



# CELEBRATE

Confetti's College Student Showcase



GAMES ART PORTFOLIO



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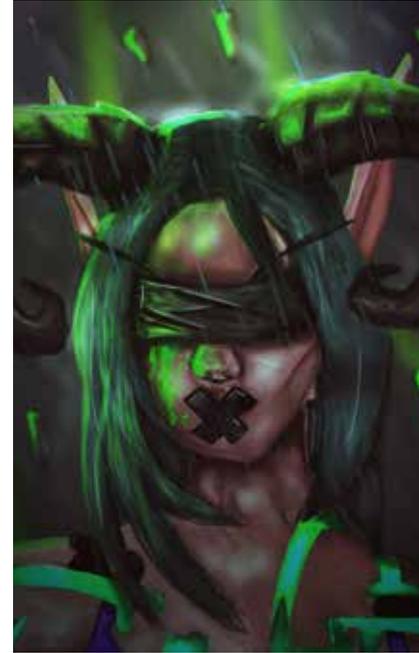
Within these pages is a celebration of Confetti's Games Art students. The work shown here demonstrates our talented students' practical, technical and academic achievements made whilst studying with Confetti.

Our students have embarked on a creative journey to develop their imaginative artworks for video games. All have evidenced a unique and diverse approach to this, and we look forward to seeing what they develop in the future.



A.MELFI

“ I enjoy doing portraits the most because that’s where I feel most comfortable, although I do enjoy branching out and doing landscapes or full body characters. Listening to music and browsing through websites like Artstation and DeviantArt inspire my artwork a lot and give me ideas of what I can include/draw. ”



# A.MILNER

“ I’m a 3D artist heavily inspired by the Sci-Fi genre. I enjoy the full development process including conceptualisation, modelling, texturing and exporting my assets into game engines. ”



A2I Studios

# B.SHAW

“ I like to consider myself a cartoon enthusiast as the main inspiration for my style comes from the interest of 2D animation, especially those from my childhood. Bringing my own character creations to life as well as drawing for others is what I enjoy most, particularly drawing colourful and interesting designs.

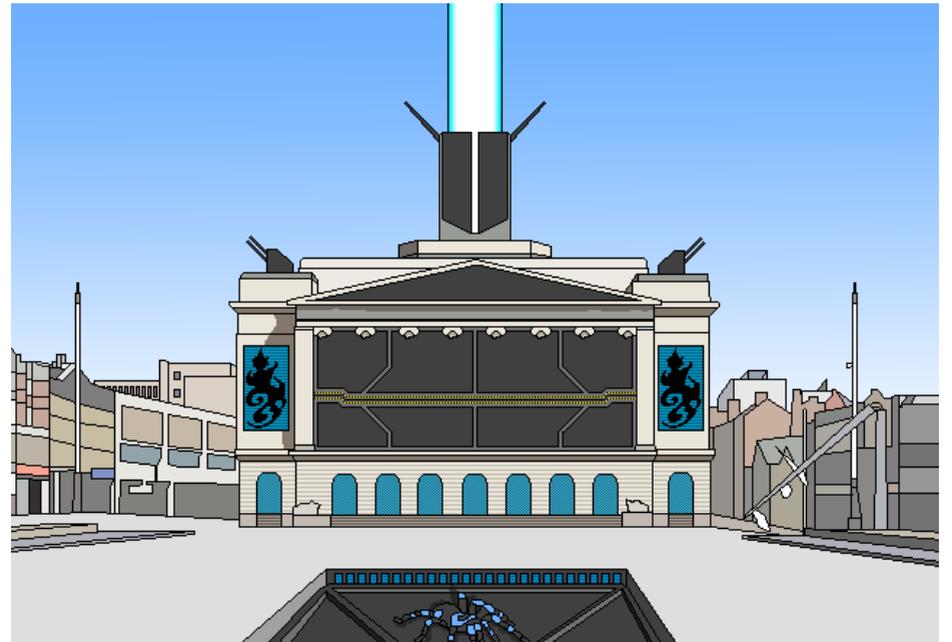
Throughout my art I also like to demonstrate that I specialise in drawing feral or anthropomorphic characters, but also love to show that I enjoy experimenting with personalities and characteristics.

