



**C E L  
E B R  
A T E**

**GAME ART  
PORTFOLIO**

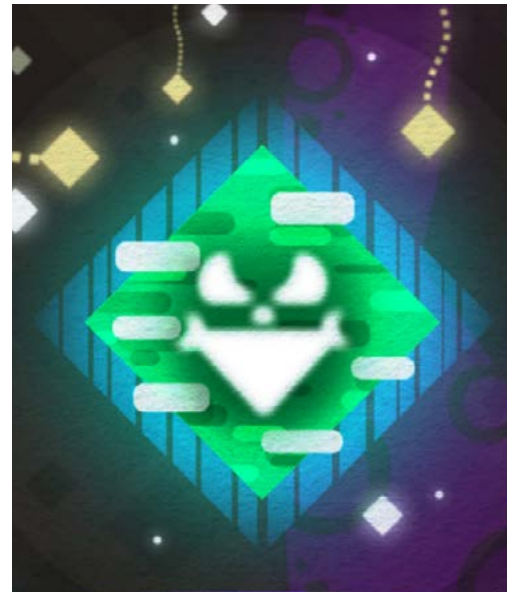


**14 07 16**

Within these pages is a celebration of Confetti's Game 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.

# ALFIE GEE YR 2



The inspiration I have to produce my art comes from the various games I play, comics I read and artists that I look up to. It's with my determination and persistence to improve, that I continue exploring these various art styles and inspirations.

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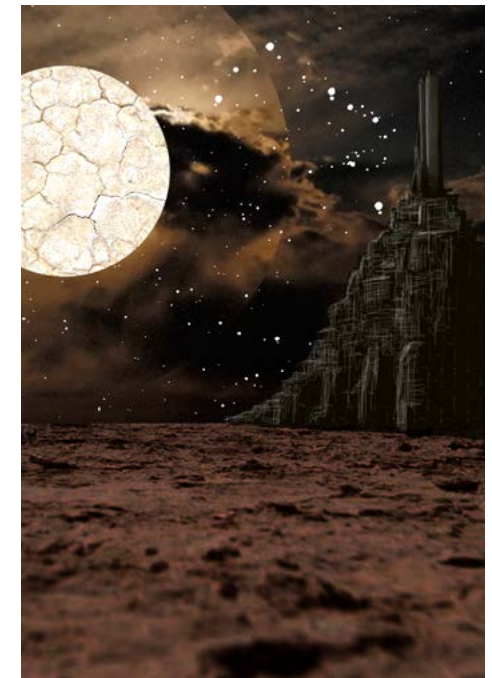
# TOM SMITH

YR 2

I mainly produce landscape and environment concepts digitally. Often abstract ideas that seem out of this world, inspired by content seen in the movies I watch and games I play.

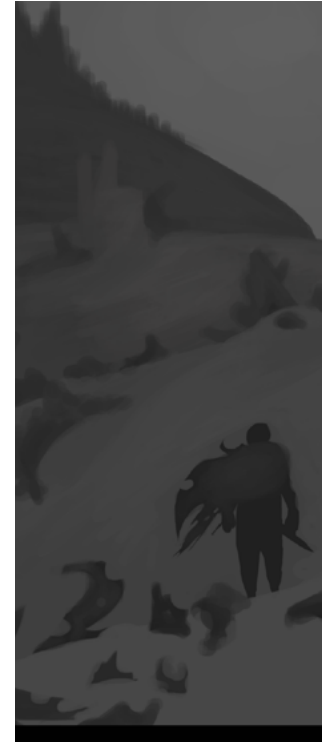
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# TALISHA MAHMOOD

YR 2



I am very inspired by mythical worlds, very much like the ones created by Hayao Miyazaki, especially for his movies 'Spirited Away' and 'The Castle of Cagliostro'. The art world and ideas behind these kinds of movies have always been my top interest and have shaped my preference in art over the years. I like to play with surreal elements in order to create my pieces of work and love being able to interpret different concepts in my own way. My biggest inspiration – besides the wonderful worlds of Studio Ghibli – would be the world around me. I love to create intriguing and unique pieces based on both man-made objects, as well as nature. The fusion of the two makes for interesting compositions that wouldn't be able to function within our own reality and play with what exists within our own imaginations.

