

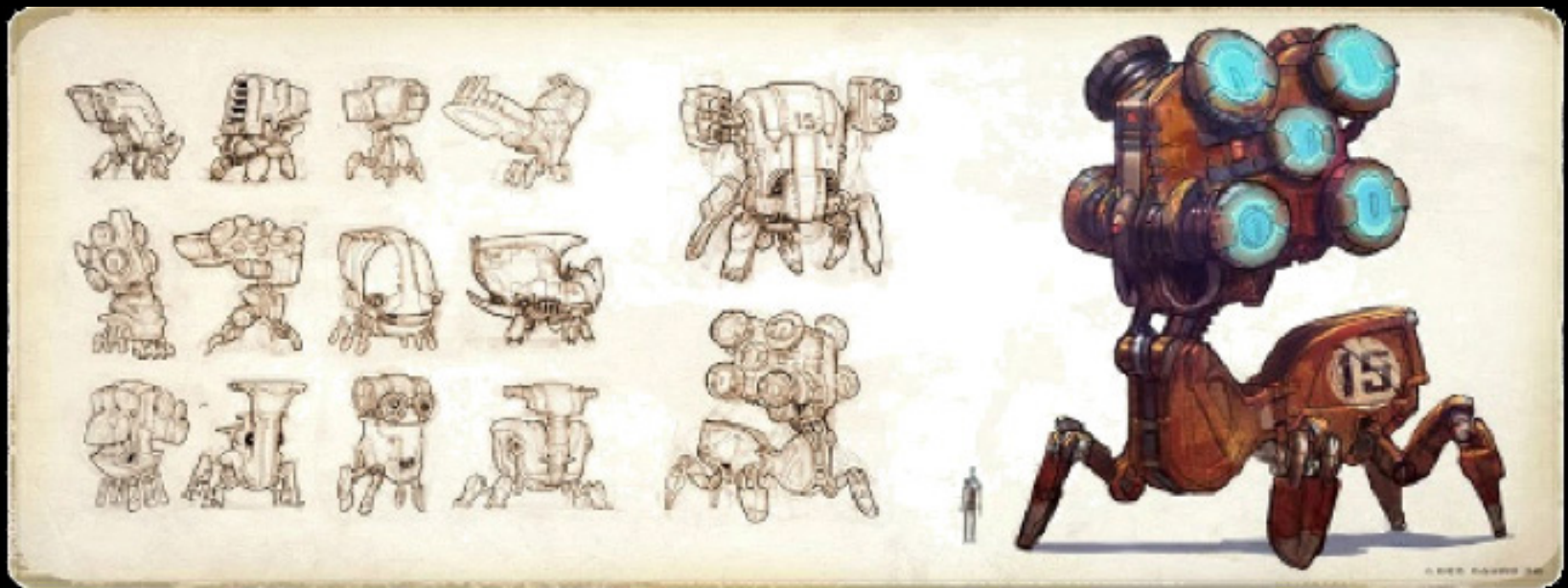
Paint the Imagination

Concept Art Exhibition

Curated by Lynn Chen

Vehicle Design

Vehicle Design is critical to video gaming and film industry. It usually includes all types of vehicles, such as cars, airplanes, ships, and other alien vehicles. Each vehicle design typically conveys the artists' creative ideas. Though the design will never exist in real life, the machine must appear practical and reliable. Concept artists usually start from silhouettes and rough sketches; and then they choose the best design. Also they may combine ideas from two or more sketches and develop the design into the final piece of artwork.