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# B.WOOD

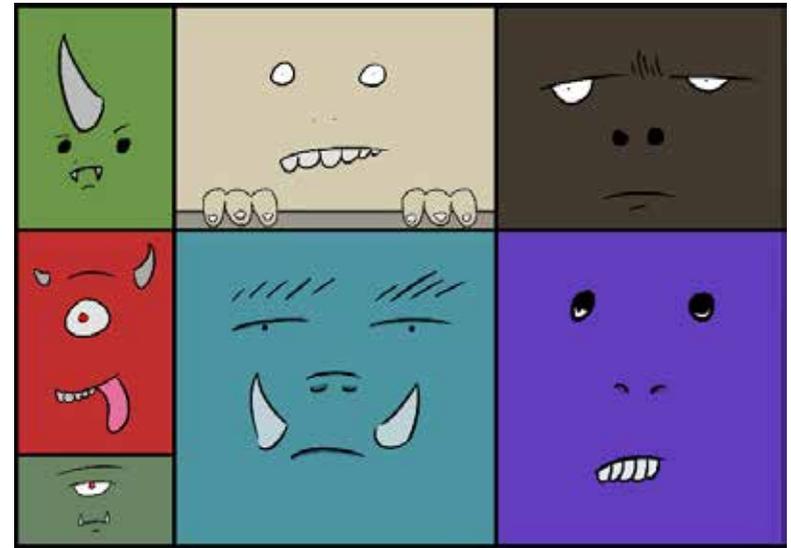
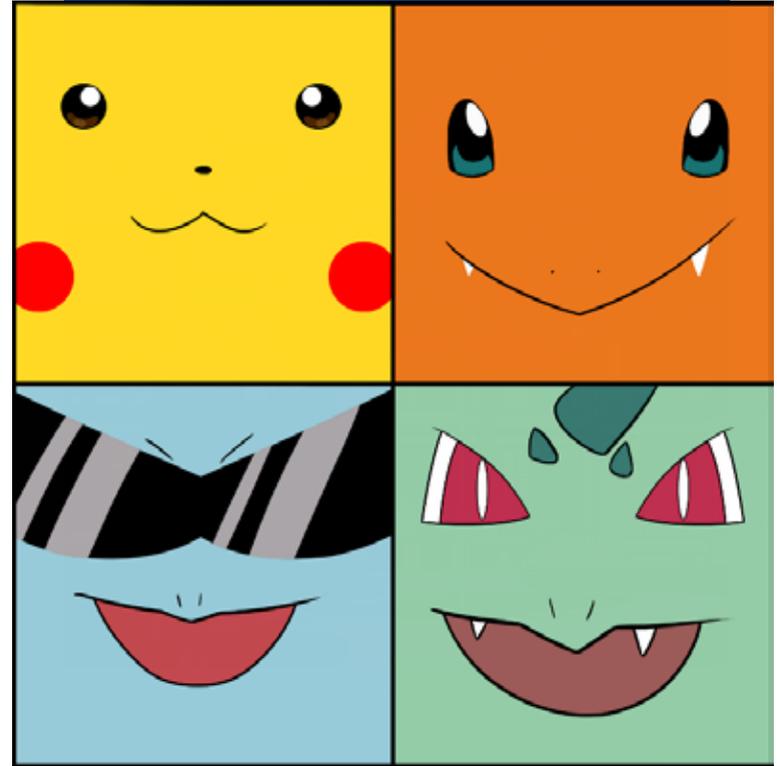
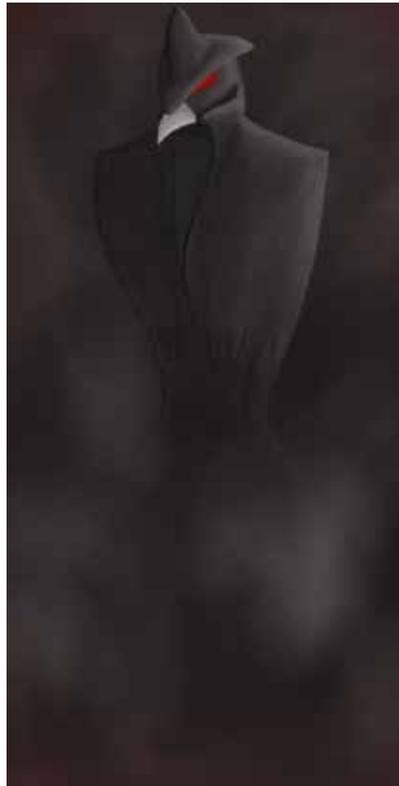
“ My artwork has been mostly inspired by my favourite games, Warhammer 40,000, Oddworld, Fallout, etc. My artwork is mostly pixelart however there are also other types (3D etc.) ”



# C.BISHOP

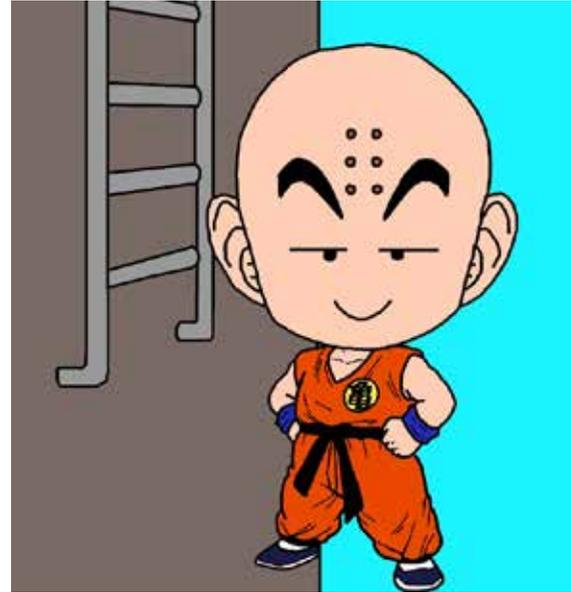
“ The two art styles that I work in the most are realistic fantasy and a cartoon inspired style that I have been developing into my own style. My realistic art is mostly inspired by games like Dark Souls and Bloodborne. My cartoon style art is a style I have developed through working with my friend Kyle who has a similar style.

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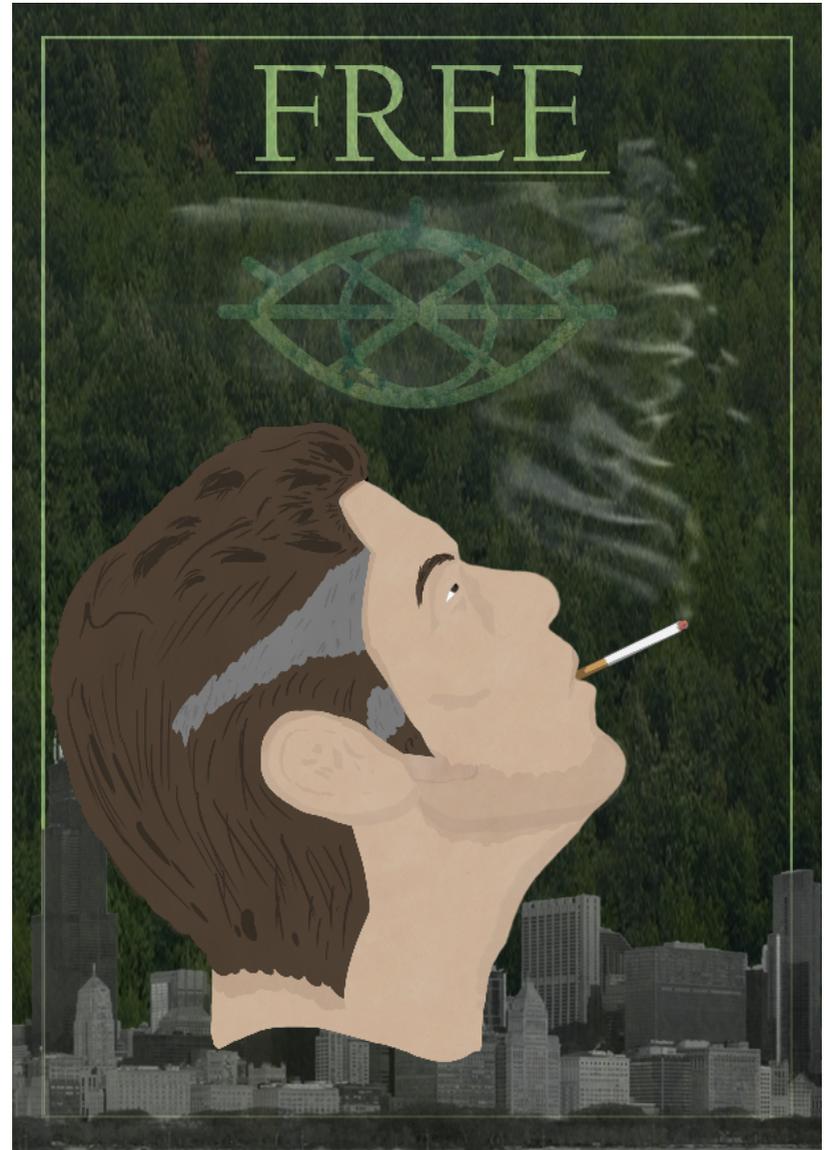
# C.BULL