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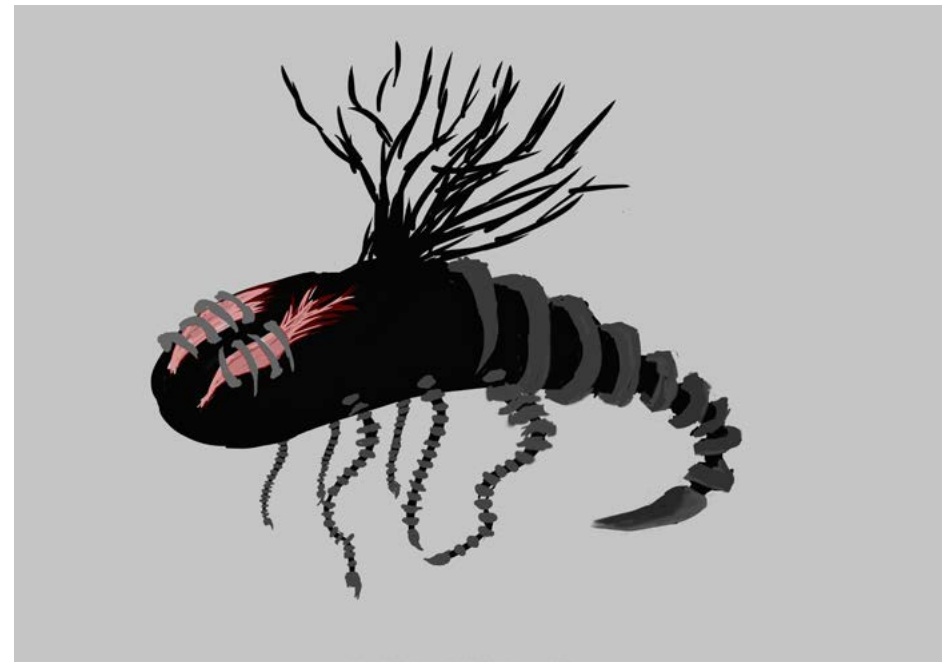
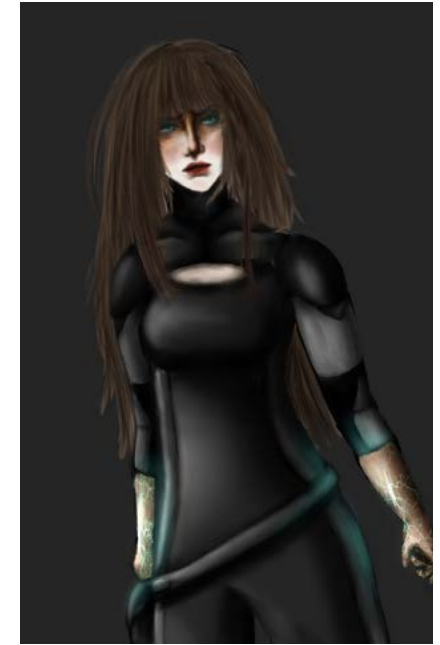
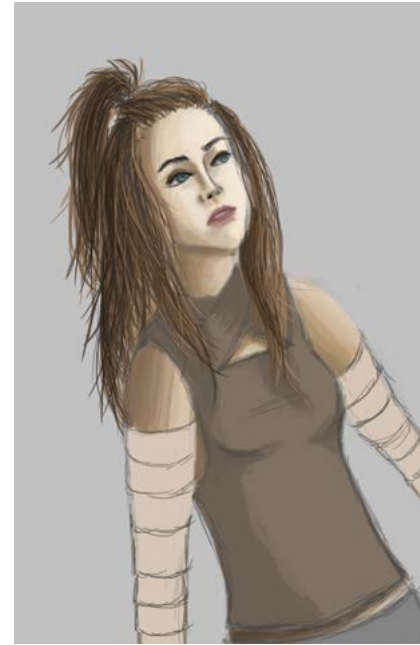