Ben Mauro (b. 1984)

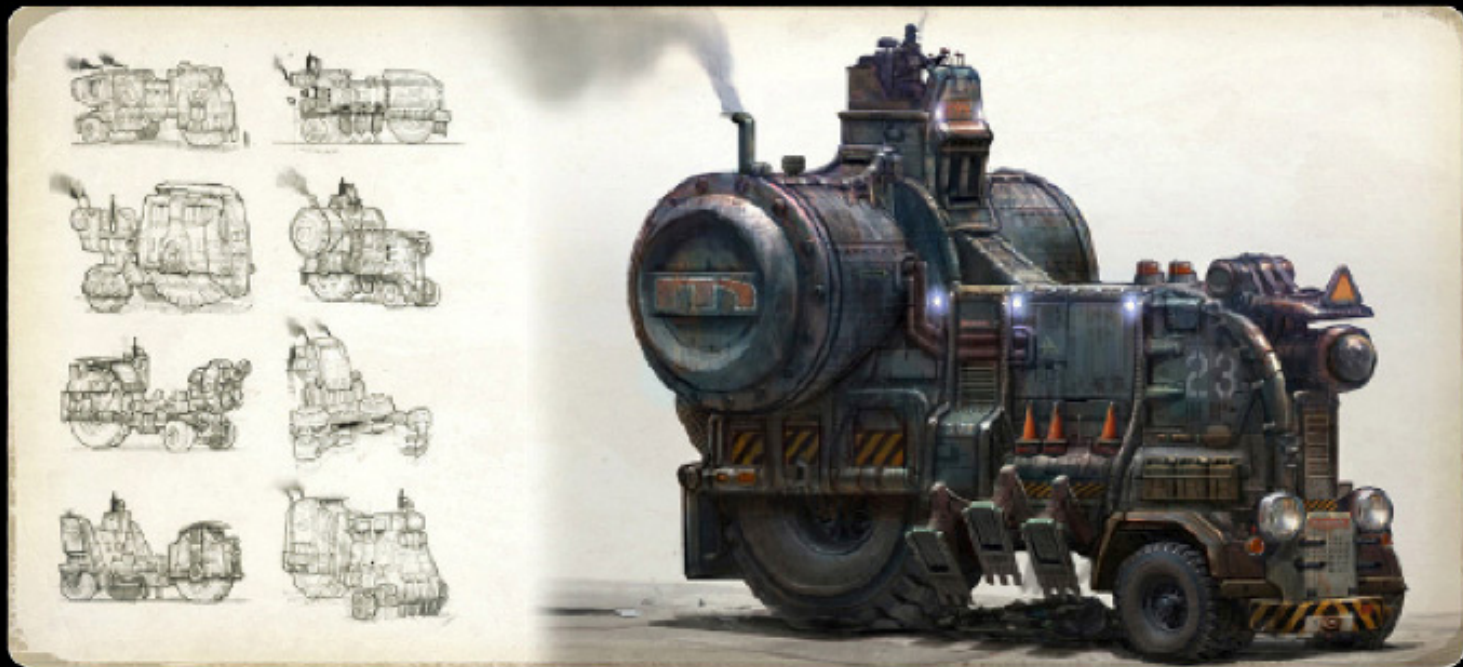
Design for *Huxley* 2008

Pencil & Photoshop

Collection of the Artist

<http://www.artofben.com/>

Ben Mauro is a concept artist who has been working in the game industry for years. His imaginative prowess extrudes aliens, machines and other fantasy objects. This series of designs are meant for an industrial world. Nuclear leaking has caused massive geological changes. Much of the technology is ruined but still some remains. On the left are the preliminary sketches, which show a variety of ideas. Later Mauro combined some of those ideas together into more detailed sketches.



Ben Mauro (b. 1984)

Design for *Huxley* 2008

Pencil & Photoshop

Collection of the Artist

<http://www.artofben.com/>

The design for *Huxley* is one of Ben Mauro's personal works. He usually starts with pencil sketches and then works digitally to apply color and textures. On the left are the first sketches, which show his creative process. Then Mauro combines those of those ideas together and creates a detailed final version. On the right is a rendered version with more information, including color values, textures and the approximate size. Mauro is especially recognized for his finely rendered texture. This truck has an old and rusty metal surface, which conveys a junky look, which fits the story setting.



Ian McQue

*Arrival at sky harbor - small crop for Blast,
2012*

Digital Illustration

Design Studio Press

<http://mcqueconcept.blogspot.com/>

Ian McQue is an Edinburgh-based digital artist with eighteen years professional experience in concept art field. McQue's expertise in transportation designs. His work is recognized for vivid color palettes and rusty metal surface. His futuristic illustrations has featured in lots of video game projects, including *The Ballad of Gay Tony*, *Chinatown Wars*, *Body Harvest*, and *Manhunt*. This illustration was created for Design Studio Press Book *Blast*, which was published in 2012.