“ As a character artist I focus on joy, happiness and fun. My art is fun, cool and has a cheeky style while not being too serious. I use a cartoon style for my characters because I find it more fun and enjoyable. ”



# C.GRIX

“ My artwork is inspired by many different ideas, such as nature and industrial themes. I tend to try and create art in a photorealistic art style which is shown to include more detail. I also enjoy creating art which may have a sense of hidden meaning behind it to create a more personal link to my art. ”

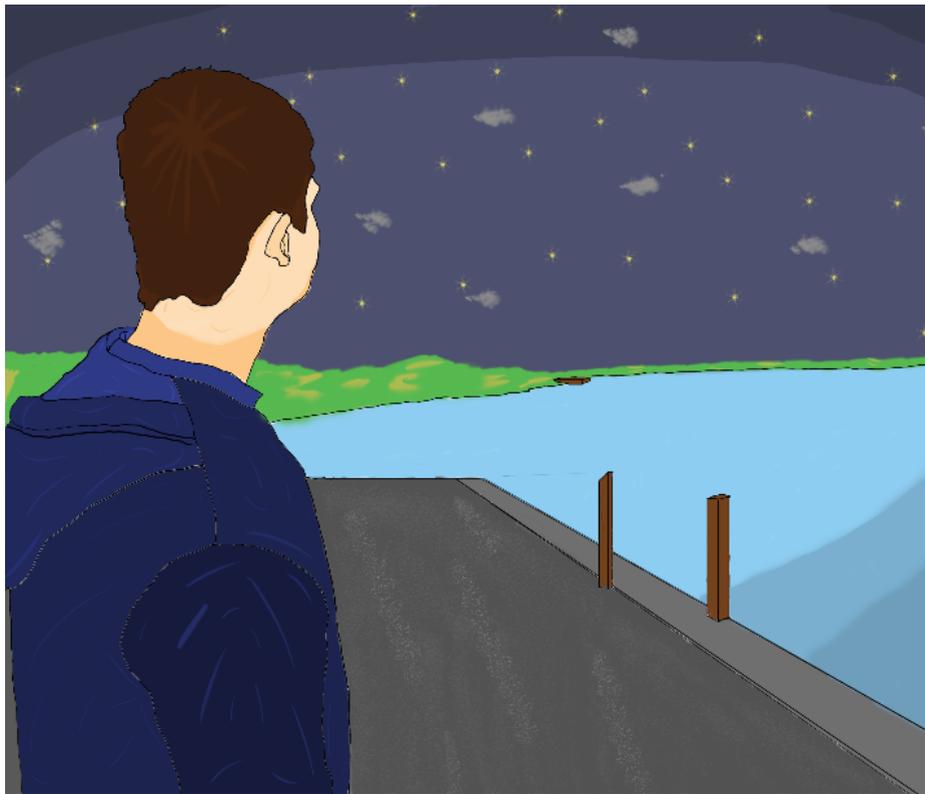


# C.HARWOOD

“ I don't think I really have one key inspiration for most of my art, as I mainly take inspiration from my environment.

The media I'm enjoying at the time, from games to music to shows, all influence me to approach and create each piece differently.

”



# C.HATHERLEY

“ When it comes to my artwork, I love to create pieces in a cartoon style. I prefer this as I think it’s a lot more eye-catching and fun! I prefer to make 2D pieces over 3D models! My inspirations come from modern graphic designers who work with bold colourings. One day in the future, I would hope to go into graphic design.”



# C.SMITH

“ My main inspiration is concept art for games, such as character art and environments. Another big inspiration is comic book art, I really enjoy some of the art in comic books and it has also helped me develop my own skills.



I like to create fan art of my favourite video game characters and comic characters. I feel like I am much better at creating character art rather than environments, but this is because I've spent more time practising characters than I have environments.