# HOLLIE SMITH YR 2

The main inspiration for my artwork varies from piece to piece. However, I find that a common theme running through a lot of my work is nature and the environment – whether it be inspiration from nature or from animals. I like to take small elements from photographs, that can spark ideas for character creation and designs and try to incorporate them into my artwork.

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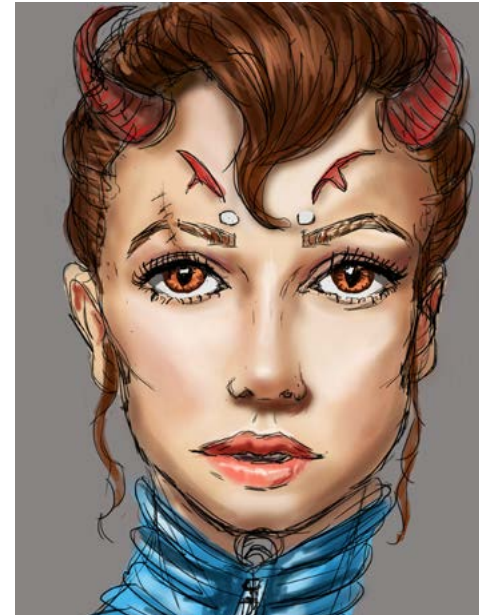
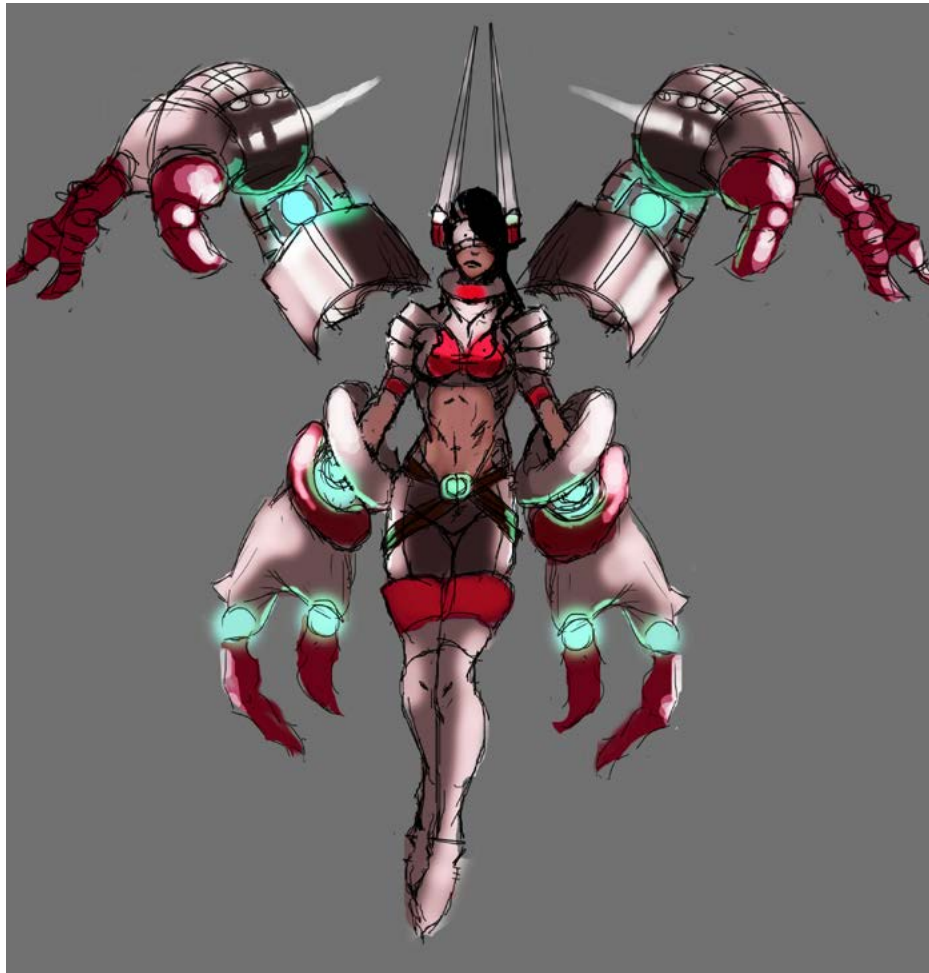
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# TANESHA ANGELES

