



LET'S PLAY:

3D GAME ARTIST

A 3D Game Artist is essentially someone who creates art used at any stage of a game's production in a 3D format. There are many different roles within 3D game art - some may be focused solely on high-detail, rendered artefacts for cinematics, while others may be creating efficient characters to be used within active gameplay. Within these roles, a **good technical and logical command of the software being used** is critical, as well as **strong art fundamentals** (perspective, proportion, thinking in 3D space) and the **ability to translate 2D ideas into 3D forms**.

NOTABLE CHAMPIONS



- **Jane Ng** (Firewatch, In The Valley of Gods)
- **Ryan Benno** (Sunset Overdrive, Walking Dead)
- **Yekaterina Bourykina** (League of Legends)
- **Cordell Felix** (God of War 4, Bioshock: Collection)

TOMES OF KNOWLEDGE



- **"Anatomy for 3D Artists"**
Chris Legaspi (2015, 3dtotal Publishing)
- **"Digital Modeling"**
William Vaughan (2012, New Riders)

PARTY ROLES



These are some of the roles you might encounter underneath the umbrella of **3D Game Artist**:

- Environment Artist
- Character Artist
- Texture Artist
- Technical Artist
- Prop Artist
- Cinematic Artist
- Production Artist
- Visual Effects Artist
- 3D Art Generalist

SKILL TREE



CREATIVE SKILLS

Art fundamentals such as form, perspective, lighting and colour are critical, as well as a good design eye.



LOGIC SKILLS

Good logic & technical skills aid thinking in a 3D space and problem solving while modeling.



FLEXIBILITY

Creating in multiple styles consistently is a huge asset to studios - branch out!

KEY ITEMS



- **Modeling programs** - Blender (free), Maya (paid), 3DS Max (paid)
- **Sculpting programs** - ZBrush (paid), Mudbox (paid), Meshmixer (free)
- **Texturing programs** - Substance Painter (paid)
- ... and always carry a **sketchbook with you for ideas!**

QUICKSTART QUESTS



- **Start simple and work your way upwards.** Begin by modeling and texturing things around basic shapes - a book, fruit, basic furniture - and try to teach yourself a new technique or skill with each new model.
- **Try out a number of different programs and free trials.** You may find Blender easier than Maya, or vice versa! It's good to try out a few programs to see what fits you best, and to gain basic knowledge - studios could use any.
- **Look for inspiration and tips on sites like SketchFab and Polycount.** Looking at how other artists do things like topology and texturing is just as useful as any other discipline studying their art form - check others work out!