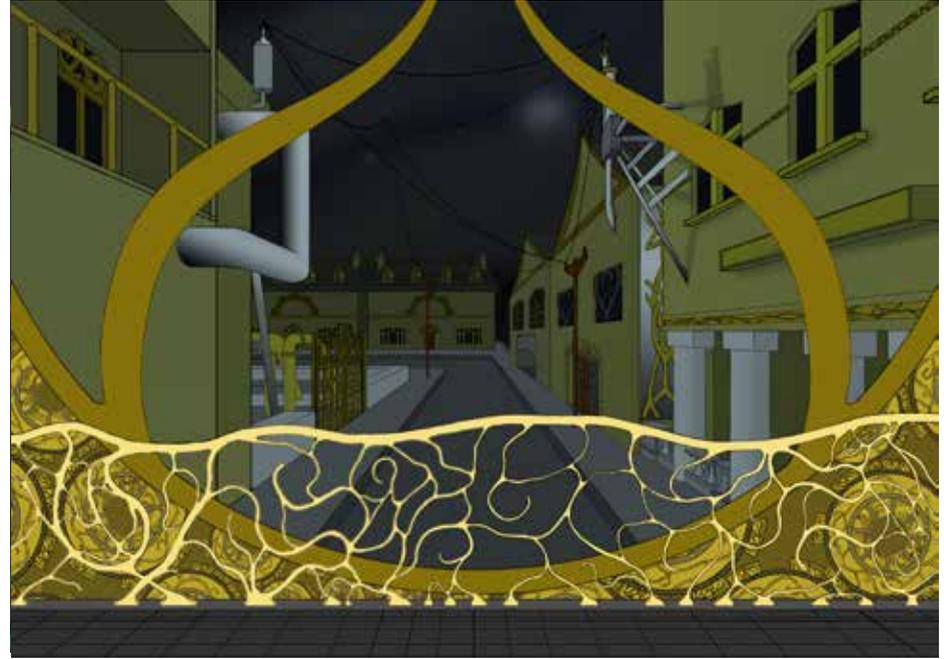
# C.WALDRAM

“ My inspiration for my work comes from anywhere and everywhere, trending and popular topics are usually the main source next to games and movies. Most of my work is made in 3D as it's a form of art that I enjoy working with and a form of art that I wish to develop my skills in. ”



# C.WHITBY

“ I enjoy drawing detailed environments that have a metallic flair to them as the main inspiration for my environment work was through my interest in Victorian-esque architecture and the steampunk style. I also drew inspiration for some of my more abstract pieces from the range of games that I play such as BioShock and Dead Space. ”



# D.COOK

“ My artwork is mainly influenced by the games that I play a lot and also the Anime or TV shows I am currently interested in. I mostly enjoy drawing and creating characters that have crossovers from shows or games and I like to give it my own unique style. ”



# E. BLUNDELL

“ I prefer to work with simplistic colours and shading in my work and I prefer to make small and simple designs rather than intricate and detailed masterpieces. ”

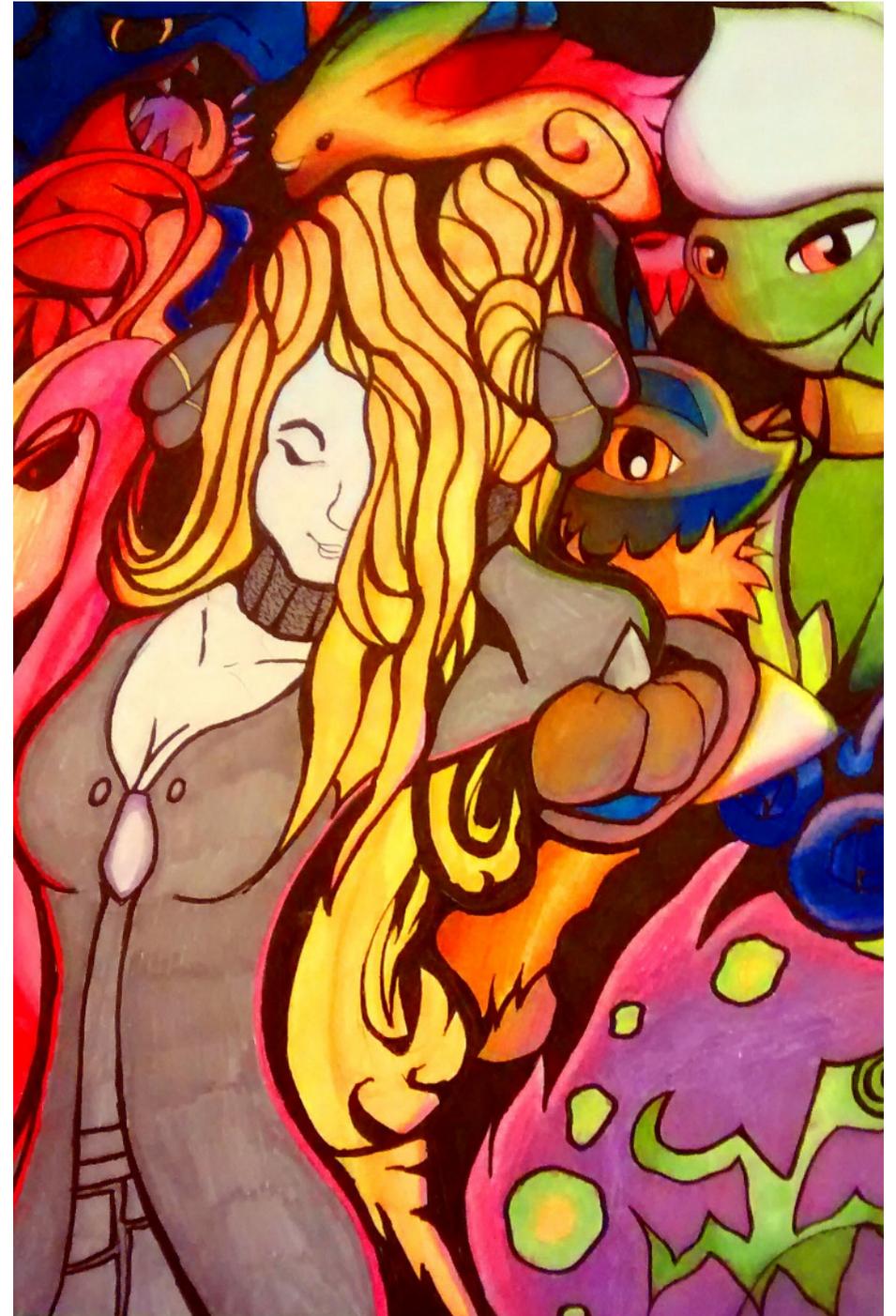


E.BUCK

“

I'm mainly a character artist who is inspired by manga and comics, using mainly traditional materials such as pencils, pens and Copic markers in order to create eye-catching art pieces for my audience.