YR 2



I'm mostly inspired by comics and games such as 'Lady Mechanika', 'Tomb Raider' and 'Castlevania'. I enjoy drawing characters and developing my skills in anatomical studies and poses in a variety of different styles.

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# THEA JACKSON YR 2

I'm greatly inspired by digital artists who have worked on comics or other business endeavours as I aspire to be as successful and disciplined as they are in the future. I love stylised artwork as I enjoy adding my own personal flair to studied anatomy and postures. I hope to utilise the skills I have gathered both independently and through college to achieve my future career goals.

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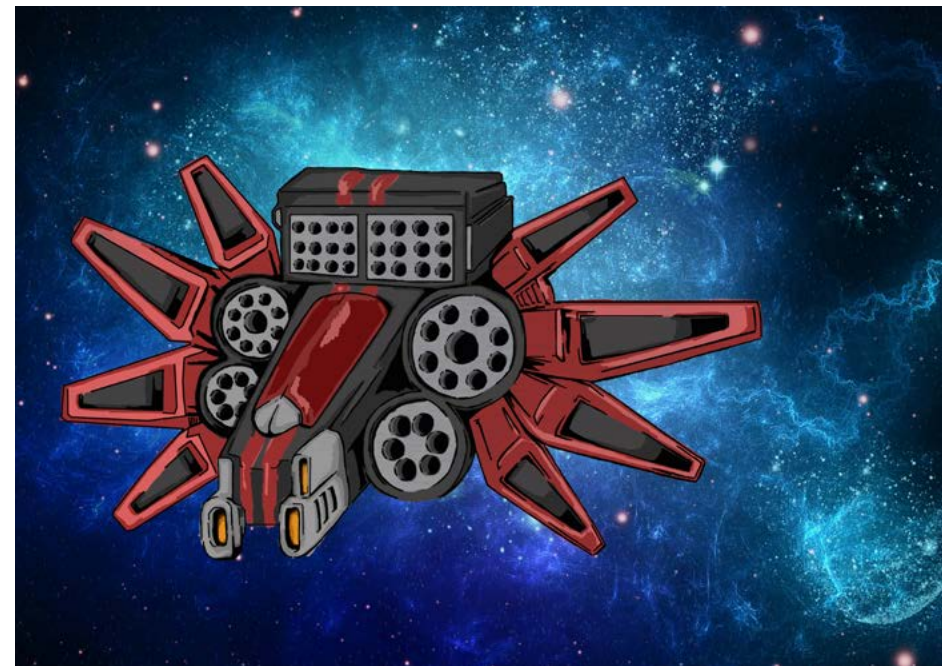
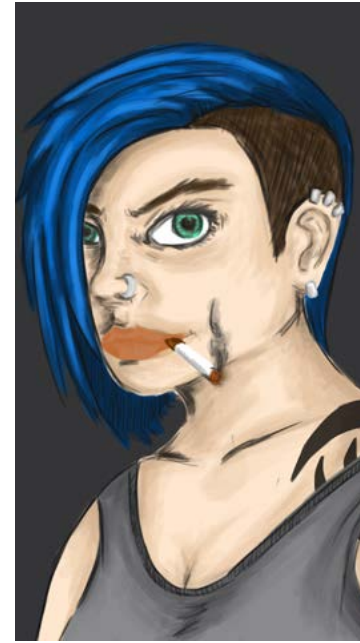
# CONNOR RONAYNE

