

# The Art Department event



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In March this year, I went to the Art Department in Eindhoven. My teacher Chris got tickets for the third semester students, and it seemed like a fun and inspiring event. So, I went there. At the event I did multiple things such as drawing in photoshop, sculpting my own little statue, listened to inspiring and very interesting talks from Disney animators and a game studio. I walked through the artist alley, tried out a few games and even got interviewed for the after movie of the event! I found the event a lot of fun and I got more out of it then I originally had thought. I will definitely go again next year.

## Expectations

I honestly expected the event to be mediocre at best. My original plan was to go there for about an hour, look at a few things and write about them later. I was really excited to go to the talk by the Arcane animator but that sadly took place on Friday and that evening I was heading to Paris with my friends so I couldn't attend the second day.

## Activities

I did quite a lot of things at the event surprisingly. I got surprised over and over again by this event and I'm so sad I had to leave early. I went to multiple interesting talks done by inspiring people that worked at big companies and on big projects. It really broadened my mind about things and seeing what more I can do in this field of study.

## Drawing in photoshop

When I entered the event, there was a booth at which you had the opportunity to draw in photoshop. The best one at the end of the day would win a prize. I sadly don't know much about drawing and photoshop so I kind of struggled to draw anything. I even got interviewed by the cameraman that oversaw filming the after movie. I don't have the interview footage yet, but I will update this document once I do.

## Artist alley

One of the big surprises for me was the artist alley at the event. Usually, I am used to seeing these at conventions, but it was a massive surprise for me seeing this at a non-cosplay event. I say that but there was a cosplayer walking around, which was really cool to see. I talked with a lot of artists there because I love talking to artists at conventions as well. I like to go into how they make stuff like this and their process behind it. As well as the path of learning things like this. It's really interesting to hear about.

## Sculpting

At the event there was a table where you could make your own sculpture out of clay. Recently I have been playing a lot of the game R.E.P.O. so I decided to make a character from that game. This is my inspiration next to the thing I made:



I think I got decently close. I didn't make the legs because I knew they would collapse instantly. I'm not the best at sculpting but I did my best. Maybe in the future I'll 3D print of the little guys, because they are really cute, and it would be a nice keychain to have.

## Marlon Nowe

I joined in about halfway through the talk of a certain Disney 3d animator called Marlon Nowe. He's worked at Disney and showed us what it was like to work there as well as early versions of a few movies like Frozen which looked really funny, but it was just to see how the camera movement would work. He has also worked with very inspiring people like Glen Keane, a 2d animator at Disney who animated films like beauty and the beast and Aladdin. He showed us more about how they did the hair animation of Rapunzel which If you didn't know, is a lot of hair.

This talk was a real eye opener for me on how 3d animation gets done for big movies like Frozen and Rapunzel. It was really interesting to see the iterative process. Going from sketches and storyboards to early 3d renders with very little detail to a fully fledged movie scene with shading and everything.

It definitely gained my interest on animated film-making. Below are some images of the talk.



## Nomada studio

This was a talk I was really interested in when I was reading through the schedule. This talk was held by two concept and game artists from the Spanish game studio, Nomada studio. They're based in Spain, and they're well known for their very artistic and otherworldly games GRIS and NEVA, with NEVA being their newest release.

In this talk they took us through the design process of their newest game. They showed us the trailer, which was breath-taking and honestly sent shivers down my spine with how good it was. It was a very emotional trailer. They also showed us all the different steps they took in their iterative process to get to the final drawings. The interesting thing was how many different assets they had to draw and how many different styles and palettes they had to use for all the different scenes. They even made an entirely new style just for a scene in the game that lasted 10 minutes. Each different style took them anywhere from a few months to a year to make depending on how detailed the style had to be.

It was really interesting to see the design process of a game first-hand and It's also very useful to learn about this since me and my group are making a game for our semester project. I was really invested throughout the entire talk, and it also inspired me more for game design. Even though I am not going to specialize in it. It's still interesting to know how these people work. Again, here are



some pictures I took during the talk.



## Reflection

I'll just say it, this event was absolutely amazing. It blew away my expectations and it somehow managed to be a million times better than I expected. I learned a lot from the event and a lot of it really inspired me, not only teaching me how the world works in different industries but also seeing how they overlap.

I learnt new things about film making and I saw that the iterative process is really no different from what I do here in my study. It's a lot of cooperation and communication and A LOT of redoing the same steps over and over but adding a bit more detail each time.

I learnt how a game studio developed the art style and assets for their game and, again, how that iterative process kept playing a massive role.

This event surprised me in so many ways and it was so much fun just to walk around and see all the different cool things that all different kinds of artists have made. I talked to a lot of artists in the artist alley, talked to numerous people and learned what they do and overall, I got a lot more knowledge about the creative industry and how it works. I'm really thankful to Chris for getting us semester 3 students the tickets.