



LET'S PLAY:

2D GAME ARTIST

A 2D Game Artist is essentially someone who creates art used at any stage of a game's production in a 2D format. A varied umbrella of roles, they could be a generalist - someone who does a little bit of everything - or specialised, taking care of specific jobs like conceptualising ideas in pre-production, to solely designing characters to appear in the game. This role requires **good technical skill and art fundamentals**, the **ability to iterate upon ideas quickly and creatively**, and **flexibility to take on the style and tone of the game being made**.

NOTABLE CHAMPIONS



- **Jason Chan** (Mass Effect 3, League of Legends)
- **Janice Chu** (Last of Us 2, Warframe)
- **Trudi Castle** (Darkest Dungeon, The Long Dark)
- **Anh Dang** (Overwatch)

TOMES OF KNOWLEDGE



"Color and Light: A Guide for the Realist Painter"
James Gurney (2010, Andrews McMeel Pub.)

"Art Fundamentals: Color, Light, Composition, Anatomy, Perspective, and Depth"
Gilles Beloeil, et al. (2013, 3dtotal Publishing)

PARTY ROLES



These are some of the roles you might encounter underneath the umbrella of **2D Game Artist**:

- Environment Artist
- Concept Artist
- Character Artist
- Texture Artist
- User Interface Artist
- Storyboard Artist
- Marketing Artist
- 2D Art Generalist
- Pixel Artist

SKILL TREE



CREATIVE SKILLS

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



ITERATION

Being able to concept an idea from multiple approaches and perspectives is crucial.



FLEXIBILITY

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

KEY ITEMS



- **Illustrative drawing programs** - Adobe Photoshop (paid), Krita (free), Paint Tool SAI (paid), Clip Studio Paint (paid)
- **Pixel drawing programs** - Asperite (paid), GraphicsGale (free)
- **Reference image tools** - Kuadro (free), Pinterest (free)
- ... and always carry a sketchbook with you for ideas!

QUICKSTART QUESTS



- **Draw everyday, especially things that are outside of your comfort zone.** 'Spitpainting' or painting a piece within a certain prompt and 30 minutes/1 hour is an excellent challenge - try joining the Daily Spitpaint Facebook group!
- **Design a character - then draw them in five different art styles.** Flexibility and moving outside your comfort zone can teach you a lot - if you normally draw cartoon, then draw your character in realism, pixel, and so on.
- **Become familiar with tools of the trade.** A lot of 2D digital art is done using graphics tablets - you don't need a fancy, expensive one to be a good artist but getting familiar with a tablet like a Wacom will be valuable!