YR 2



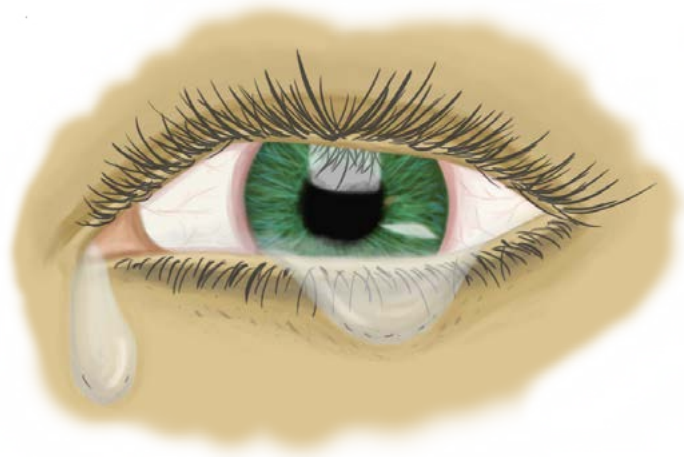
I am inspired by the art of games, both in-game and concept art. I particularly enjoy character art and environments. I like to develop artwork for my favourite games. I am also inspired by comics especially 'The Walking Dead' and 'Preacher'. I find that I am able to work in many different styles which allows me to develop artwork for all sorts of different briefs.

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# LIBBY OLDALE

YR1



The inspiration for my work differs depending on the sort of style I'm doing, however I'm always inspired by emotions. When I create realistic artwork, I try to create imagery that captures human emotion because I believe it's the most powerful, for example the crying eye. For my pixel landscape, I used specific warm colours that weren't contrasting in order to create certain feelings. When I create other landscapes, I would sometimes use cooler or more contrasting colours to create different feelings.

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# BETHANY SHAW

YR1

My main inspiration comes from a love for childhood cartoons, especially ones like Disney or Looney Tunes. I enjoy creating my own characters as well as creating show inspired designs that I feel also represent a large part of my identity and interests. The characters themselves usually take form in an anthropomorphic body structure which is something I have always found fascinating as a child.