Daniel Dociu

Crab fort for Guild Wars, 2012

Digital illustration

NC Soft

<http://www.tinfoilgames.com/>

Daniel Dociu is a concept artist who has a background as a toy designer. In his works, he tries to convey an emotion or idea in rather than just focus on the painting techniques. He believes that the technique should be an extension of his thought process and sensibility. With this principle, his artworks always contain a strong personal style, which reveals his approach to fantasy objects. In this piece, Dociu creates a fort, which mimic the shape and structure of a crab. The combination of fort and crab makes it look unique and full of imagination.



Scott Robertson (b. 1966)

Design for *Lift off* 2006

Digital Illustration

Design Studio Press

<http://cargocollective.com/drawthrough>

Scott Robertson is an American concept artist. As a child, he learned how to draw and design toys from his father, who is also an illustrator. Robertson studied at the Art Center College of Design in Pasadena, California, and now is Program Director of Entertainment Design at the Art Center. This is one of his designs of an air vehicle from the book *Lift Off*.

Environment Design

Environment Design guides the whole color palette of the story. It not only visually presents the scenery to other production departments, but also generates a basic mood for the scene. In recent years, digital painting has become the most convenience way to render the imaginary world. Photoshop and digital tables provide concept artists with much easier way to make changes and polish the designs. So while concept artists are working in the production pipelines, digital painting skills are extremely important and highly valued ability for the new generation. Digital painters usually come from a fine arts background and have a keen sense of color and shape.



James Paick (b.1978)

Aqua Place, 2008

Digital Painting

Collection of the Artist

<http://www.scribblepadstudios.com/>

James Paick works as a concept artist. His work is featured at his work for Scribble Pad Studios. The *Aqua Place* is one of his personal work shows a fantasy valley with spaceship whizzing by mountains that soar into the sky. He is trying to combine an amazing natural environment together with a high-tech civilization, and it works very well. Paick didn't do a lot of detail rendering but only use wild brush strokes to present light and shadow. With the dynamic shape of the plane and the curve shape of the plant on the cliff, Paick cleverly leads the viewer to the focal point, generating a movement in the still image.



Craig Mullins (b.1964)

