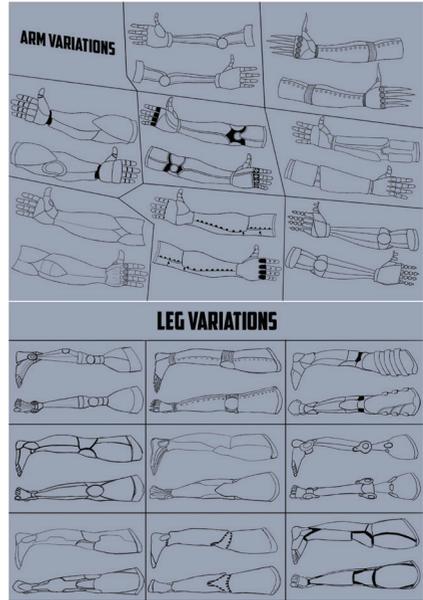
For me, going to university has given me confidence to put more work out for the world to see, and increased my drive to achieve things which seemed like far off dreams when I began.

I specialise in creating concept art, using a stylised look for my work. I feel it adds more possibilities and excitement to the work and I enjoy it more over realism.

It's hard to pick the biggest accomplishment, but I think one of the most beneficial things I have taken away from this experience is the fact that I have been able to learn 3D software to broaden my horizons when it comes to concepting.

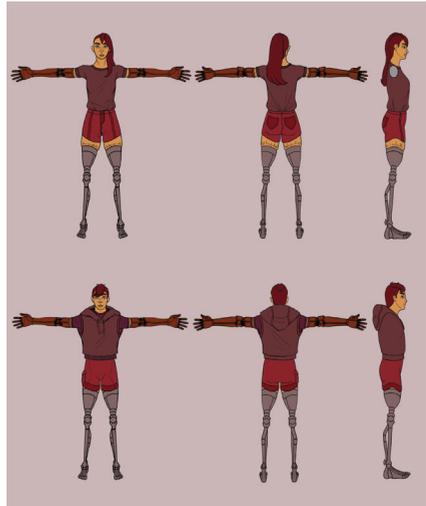


CASM1_16@UNI.WORC.AC.UK
meggsy.artstation.com



“Time passes, people move... Like a river’s flow, it never ends. A childish mind will turn to noble ambition. The clear water’s surface reflects growth.”

– Sheik, Ocarina of Time 1998 –



JOE HARRISON

During my time at the University of Worcester on the Game Art Course I have learnt to hone my previous 3D and 2D Digital art skills, to create professional work, with industry standard methods and software.

My specialism within the Games field is 'Level Artist'. This is a role that involves the creation of environment assets through modelling & sculpting, as well as, assembling the environment in a games engine to achieve a visually pleasing world for the player to immerse themselves in. I have also dabbled with elements of Technical Art, such as VFX, Animation, scripting and shader/material creation.

My greatest accomplishment from university is the latest playable environment I have created, 'Nomad Crater'. For this I was able to demonstrate my full range of skills in a final product package, where the player can explore a gritty, cluttered city environment through a third person RPG player perspective.

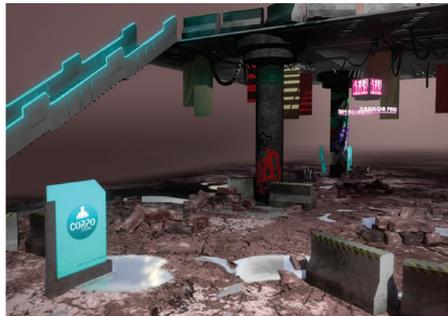
My time at University has given me the core components and tools to push my skills to possibly one day achieve my life long goal to work within the Games industry, creating worlds that people are immersed in and feel a part of.



HARJ3_16@WORC.UNI.AC.UK
artstation.com/joeharrison



“One does not simply use Maya Autodesk”
– Sean Bean –



WILLIAM HATCH

University has given me the opportunity to develop my passion for creativity and has focused the direction I wish to pursue for a career. Throughout the course, I have been exploring the diverse areas in Game Art that have led me to specialize in Character Design. I consider my artwork leaning towards photorealism. Achieving a design that could be seen in nature appeals to me most and allows me to explore areas of game design which may not have been developed previously. My main ambition is to one day work as a lead character artist.

During my time here, I have also discovered the world of 3D sculpting that has changed my creative game skills, opening up new opportunities for me to explore. Learning Zbrush and Substance Painter has challenged me to create better portfolio work whilst remaining close to the fundamentals of the art itself. I found myself often challenged by the social aspects of this professional medium. My confidence to share ideas and interact with colleagues and professionals alike has also improved my networking skills. I feel far more confident in pursuing this field now, and that's why it has been my best accomplishment.