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# CHLOE SHAW

YR1



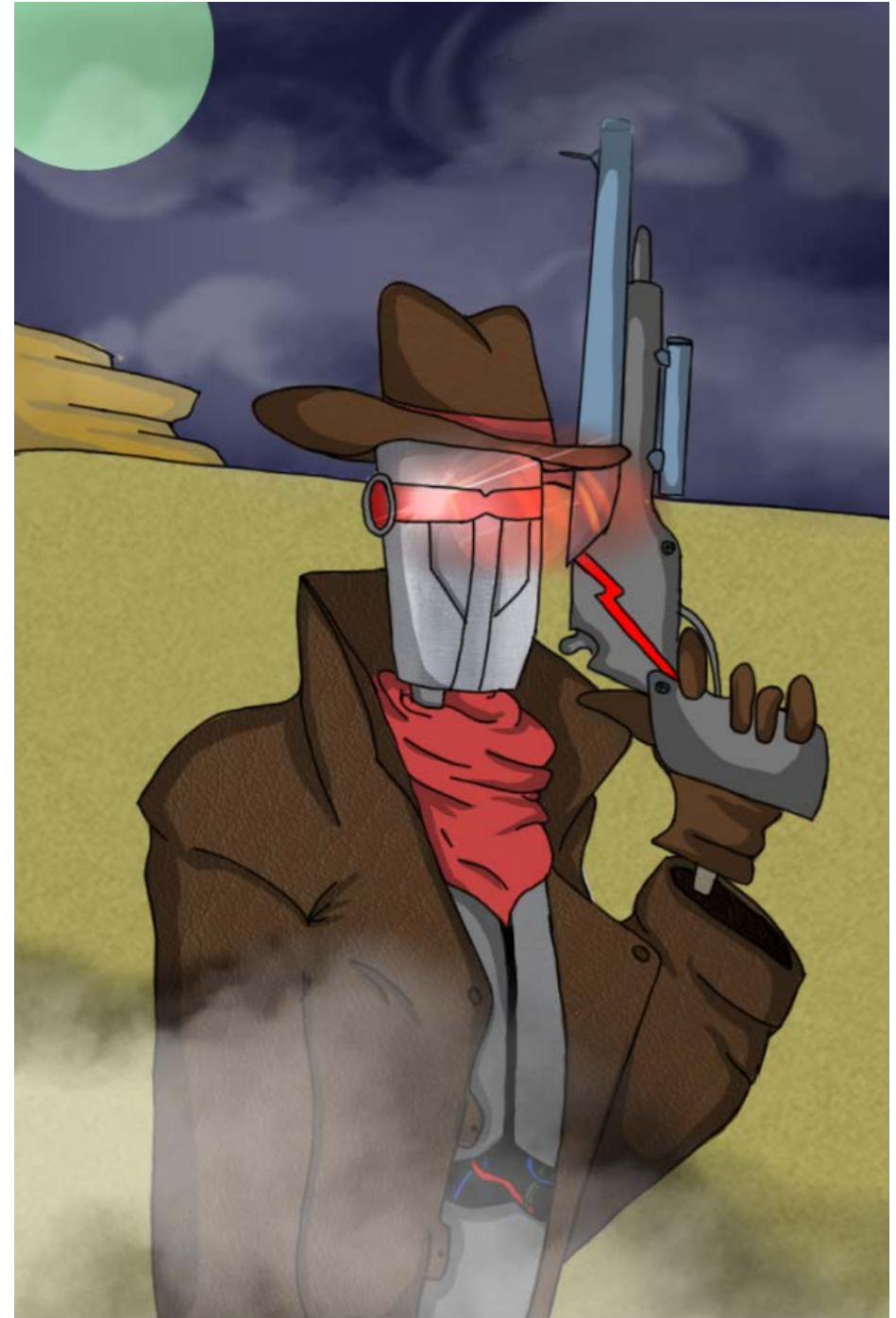
Most of my drawing ideas are inspired by movies, shows and games that I love. I try to make drawings of my take on movies, like the Waterfall drawing which was an idea from seeing 'Avatar' with the dark jungles, glowing plants and strange animals. My main focus is drawing people, which is mainly inspired from the style of anime. An example of how I think, is I see people or animals around me and draw them as an anime character, or when I see characters in movies and games. Though my style is currently very 2D and not much realism at all, I am aiming to try and have a more realistic but cartoon/anime style. Sakimichan from DeviantArt is also a huge inspiration to me, as I love her style and how she can make her drawings look both anime and cartoon like.

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# LEWIS HARRISON YR 1

My art is – and always has been – inspired by the massive amount of cartoons I watched as a kid, things such as the 'Ninja Turtles' inspired me the most and made me really want a career in drawing. It's weird how I've almost had this career planned out in my mind from such a young age and sometime in the near future it will hopefully come true.