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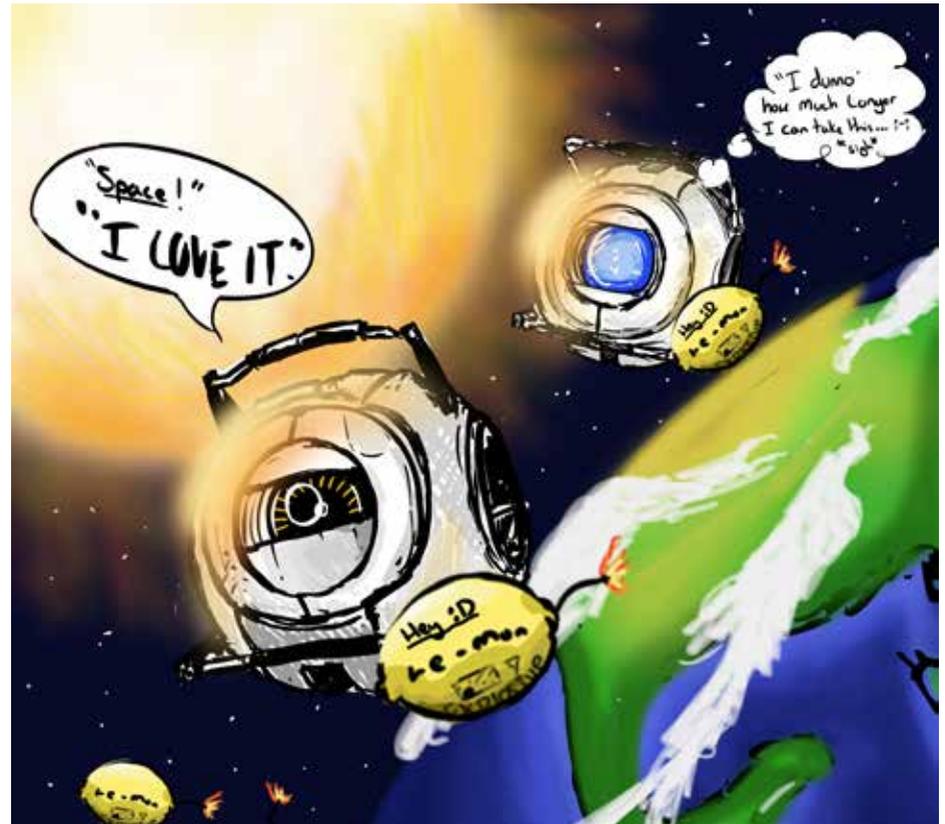


# H.BLOOR

“ I’m truly inspired by those who share similar interests as me in art and those who share the same techniques. I like to adapt my art, since I like the sci-fi aspect of things, but also favour the fantasy worlds too.



I was inspired at a young age through TV, Film and games to create art in a somewhat comic book style. My first art piece was a dragon; there was a day where I read a book and felt the need to put an image on paper for me to truly see the monster itself. I used a nearby computer to find a step-by-step guide on the internet. I believe this was what made me the artist I am today.



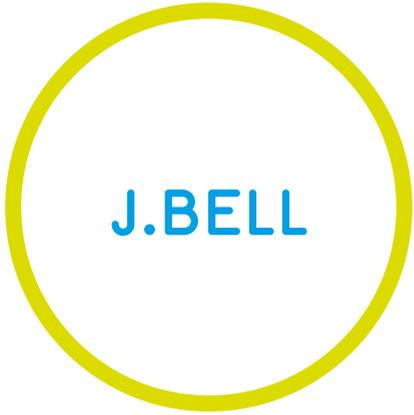


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“ My work is designed to express digital communication. I use symbols, colours, and other means to really try and create more than just an image, sometimes disobeying anatomy to make a statement. I am greatly inspired by stylised work that has heavy texture and abstract aspects that make it unique and memorable.

I enjoy taking pictures and then drawing them in my own style as I want to communicate how everyone sees the world differently, and something that wouldn't catch the eye of one, could be precious to another. ”

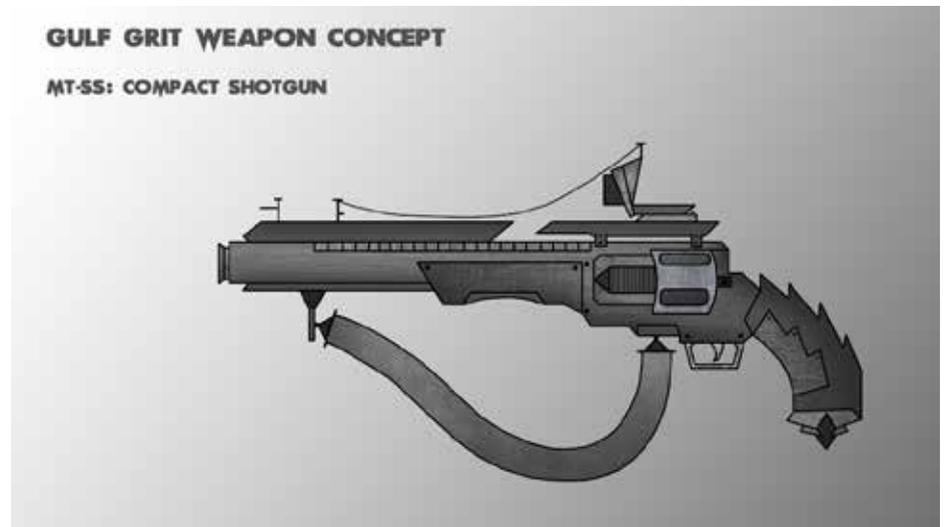


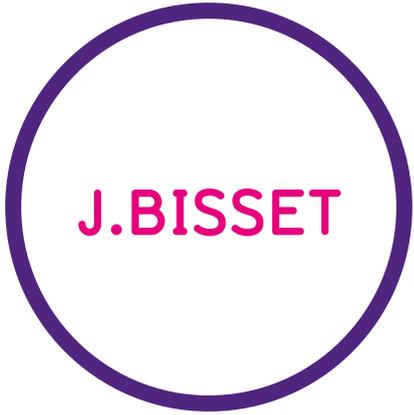


“ I’m an artist who likes to focus on creating technical pieces with a strong focus on environment and weapon art. Photoshop is my chosen platform to use to create any digital environment pieces and weapon concepts. However, 3D Studio Max is another platform I also use to develop any environment design ideas I have come up with.