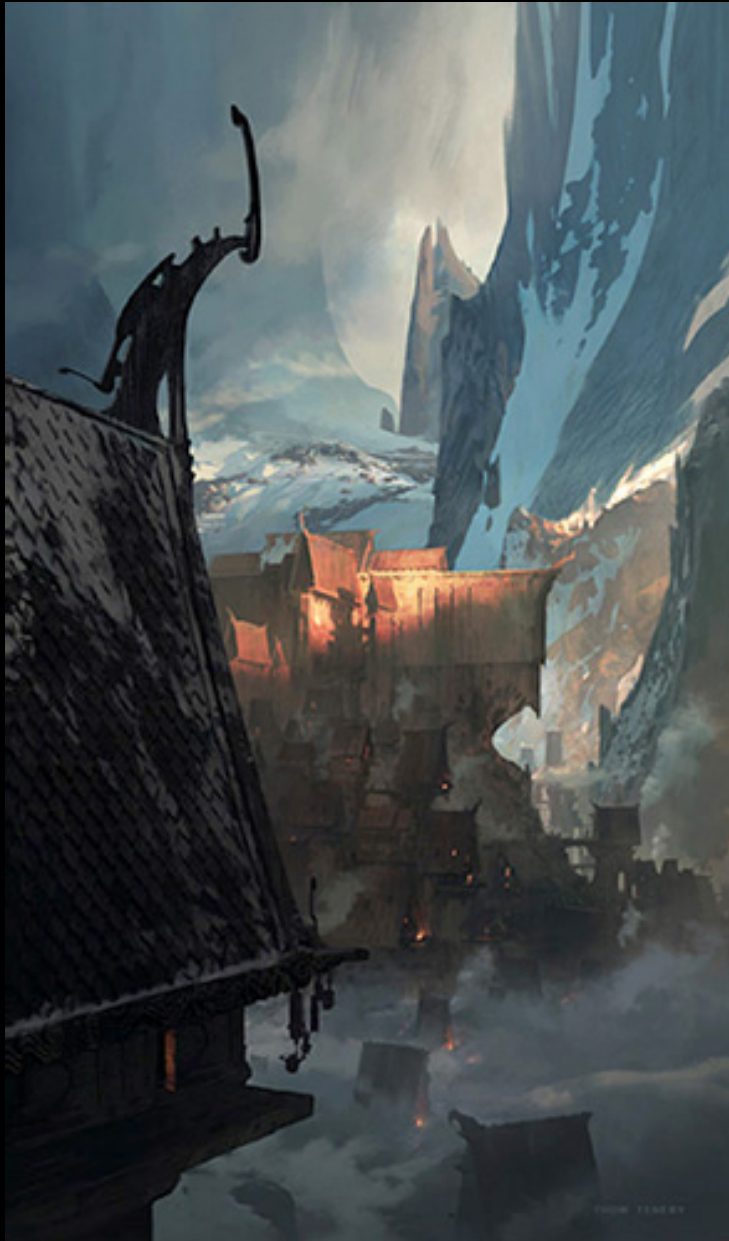
Concept art for Peter Pan Movie

Digital Painting

Collection of the Artist

<http://www.goodbrush.com/>

Craig Mullins is a great concept artist who creates digital paintings for films like *Peter Pan*, *The Matrix Revolutions* and *Final Fantasy*; and also for video games like *Need For Speed*, *Age of Empires* and *Bioshock*. The early adoption of digital painting combined with traditional painting strokes made Mullins a pioneer of the concept art field. He is credited with leading concept art creation into a direction that includes a painterly quality. In this image, Mullins put the viewer at the ground level and brings them into a dynamic scene, where wolves are chasing a group of people in a narrow icy valley. The huge ice chunks take up most of the space, which also overwhelms the whole environment.



Thom Tannery

Erreth Unfor, 2012

Digital Painting

Collection of the Artist

<http://www.thomlab.com/index.html>

Lots of concept artists have a design background. Thom Tannery majored in architecture design and worked in that field for many years. But then he studied illustration at Art Center College of Design, and started a career in concept art creation. Most of his artworks are fantasy. This image is one of his personal pieces, which is inspired by an *Earthsea Cycle* by Ursula LeGuin. This place doesn't even exist in LeGuin's fiction, but Tannery presents it from his understanding and makes it match the world LeGuin created.



Park Jong Won (b. 1980)

Quick Tutorial 4, 2013

Digital Illustration

Collection of the Artist

<http://www.j-circle.net/>

Park Jong Won is a Korean concept artist working at NC Soft. Won has created concept art for game titles such as Aion, Steel Dog and 4Story Online. This is a tutorial piece posted on his website, it shows his working process. Like most other concept artists, Won begins his process with the background sky painting, which expresses the overall color and primary light resource. Then he creates a focal point by adding a secondary light source in the middle ground. He fills in the foreground last. With a strong contrasts, his digital painting never fail to attract the audience.



Park Jong Won (b. 1980)

Blue Lake, 2011

Digital Painting

Collection of the Artist

<http://www.j-circle.net/>

This is another digital painting by Park Jong Won. The combination of underwater like as well as the environment above the lake's surface makes for an imagination painting. Like Won's other creations, he uses a primary light source to determine the key tone and mood for the image. The jellyfish floating in the air, painted with a soft glow, generate a feeling of mystery. All the elements are well organized from the foreground to the middle ground and the background. The result is a holistic and inventive environment design.

