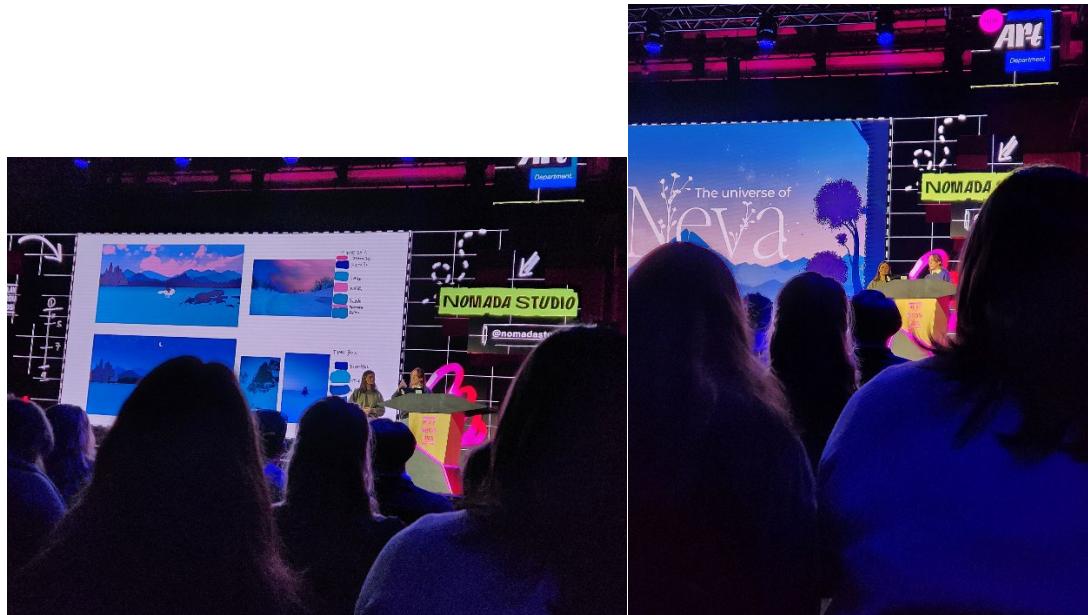


The Art Department:

**Intro:**

During the Art Department trip, I attended a few speeches, took part in a live drawing session, walked around and enjoyed the art from various small artists, and even original art from classic Disney movies like The Lion King and Beauty and The Beast, and figures from Wallace and Gromit. Overall I had a blast, and I had a lovely time listening to the inspirational creative processes of the speakers present.