HATW1_16@UNI.WORC.AC.UK



**“Learn the rules like a pro, so you can break them like an artist”
– Picasso –**



DANI HAYNES

My time at university has been a great adventure. It has been very challenging, while equally rewarding. I have learnt a broad range of skills that allow me to pursue my passion in Game Art. Seeing my project come to life after all of the hard work and persistence is truly rewarding.

Art and gaming have always been a deep passion of mine. This course has taught me how I can bring my two passions together, to create high quality concepts and 3D models, with a variety of industry standard software such as: Photoshop, Maya, Zbrush and the Unity game engine, as well as the development pipelines used within the game industry.

My style is a mix of stylised and realistic, I have experimented with both art styles over the last three years. I love creating stylised art pieces due to the creative freedom it allows. However, I also do enjoy replicating reality in a creative way with a realistic style.

After these three years of University, and experimenting in a broad range of specialities within the Game Art genre, I have concluded that my main passion lies within 3D environments. As I love creating the world in which a characters story takes place, whilst amplifying and embellishing the story through the environment.



HAYD2_16@UNI.WORC.AC.UK
artstation.com/danihaynes



**“We don’t make mistakes, just happy little accidents”
– Bob Ross –**



ELLIOT HUDSON

What a trilogy of years university has been. Bountiful with laughter, tears, friendships, craft ales, late nights, early mornings, lessons learnt, and memories made. I can honestly say that I wouldn't have had it any other way. The lecturers have been marvellous, encouraging me to develop skills in all aspects of Game Art.

I've developed a fond interest in character design. Practicing with a variety of mediums, from your classic sketchbook doodles to the more complex clay sculpting and digital modelling, I love experimenting with styles to make each creation more interesting to both myself and my audience. The quote from Oscar Wilde is quite true to how I feel about my work now, as I suspect that my imagination shall adapt and change as I gain new perspectives and interests.



HUDE1_16@UNI.WORC.AC.UK
artstation.com/elliott_hudson



**“Anyone who lives within their means suffers from a lack of imagination”
– Oscar Wilde –**



MARI BERGSKÅS LONA

My experience at the University of Worcester has been a good one. I followed the things I enjoy, being creative, instead of finding a "stable" course that would give me no joy. Both students and staff at Game Art are friendly and helpful. You have a lot of freedom to pursue the path you wish to take and there is help along the way to ensure you get there.

The field I enjoy most is character designing and 3D sculpting. Two very specialised fields I feel comfortable with while I'm working towards gaining more experience in other fields. My style is still changing and developing, but I like to work with a stylized style and feel most confident using a graphics tablet or a portable tablet.

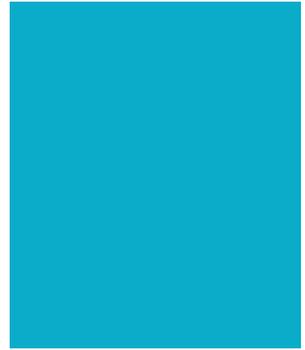
If I had to pick one thing I'm most happy about during my time at Worcester, I'd say my first 3D sculpt in ZBrush as it turned out better than expected and felt very accomplished once I was done with the assignment.

Being an international student, made the experience at a university even more special and I get to say I studied in a foreign country and that is an experience I will remember and cherish forever.



LONM2_16@UNI.WORC.AC.UK

[instagram.com/lonabecrafting](https://www.instagram.com/lonabecrafting)



TIINA MANNINEN

University for me was a pleasant experience and helped me push beyond my comfort zone in more ways than one! It meant leaving the confines to study in my home country, England. I do not regret my decision one bit. I met wonderful people through university, friends, peers and tutors that have been there with me through the whole journey, both the good and challenging.

My work focuses on stylized concept art, but I also enjoy 3D character and prop art. I also occasionally dabble in animation! My dream job is a character concept artist, be it 2D or 3D, but any creative job that challenges me to learn new things suffices! I'm a problem solver at heart, so this is what excites me and keeps me going.

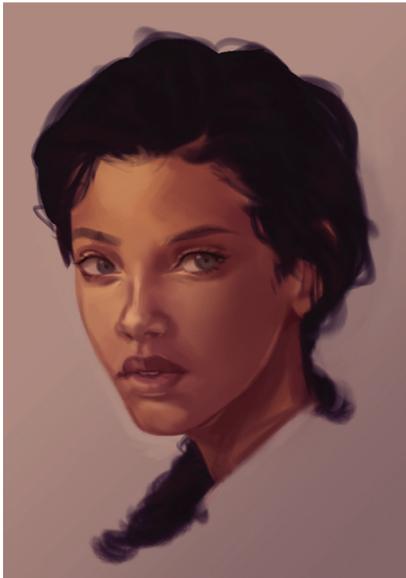
I love that I don't fear the unknown, but approach it with curiosity and interest in what's to come. Whatever the future has in store for me, I hope to make the most of it and seize the opportunity while I still can!



