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Concept art portfolio artstation

At this year's Game Developers Conference (GDC) 2019, artistic directors and leading artists from Epic, Firaxis, Riot, Valve and Insomniac spoke and provided real-world examples with advice on how to succeed in attracting and holding the attention of the artistic director. Panelists Claire Hummel (artistic director, valve) Gavin Goulden (main character artist, insomniac games) Greg Foertsch (Senior Art Director, independent) Alison Kelly (consultant, Alison Kelly Consulting) Wyeth Johnson (lead technical artist, Epic Games) Moby Francke (Principle Artist, Riot Games) These panelists have each seen hundreds, if not thousands of portfolios. If you haven't been able to do this, we've rounded up top tips from Killer Portfolio or Portfolio Killer to talk about sharing what your portfolio will do or break when applying to the gaming industry. 1) Taste over technology Not only work to improve technically, but also on the process of what uniquely you bring to the product. A common problem that has been raised is that beautiful illustration is not the same as a powerful concept. Show that you have an eye for style, not only do you know how to use specific software very well. 2) Where you can, reduce friction. Anything that makes it difficult for you to get a job is a bad idea. A good portfolio reduces friction. Any decision you make that adds clicks or downloads, you create friction. - Gavin Goulden Usually, portfolio reviews only take a few minutes. Be sure to keep your work at the forefront and try to complicate your portfolio too much by navigating. Keep your presentation simple and clean and make it easy for employers to find your information. Artwork by Melan Barba - 1st place for category Game Character Art Feudal Japan Challenge 3) Presentation matters. Go the extra mile to make sure that you are showing your artwork and images in the best possible way. Things like adding a base for your character, attempting different lighting styles or trying out some unique angles that show off details can go a long way in setting your work apart. 4) Show context. When you make that first impression, you don't want to explain it. For something like a substance ball or 3D asset, it shows that the environment will help the reviewer better understand the settings and the idea behind it. Artwork by Jeryce Dianingana - 3rd place for the gaming environment art category Feudal Japan Challenge 5) Your portfolio is more important than your resume. The first thing I look at is the portfolio. The second thing I'm looking at is the portfolio. If I decide by email, then I'll look at your name. - Greg Foertsch Strong portfolio speaks for itself. Having previous work experience can give you a few more points if it's relevant to the job, but a portfolio that catches a recruiter's eye will make you more likely to get a job than Loans. 6) Credit all the artists who collaborated on the portfolio piece. Not only is this the right thing to do, it will save you and your potential employers time. The employer doesn't want to call for a view of the environment that took your breath away just to find out that you were only responsible for the lighting. Be clear and honest with what you are responsible for in a joint project and make sure you give a shout out to the teammates who helped bring the piece together. 7) Originality is not that far away. Claire Hummel jokes that she has seen quite the same kind of landscape where the character is held by staff overlooking the mountains. What he means is that instead of trying to copy or imitate another artist, it is better to build on something from his own experience. Making a small choice in your work may be enough to give it an edge and help you find your own voice. Artwork by Claire Hummel 8) Make sure you're looking at the right bar. With lots of work from games readily available on the Internet, you have access to rich links to what is the industry standard. A common misconception is that if you're the best in your class, you automatically hire, and that's not always true. Instead of comparing your work with others around you, look for artists who are currently working in the industry and use their work as a bar where you would like to get them. 9) Customize your portfolio of work you are applying for. You've probably heard that before. Whether you specialize or generalize often depends on the size of the studio and the range of games they work on. There is no exact formula for what to include in your portfolio, but the essence is that you need to clearly demonstrate that you are able to do your job. If you want to work as a designer at the game level, but your work is all concept art (no matter how good it is), it's a no-go. Artwork by Gavin Goulden 10) Remove half of your portfolio. This might be a bit hard to swallow, but panelists say that when you submit your portfolio for work, it's better to show a small selection of your best work, rather than a big selection if some of the work is weaker. Showing the best work in addition to work you're less proud of can be confusing for a reviewer. (On ArtStation, you can separate your work into albums and create Best Album so you can still share WIPs with your followers without making it into your employer portfolio.) Seeing the process and sketches are invited to appear next door, but especially when it comes to 3D work, submitting a portfolio with lots of unfinished work will only make reviewers question your skills and tastes. Will they be a wonder, does this artist know that these pieces are less good? Johnson says it's all coming back to taste. I famously hired an environmental artist who only had 3 pieces his portfolio, but they were really strong and they all showed that the artist had good taste. Did you know that ArtStation Pro website themes are specially designed with artists in mind and only take a few minutes to set up? You'll get more here. Get free courses, tips, motivational articles, news, and resources delivered to your inbox. Page 2 Get free courses, tips, motivational articles, news and resources delivered to your inbox. AboutSubscriptionsLearningMarketplaceSalePrintsSaleJobsBlogsChallengesMagazineBooksPodcastGuides ArtStation gives you a beautiful portfolio of websites! And since it's fully integrated into ArtStation, you don't have to worry about updating it. As you post artwork, it will automatically post to your site. Your own portfolio of web pageswCustom domain name with HTTPSBeautiful themes to show off your workSell your digital goodsSell your printouts

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