**Nomada Studio- Neva:**

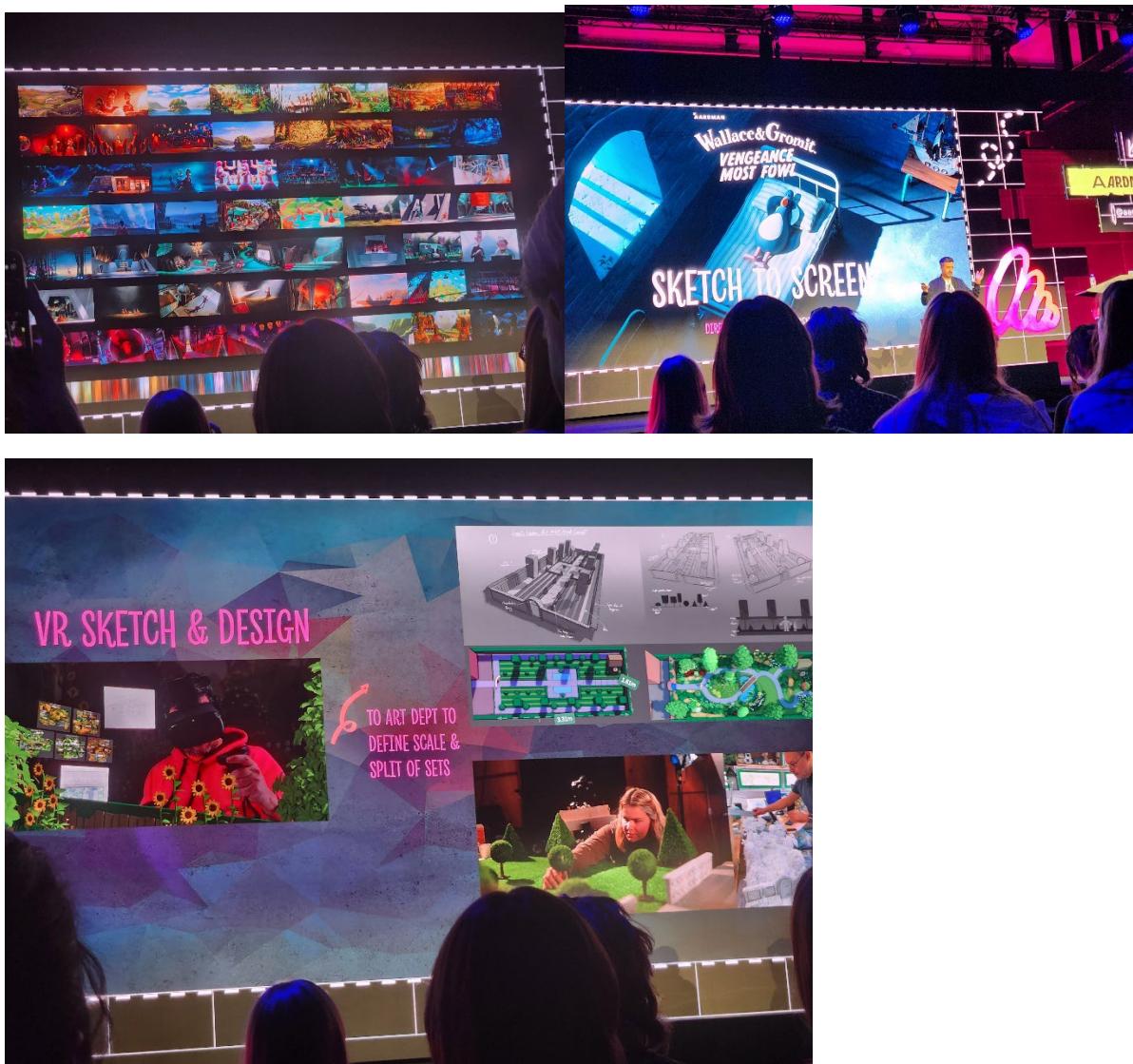


I attended this Presentation, as I have a personal interest in the creation of video games and wish to get into this industry. This was the first presentation I attended, and it was beneficial to hear something that was reiterated (pun intended) Constantly this day, which was the **importance of iteration**, and constantly **keeping in mind the overall vision** of the project being worked on. For example, I saw a lot of concept art from the beginning of the **iterative process**, some of which I personally liked better than some of the final designs, yet, the studio, and I, recognized that some of these concepts, did not fit the theme of their game. The strongest example of this for me, was a piece of art that looked incredibly dark, with stark bright reds for contrast, that gave a very powerful and eerie feeling. **I thought this piece was beautiful**, but for art meant to be for an area close

to the beginning of the game, where the point is to highlight the beautiful nature, this contrast didn't fit for this point in the game.

This helped me really reflect on my tendency to get too attached to certain designs that I enjoy, even when if I really paused to think, the designs might not always match the needs of the project/client.

Aardman Studios:



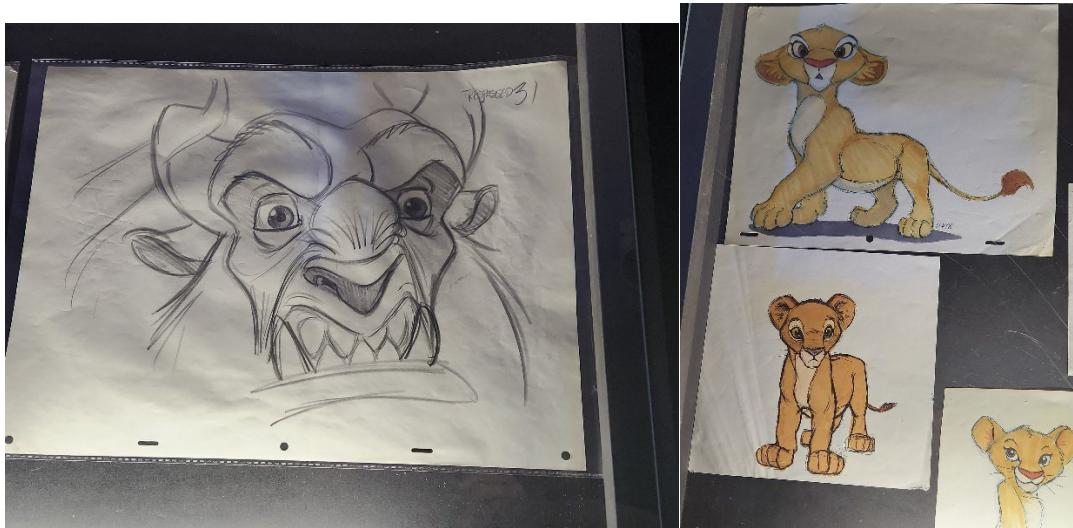
The presentation from Aardman Studios was possibly the most influential of the presentations I attended, as I was introduced to a new software, Gravity Sketch, and new way of creating 3D assets, as well as environments in Virtual Reality. This is an important step in the iterative process for Aardman Studios, but for me, this is the first

3D software I gave a chance, as I have always wanted to create 3D art, but I never did until this point. After just trying the software and creating something small, I found that I really enjoy working in this program, and I want to begin developing my skills. While I will learn Blender soon, I am enjoying getting my first taste of thinking in 3D in such a immersive way.

First 3D model made in the weekend after visiting The Art Department:



Aaron Blaise- Disney



This Presentation was the final one for the day and was a pleasure to attend. While I didn't make any groundbreaking discoveries about new art software or tools to try as I did with Aardman Studios, it was still an inspiration as a creative to listen to an artist that I grew up with, adoring his work, whether I knew it or not at the time. Hearing about his unending passion for what he does and how it carried on, even after his tenure at Disney, was a delight to hear. I have always loved hand-drawn animation, and while I have only poorly dabbled in it once or twice in the past, a huge reason why I have not continued to build up that skill, was simply because hand-drawn animation is a rare thing nowadays. Most animation studios do not do it anymore, at least not often, and therefore it felt like a waste of time, attempting to get good at something there is little-to-no market for anymore. But of course, as this presentation reminded me, humans don't create art because of market value. Hearing him talk about a short film he had made from the ground up using only hand-drawn animation during the pandemic and stating that "Hand-drawn animation only dies if we let it" almost made me emotional. It

ignited the passion for creating art in me once again. Something that I had lost somewhat for a long time before this.