Overall my focus is and will always be the more technical and unorganic side of art. However, in the future I would like to expand my skillset via drawing more organic pieces such as people and nature. The work below is a selection of my favourite work taken from one of my game concepts, Shanghai: First Light. ”





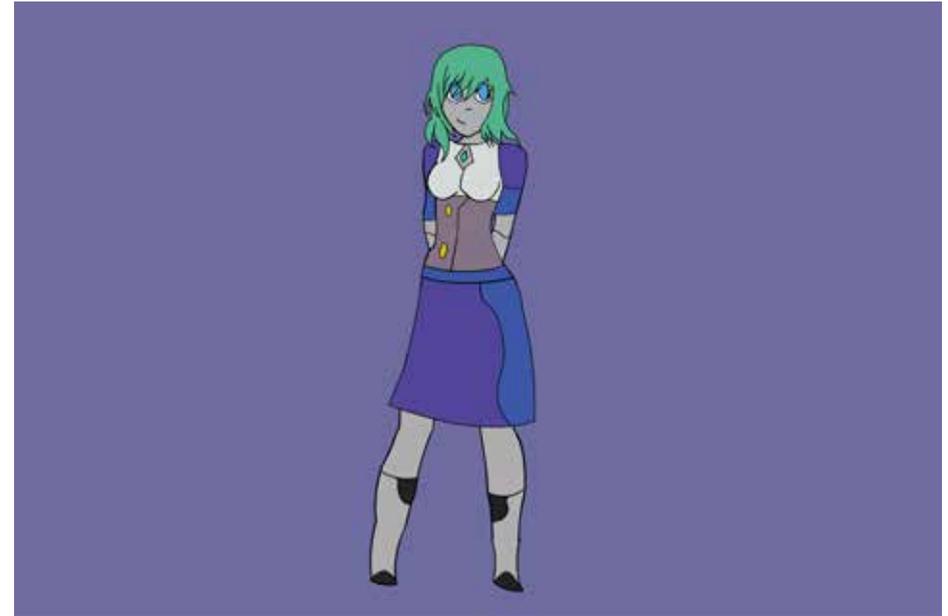
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My artwork is mainly styled in a cartoon art form as I find this to be something I can easily adapt and use in my designs. I like to create my own character designs and try and add detail whenever possible to make my artwork stand out among the crowd.



My main influences have come from sites like Tumblr and DeviantArt, showing me that anything is possible as long as you keep persisting with your artwork. Anyone can draw but you need to push yourself to improve.

”

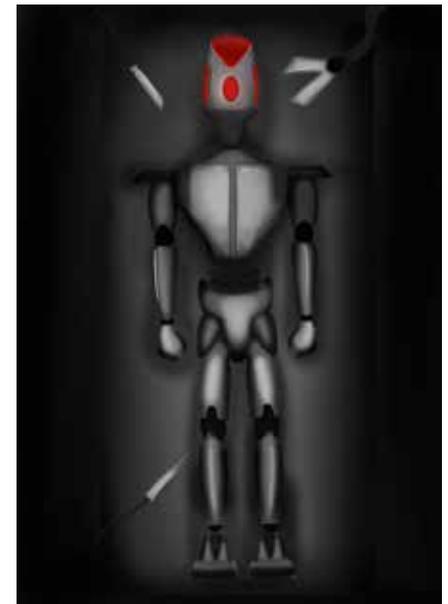


# J.SHELDON

“ My artwork is inspired by subjects which I am a fan of such as comics, movies and TV shows. I enjoy to draw both digitally and traditionally. However, I most prefer drawing digitally as I feel personally that the final result looks more professional.



I mainly like to draw thick line art, as present in the Spider-Man piece, however I also like to challenge myself and use a painting style which allows me to achieve a higher level of realism, as present in the robot pieces.



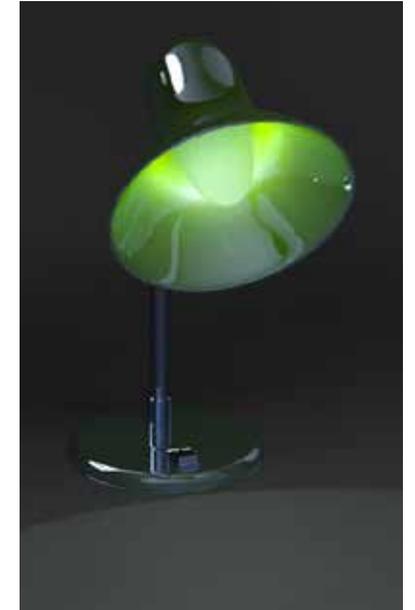
# K.KERSHAW

“ My style comes primarily from the animated cartoons and comics that I grew up with and continue to admire as I’m improving. Inspiration comes from animation and comics. I enjoy making characters the most, but creatures and animation are my favourite ways of creating media. ”