Character Design

Character design is an important aspect of this exhibit because it shows the features of the lead character and the subordinate character. The characters' silhouettes and shapes are presented by a series of images and carry a lot of information, including their color and texture and their personalities. Is the character an antagonist or a protagonist? Does he move fast or slow? What his ethnicity? Is the character of a higher or lower class? Is the costume fit his career and status? Does the structure match up with the environment he lives in? All of these and other related questions are addressed in a series of static images which determine the final appearance of a well-designed character.



Thierry Doizon

ZERO V2.0 for *WARP 2012*

Digital Painting

Electronic Arts, Inc.

<http://www.barontieri.com/>

This is another digital painting by Park Jong Won. The combination of underwater like as well as the environment above the lake's surface makes for an imagination painting. Like Won's other creations, he uses a primary light source to determine the key tone and mood for the image. The jellyfish floating in the air, painted with a soft glow, generate a feeling of mystery. All the elements are well organized from the foreground to the middle ground and the background. The result is a holistic and inventive environment design.



Erik D. Martin

Character Design for CGMW
2011

Digital Painting
Collection of the Artist

[http://
www.erikdmartin.com/](http://www.erikdmartin.com/)

Erik D. Martin is a visual development artist who works for Disney Interactive. His artwork has a graphic and cartoon looking, with a controlled color palette and exaggerated shapes. He started the pirate with a few pencil sketches and then moved on to the final rendered version. The chunky shape and exaggerated silhouette with its tiny head, best express the character – strong, rude and clumsy.



Craig Mullins (b.1964)

Down Knight

Digital Painting

Collection of the Artist

<http://www.goodbrush.com/>

This is a personal work of Craig Mullins. The knight is looking down with fatigue. His helmet is bright with a shining metal texture, while his face is hiding in the shadow. This implies his depressed feeling over his loss. Actually, it was not going quite well with the creation of this painting, Mullins mentioned in a post on Ballisticpublishing website, when he started on it. It looked "hideous", so he saved this file as an unfinished one and reworked on it several times, till one day, it worked out. That describes the process of creative work; sometimes when things don't, artists should leave it there for a while and then come back to continue with it. That may be a better way to approach the final result.



Michael Kutsche (b.1977)

*Cheshire Cat for Alice in
wonderland, 2008*

Digital Painting

Disney Enterprise Inc.

<http://michaelkutsche.com/>

Michael Kustche is a German artist based in Los Angles, California. Kustche is recognized by his inventive creation in character designs. His clients include Disney Studios, Dreamworks, Sony Imageworks, among others. Various kinds of odd character designs reveal his imaginative talent, and help him to succeed in the creation of movies, such as *Alice in Wonderland*, *John Carter of Mars*, and *Thor*. The Cheshire cat was inspired by an illustration, which was created by Bobby Chiu, form Imaginism Studios.



Michael Kutsche (b.1977)

Theodora Riding Outfit for Oz the great and powerful, 2011

Digital Painting

Disney Enterprise Inc.

<http://michaelkutsche.com/>

Costume design comprises a huge part of character design in the film industry. The designs must not only show the fabric texture that guide the production department to make the costumes, but also identify the features of the characters. This is an outfit, Kutsche designed for the character Theodora. This costume helped him win the contract to create all of costumes for the film *Oz the great and powerful*.

Prop Design

As a branch of concept - art design, prop design contributes to the imaginary world by completing an outfit on a backdrop. Prop design usually includes sketches of weapons, plants, furniture, symbols and other objects. With certain design functions, these props make the imagery world more realistic and for the film audience or video game players.



James Hawkins

Diggerlaunchersmall, 2011

Digital Painting

Epic Games Inc.

<http://hawkprey.blogspot.com/>

James Hawkins has been a primary concept artist at Epic Games since 2003. He has been a primary concept artist for characters, weapons and vehicles. Hawkins is mainly known as a concept artist. However, his background of being both as a texture artist and a modeler brings him an advantage and allows him to visually present his ideas in a realistic manner. This is a finished version of weapon the design for the game *Gears of War 3*.



James Hawkins

Weapon design for Gears of War 3, 2011

Digital Painting

Epic Games Inc.

