

Concept Artist

Required Skills

Level 1

- Translates verbal and/or written direction into artistic action.
- Demonstrates competency with color theory.
- Demonstrates competency with use of line weight.
- Demonstrates competency with shading.
- Arranges compositions in cinematic manner.
- Uses common painting software.
- Illustrates design of props, characters, and environments.

Level 2

- Constructs a shape language for a collection of objects, characters, and environment.
- Designs a color script with emotional beats
- Identifies and defines moments of significance within a story.
- Designs characters that are unique and expressive.
- Designs believable worlds for the characters to inhabit that support the story.
- Constructs images that function as representation of a finished frame of film.
- Designs logos.

Level 3

- Designs and develops all requirements of Level 2 in multiple styles.
- Differentiates needs and uses of artwork across various departments (i.e. lighting, surfacing, modeling).

What courses should I take?

- ARTS 103 - ARTS 115 - ARTS 325
- ARTS 104 - ARTS 212 - ARTS 353
- ARTS 111 - ARTS 303
- ARTS 112 - ARTS 305

Vizzers in the Industry

Gary Villarreal

Concept Artist,

Deluxe Entertainment

Gary completed his Bachelor's in Viz in the spring of 2013. On the animation track, the studio and life drawing courses he took honed his skills as a 2D artist and taught him the importance of persistence and collaboration within a team, as well as the ability to communicate ideas through design and to receive and apply criticism. After graduating, Gary worked as a graphic designer for H-E-B and a freelance artist. Currently, he works as a concept artist in the Virtual Reality department at Deluxe Entertainment Services, where he designs environments, vehicles, and characters to be used as reference for the various 3D artists on the team. To those interested in pursuing a career as a concept artist, Gary has this advice: "Work extremely hard, and after school. Learn as much as you can from your professors. Always view objects with the curiosity of a child, and think about how you can design that object differently. In addition, draw or paint everything you see to build up your visual library. Know what you want to specialize in. This last advice, which I believe is by far the most important, is establishing strong connections with people while staying genuine."