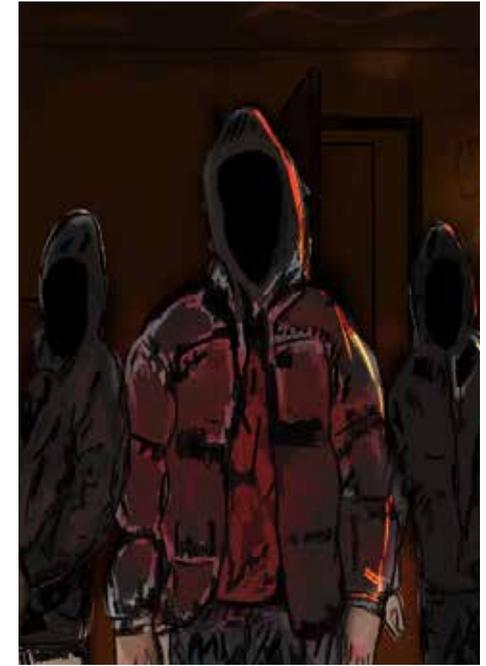
# K.OBUSZYNSKA

“ I am heavily motivated by the artists that I follow on social media platforms, as they inspire me to create art, as well as to try out new techniques which I pick up from them. Another thing that motivates and helps me stay a hardworking person, is eagerness to improve my skills, and hopefully land a job in which I will be happy with what I do. ”



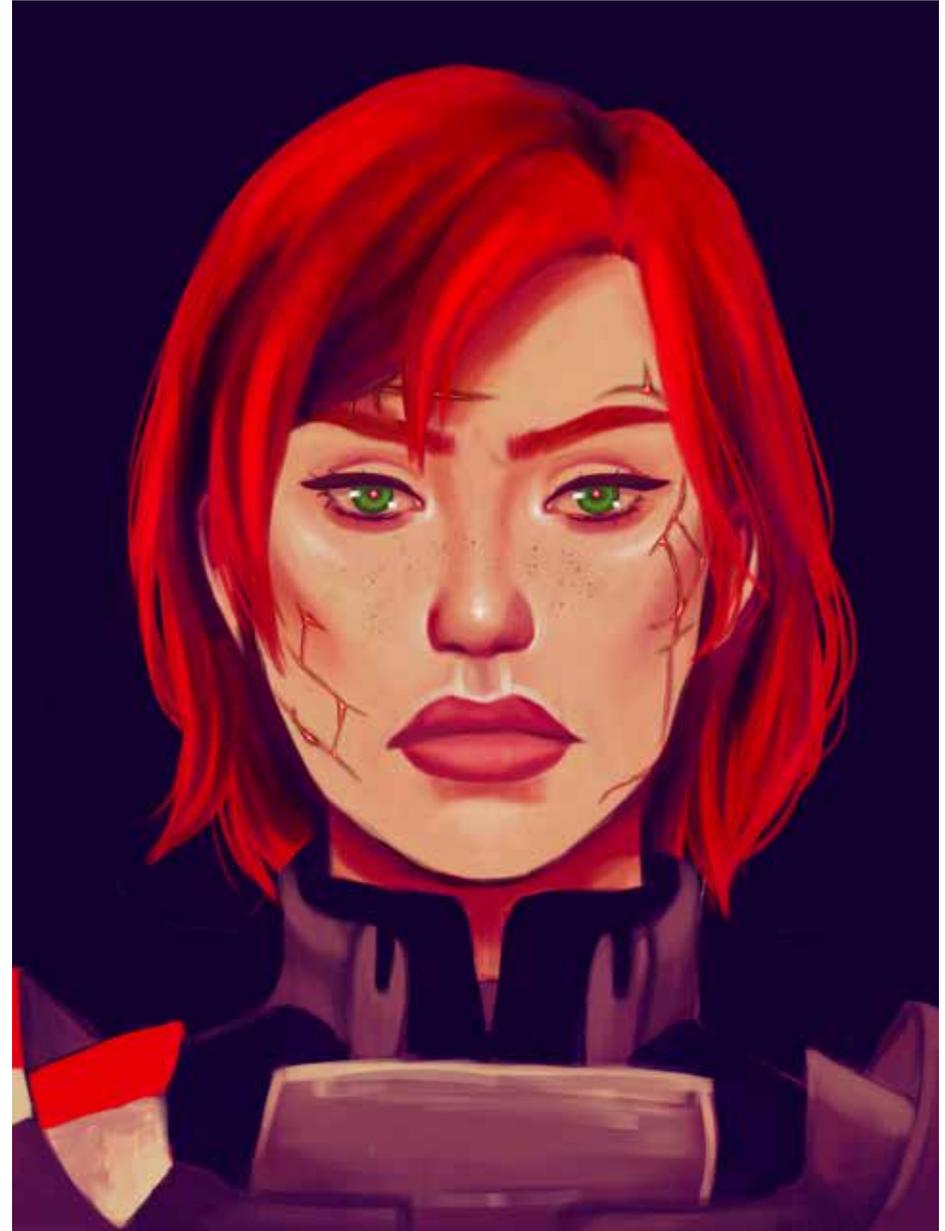
# K.RIGLEY

“ When it comes to creating artwork I don't have a preferred style, I just see what style best fits the piece I'm creating. As you can see by the pieces of artwork I have displayed they are all very different styles of art. I mainly take inspiration from video games or films I have watched. I like to create artwork that reminisces the best experiences I have had from gaming and films I have watched. ”



# L.BISHOP

“ As an artist, I tend to bend both realism and the general cartoon art style into a mixed semi-realistic, vibrant style that suits me. The work I produce is digital art because of the mix of different programs and options available to practice, mix and master. I enjoy using bright, vibrant colours within my work to make it really stand out and catch the eye. ”



# L.HARRISON

“ My art style is heavily influenced by cartoons I watched as a kid, they inspire me everyday to create new and exciting work. I mainly focus on character design and interesting concepts for stories behind each one. These characters are either existing ones from my favourite games, movies and TV shows or original concepts I come up with myself. ”



# L.OLDALE

“ I produce a broad range of different types of art, such as a realistic and painterly style to minimalism and pixel art. I prefer not limiting myself to a specific style because I enjoy challenging myself with new styles whenever possible and I believe challenging yourself is the best way to grow as an artist.

”



# M.MANSELL

“ I like to do fantasy artwork. I feel most comfortable doing artwork that involves character design and more of a military feel to it. I enjoy drawing in portrait style and enjoy creating my own characters. ”



# M.PARKER

“ My artwork has lots of energy behind it. I tried to form my own scratchy art style, which in my personal opinion has worked really well. I love to create artwork with action with a dark sense of atmosphere. I also really like to create work that is bright and stands out to the audience. ”





“

I grew up reading graphic novels by Neil Gaiman, Alan Moore, Jim Henson and much more. The darker and more raw the art, the more I loved it. I take a lot of inspiration from comic art styles and add my own edge to the art form.