MANT1_16@UNI.WORC.AC.UK
artstation.com/qunaris
tjmanninen.wixsite.com/work



**“There is always a catch.
Life is a catch! I suggest
you catch it while you
can.”
– Flemeth from
Dragon Age II –**



ANDRA MARIA MOISESCU

Since coming to university, I've learnt more than I imagined I could in such a short amount of time. My experience here was very positive. While studying here, I've learnt a great deal about working in teams, developing a 3D model from a 2D image, conceptualizing my own ideas iteratively, managing time and working on industry standard software.

I've tackled each of my assignments with vehemence and an eye for perfection which is also the way I received an academic scholarship in my second year of University.

The style that I've always preferred is a realistic one because it enables me to create art that seems almost from this world except for the fact that it is probably a dragon.

2D art has always been an interest of mine I've been creating concepts and illustrations of characters, creatures and environments for almost a decade. I like to add vibrant colours and make them stand out in some way.

What surprised me the most was how I ended up enjoying 3D art. In my second year, I had the opportunity of trying Zbrush, a 3D sculpting software, for the first time. I created a creature from scratch and from then on, I knew I wanted to be a 3D character artist and specialise in this.





**“Art is never finished,
only abandoned.”
– Leonardo Da Vinci –**



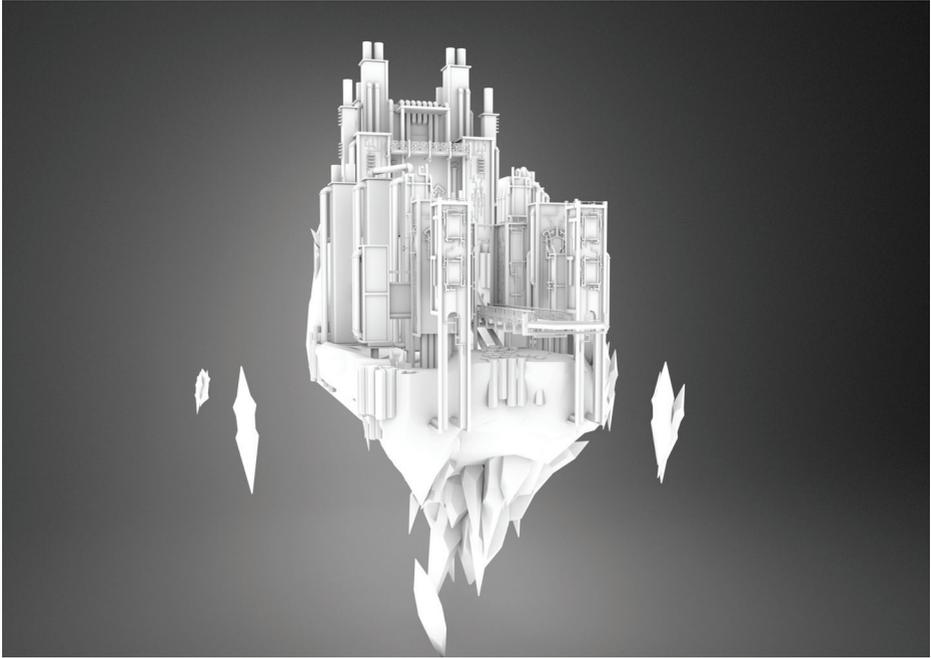
HEATHER SAVAGE

Throughout my time at University, I have found that my wants and goals have changed since the day I started. With the opportunities awarded to me, I have been able to learn a variety of mediums that have pushed me to the realm of 3D modelling, and the want to create immersive environments from the ground up. Through the various modules I have improved my skills and can create things that I never thought possible, and have developed a key skillset in 3D Modelling, Digital Sculpting and Physically Based Rendered Materials, to name a few! I believe these will aid me in my goals to become an Environment Artist in the future.

I have enjoyed the creative journey that I have been on, as it has been eye-opening and introduced me to a world of Game Art Design, that I believed was far beyond my reach. I now feel more confident in my artistic abilities and have a more in-depth knowledge of how to become a part of the Games Industry.



