# Environment project

Bartosz Malinowski

# PO1 Task 1 - Hardware and Software for Concept Art

To be a Concept Artist, you don't really need the greatest computer in the entire world. The simple laptop might be slow with things but it's still capable of doing such. What I am trying to say is you don't need to spend thousand pounds to do Concept Art.

For some digital programs you need better computer so it can handle them, but some of them are quite simple as eg. Paint tool SAI or Gimp. They are not as good as eg. Adobe Photoshop but they still do work

For beginners i'd recommend simple and affordable things For example:

- A basic computer: 4gb RAM, Windows 7/8/10, 300gb of memory
- Basic Drawing tablet as :UGEE M708 Graphics Tablet which you can buy for less than $100
- Program that you can with as : Paint tool SAI
- A simple monitor (if necessary) as :Acer V246HLbid 24 inch LED Monitor which you can buy on Ebay for less than £100
- A simple Keyboard (necessary) as :ADVENT K112 Keyboard
- A simple mouse as :LOGITECH M185 Wireless Optical Mouse

When you'd like to buy a computer and accessories that will serve you years and will be capable of working with heavy programs or even games i'd consider buying a "Beefy computer " and great drawing tablet as;

- Drawing tablet : WACOM Cintiq 13 HD 13" Graphics Tablet
- PC : Chillblast Fusion Bandicoot Game Development PC
- Monitor : DELL S2419HN Full HD 24" IPS Monitor - Black
- Mouse : STEELSERIES Rival 110 Optical Mouse
- Software : Adobe Photoshop ( £19.97 monthly Included VAT)

You can always Buy a better computer or mouse but that's what i think of the most affordable and professional technology i could find on the internet, And hopefully i could afford those things for myself.

# PO2 Task 2 The Role of the Concept Artist

As a Concept Artist you are going to be asked to make visuals as, weapons, vehicles, Characters, Environment elements or Buildings

These sort of tasks should be easy to handle if you mastered the art of using Graphic art as well as the Traditional art. Concept artists creates all those designs for the Animation studios, film and video production companies, gaming companies, advertising agencies, graphic design firms, print publications, web design firms, interior design or decorating firms, and even architecture firms.

The average salary of a Concept artist is something between £18,000 up to £33,000 which depends on experience of an artist and the company they are working for.
If you'd want to be a Concept artist but you didn't attend any art related schools it's possible but most of the top employers prefer to hire artists with the art degree.

there two main types of work that concept artists usually do, A Freelance type and a Studio type

 Freelance type is more flexible as you are your own boss and you take only work that you will to do but you need to be organised and make sure you do your work on time

 Studio type is more like a normal job style, but before anyone would hire you they need to test your skills in art

Freelance as well as studio job has its pros and cons ex. As freelance job you can do whatever you want but in studio work you have guaranteed work so when you'd like to pick
One of them make sure that the thing you doing is right for you so best advice is to try both and then pick what suits you better

# PO1 Task 3 - The Purpose of Concept Art

"The main goal of concept art is to convey a visual representation of a design, idea, and/or mood for use in films, video games, animation, or comic books *before* it is put into the final product. In other words, it aims to convey the overall design vision rather than specify everything in exact terms right at the start" - Creative Bloq.

The answer is as simple as it really is but many people have the wrong idea about Concept Art.
The easiest answer that i can think of is that the Concept Art is used to turn on other person's imagination by using your artworks but to make it really happen you need to be very skilled and also talented.

Concept art doesn't need to be made perfect but it needs to be clear for the people
Simple sketches also can be shown as concept art as equally as the colored ones as person looking at the simple sketch can colour it as that person wants.

 As examples shows concept art doesn't need to be colorful to show emotions or mood. Concept art is kind of form of communication between people as it express what concept artist tries to show and say  by  it's Creation.

One of the examples is concept art of Faith from the game called Mirror's Edge even if game is mostly filled with black,white
 And primary colours as blue, red and yellow the concept art shows the emotion and mood even if there's lack of colours

 The last concept art of Overwatch character shows more colours still they don't show much of emotion
 Her pose shows off  the energy and her personality of Brigitte

# 1.Castle Crashers

Target Audience?

- Any (gender) Teenagers

Justification?

- Violence
- Unusual collectibles/weapons
- Cartoony style
- Multiplayer options

Religion?

- None but some of religions may find some stuff offensive

The game is about dashing through the groups of enemies and leveling up while slowly getting closer to your target.
The game have easy backstory as its main purpose is to entertain the player by killing hordes of enemies.
There's not much of educational or religious content in the game which might suite best for teenagers and adults as it is a "joke" game
The game itself is very cartoony and its visible that all textures were handmade.

## 2.The Binding of Isaac

Target Audience?

- Any (gender) Adults

Justification?

- Blood,Gore,Drastic scenery
- Brutal looking weapons /items /bosses
- Many religious references

Religion?

- Mixed ( A lot of religious links by playable characters as well as items)



This game is rather too gory for people below 18 y.o as the graphics even if pixelated represents brutal imaginery. The game itself has a lot of religious links as all of the playable characters are named after people mentioned from the Bible Ex. Main character is called Isaac.
There's also a lot of items that our character can pick up that are linked to the religion as Ex. Spear of destiny which is a part of a spera that was used to stab jesus in the side. The item itself is very similar looking to the real Spear of destiny / Holy lance
The game is rather cartoony and pixelated ,even if you can turn off the pixelated filter, that filter has grown to this style of game

# PO1 Task 5 - Concept Art & Publisher constraints

 Enix was founded on September 22, 1975 as Eidansha Boshu Service Center by Japanese architect-turned-entrepreneur Yasuhiro Fukushima.Enix focused on publishing games, often by companies who exclusively partnered with the company, and is perhaps most famous for publishing the *Dragon Quest* series of console games developed by Chunsoft

Square was started in October 1983 by Masafumi Miyamoto as a computer game software division of Den-Yu-Sha, a power line construction company owned by his father. While at the time game development was usually conducted by only one programmer, Miyamoto believed that it would be more efficient to have graphic designers, programmers and professional story writers working together on common projects.

Produced many Popular titles as: Kingdom Hearts, Tomb Raider, Life is strange or Final Fantasy .The age of the audience the company is aiming at is mixed but every single game made of them has a huge fantasy based worlds even if it's abandoned tropical island.

A merger between Square and Enix was in consideration since at least 2000; the financial failure in 2001 of Square's first movie, *Final Fantasy: The Spirits Within*, made Enix reluctant to proceed while Square was losing money. With the company facing its second year of financial losses, Square approached Sony for a capital injection and on October 8, 2001, Sony Corp purchased 18.6% stake in Square.