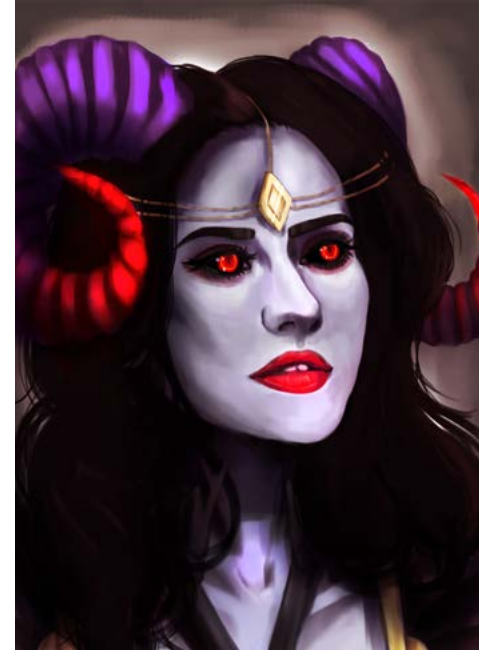
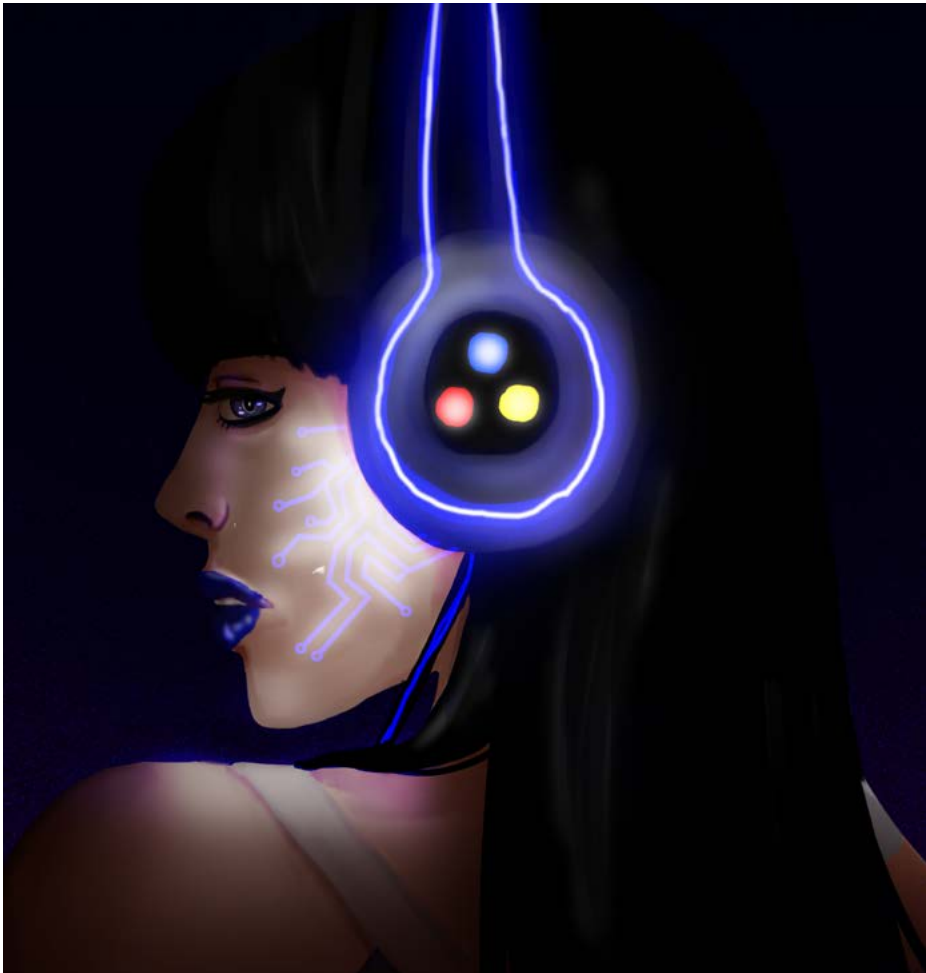
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# LUCINDA BISHOP

YR1



What inspires me to create my work is usually music. I enjoy all different genres, ranging from classical to soundtracks to rock. I could listen to one type of music one day, get an idea and then be listening to a completely different artist and genre and figure out ways to develop my own work to look better than before.

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