”



I also looked up to Lord Of The Rings, the Dark Crystal and Labyrinth growing up and I want to create my own fantastical creatures and environments that evoke strong emotions in me like these films did. My Love for 1970s rock, such as Led Zeppelin and Pink Floyd also influence my work.



# S. CARROLL

“

I consider myself more of a writer than an artist strictly, as such my artwork is mostly focused around supplementing my writing and visualising the scenes and characters I create within my stories. I mostly enjoy and focus on portraits and character artwork.



My genre of preference is fantasy, as I feel that it's such a malleable and intriguing differentiation from reality that allows me to dwell deep into my own ideas. Much of my inspiration comes from the concepts I myself believe are underused, as well as twisting common tropes to give them more depth or an opposing spin.

”



# T.DICKINSON

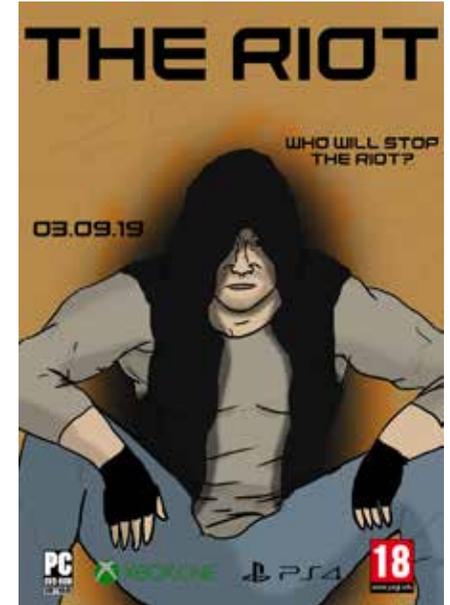
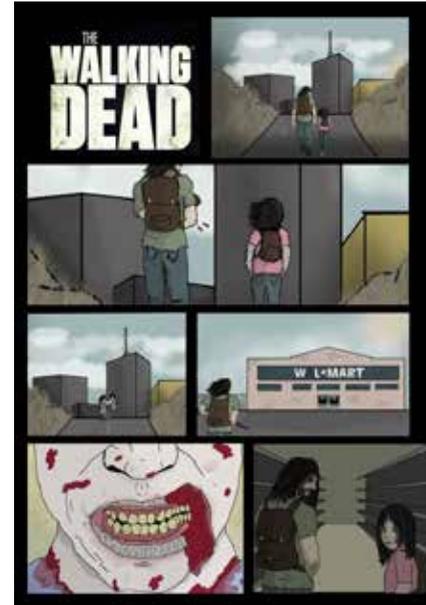
“ My art has been inspired heavily by anime over the years. This is because I have always had it in my life since I was young and really enjoy the way it looks and the way the colours are used to make something appear very eye-catching and interesting to view. I have tried to ensure my artwork uses a lot of colour, as well as having bright elements placed within it so that my art style resembles the art style seen in some anime and manga.

”



# U.KHALID

“ I like to draw on traditional and digital mediums, but I am also really skilled at traditional design. My favourite art style is cel-shaded and realistic. My inspiration comes from serious mysterious characters like the ones in Assassin’s Creed. ”

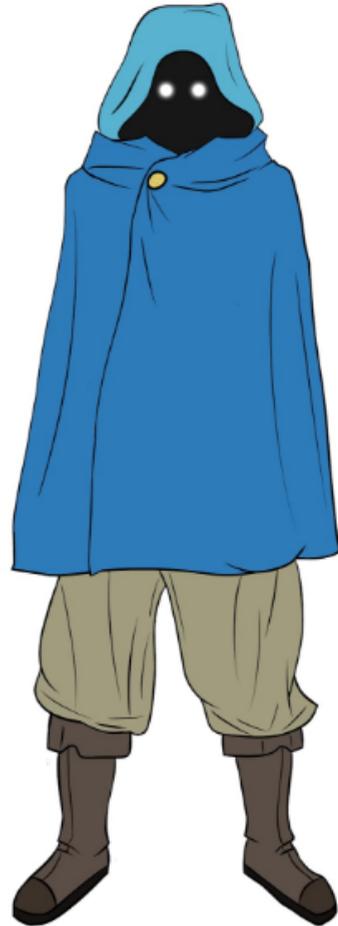


# W.GILBERT

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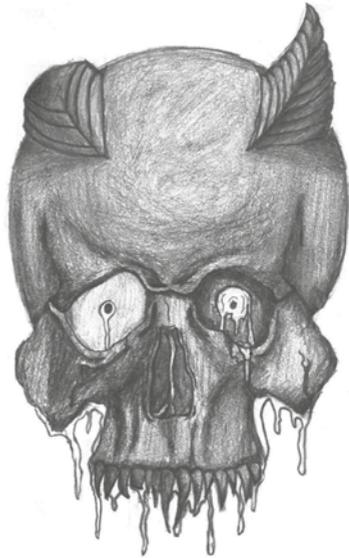
My artwork is inspired by propaganda posters and characters that appear imposing, sinister or whose intentions are unknown. This comes from the films I watch and books I read as well as being heavily influenced by Orwellian or Lovecraftian antagonists. I also enjoy creating cartoon, fantasy style work influenced by the games that I play.

”



# Z.LISK

“ I am very inspired by the classic fantasy of alien-like creatures and monsters, as well as the unique weaponry found within games that are almost always impractical. I do dabble in environments, but I much prefer drawing creatures and objects. I much prefer to use traditional materials, mostly pencils, rather than digital as I find them easier for shading and more fun to use. ”



# GET IN TOUCH

Interested in our students' work?

Get in touch by contacting any of the tutors listed below.

Adam Cain

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Pete Salt

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Alternatively, ring us on **0115 993 2321**.

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