<http://hawkprey.blogspot.com/>

This is another design for *Gears of War 3* by James Hawkins. By combining the metal modular and bio section, Hawkins has created an alien-looking weapon. In concept-art designs, silhouettes always determine the feature of an object and help to distinguish it from other objects. Both the metal shapes and sinister spikes contribute to the iconic silhouette of this design. The graphic description on the side also helps to explain the structure of the weapon.



Nicolas Weis (b. 1977)

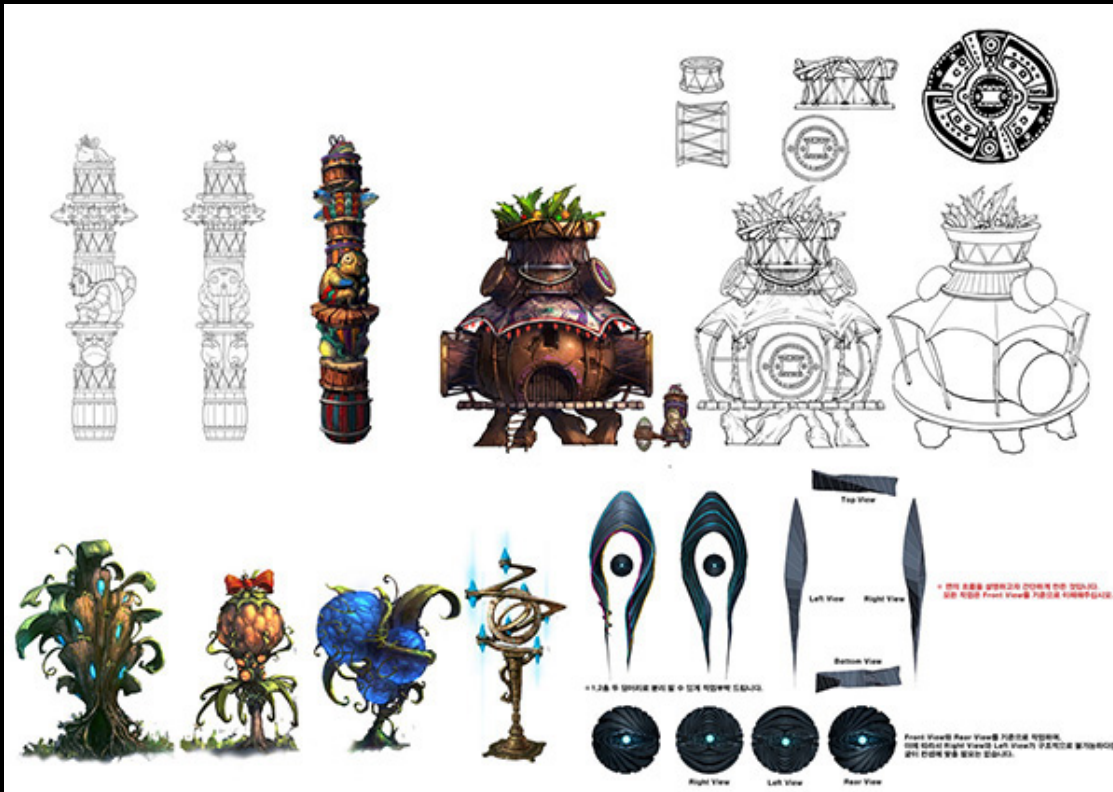
The_Croods_Concept_Art_NW16b, 2013

Digital Painting

DreamWorks Animation

<http://nicolasweis.com/>

Nicolas Weis is a California-based artist who specialized in visual development for animation films. The projects Weis has worked on included *How to train your dragon*, *The Croods*, *Astroboy*. This color illustration is a design for the "gorges" area for animation film *The Croods*. This scene emphasizes structure of the hill. The "gorges" area is constructed layering dozens of hills. The small figure also reveals the scale of the object.