SAVH1_16@UNI.WORC.AC.UK
savageartistry.artstation.com



**“Art is the only way to run away without leaving home”
– Twyla Tharp –**



WILLIAM STEWART

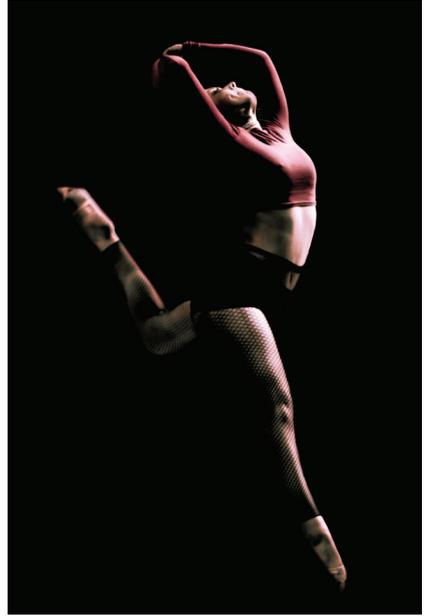
University has been a unique experience for me; my fellow students whom I spent the last 3 years along side and the lecturers who guided me through the journey of self-discovery that has been my higher education, have helped me explore my true passions in life.

Knowledge, Experience, Practice – all pale in comparison to the independence that a good University experience can give you, of which the University of Worcester has provided me.

Throughout my time here I have tried many creative avenues and thankfully, with the help and guidance of others and the opportunities and facilities provided to me I have been able to experiment wildly with all the possibilities open to me as a creative person, and although I may not continue my path down the route of Game Art in the future I will never forget the lessons I have been taught about key skills required in any creative venture.

My favourite accomplishment thus far has been my step into the direction of a freelance photographer and filmmaker, thanks to the confidence instilled within me, I have managed to create my own success which I can only hope grows as the time goes by.





**“When you can do a common thing in an uncommon way, you will command the attention of the world.”
– George Washington Carver –**



KIERAN WILLIAM TIMMS

My University experience has been a blast. I have learnt a lot in my time here and made good friends in the process. The lecturers have been accommodating and their lectures have been the most enjoyable bit of learning in my life. As for my style, this course has shown me that what I really want to do is to create concept artwork for characters and other creatures. The best skill I have developed is my ability to create character concepts and the stories around them. As well as that, I have also found that I like the modelling, especially Zbrush. From this course, I have also found I really enjoy doing my work on a digital medium as opposed to what I did previously where I hand drew everything on paper.

Now that I have developed my abilities with digital art, my work is better than ever and I have a great foundation to keep furthering my skills as I move towards my goal of being a concept artist.

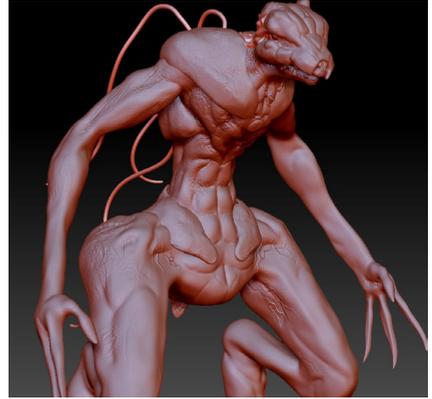
My favourite accomplishment has to be the connections I made here, amongst professionals, my lecturers and my peers.



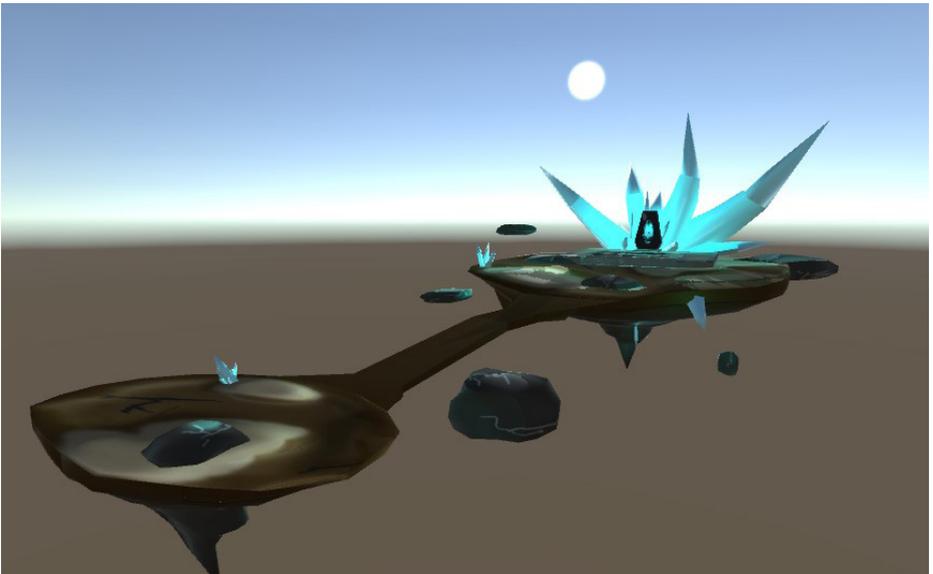
TIMK1_16@UNI.WORC.AC.UK



Completed design for
character - Nix



**"We are all here on earth to
help others; what the
others are here for
I don't know"
- W. H. Auden -**





University
of Worcester