Seung Jun Woo

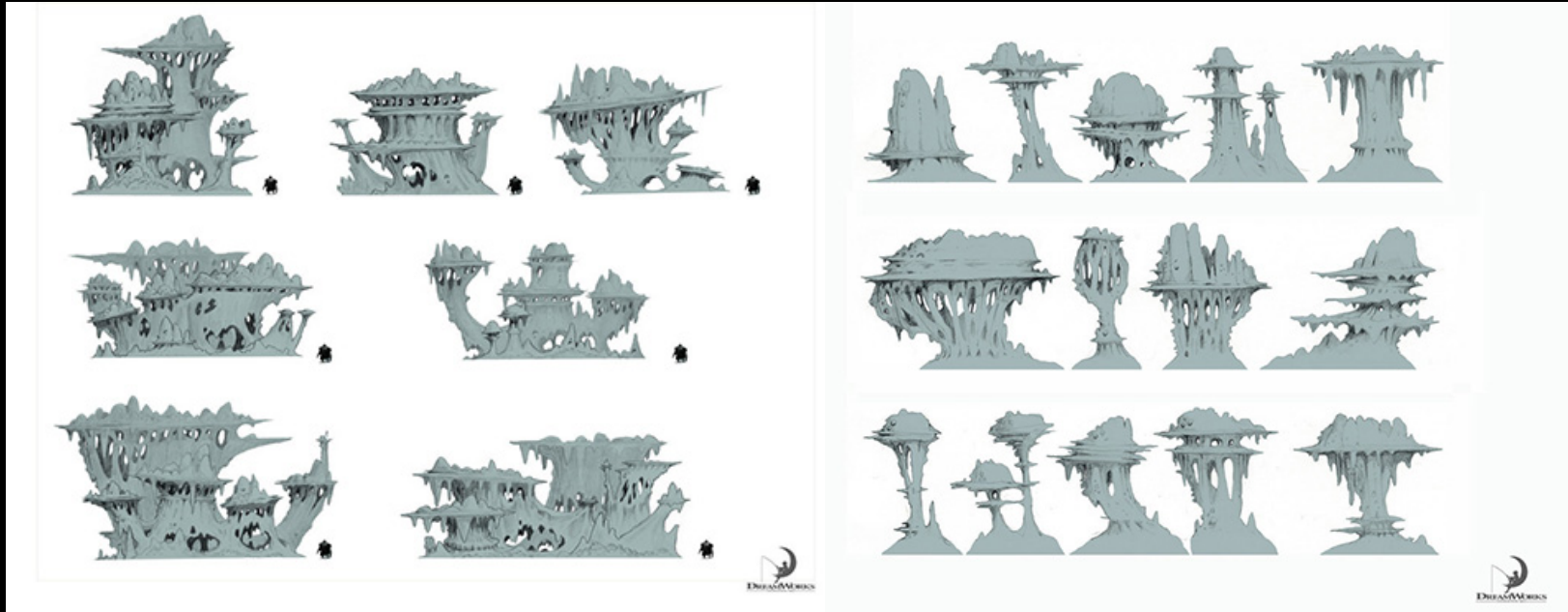
Prop design_Tera 05, 2011

Digital Painting

Bluehole Studio

<http://www.moonworker.net/>

With six years of experience working in both the game and film industry, Seung Jun Woo has worked on several featured projects, including *Empire of the Arts*, *TERA* (2011), *YS Online* (2008). The theme of Woo's artwork relates to science fiction and imparts a futuristic appearance. There are pieces of the design for the game *TERA*. The sketches beside the final version also help the audience to understand how the objects have been structured and newal the function of the design.



Nicolas Weis (b. 1977)

Tufa for The Croods, 2013

Digital Painting

DreamWorks Animation

<http://nicolasweis.com/blog/>

The series of tufa was designed for the vast coral field that the Croods have to cross. All of the drawings of the coral formations show the tufa with similar structure yet different silhouettes. The variation of objects enables the audience to fully experience the imaginary world of a dried-out ocean; it also conveys an organic and natural feeling. Weis was inspired by the tufa towers of Mono Lake, which is a salt lake located in Mono Country, California.

Coral Design <http://nicolasweis.com/blog/2013/04/15/coral-field/>

Museum Education Program

- Concept art Workshops
Demonstrations of digital painting
- Gallery Talk
Artist talking about their experience of creating concept art.

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