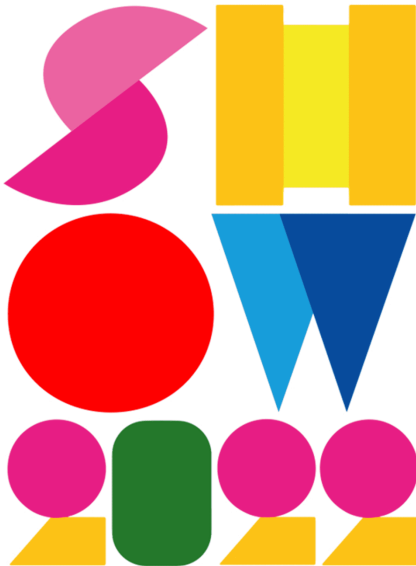# NEWSLETTER

June 2022

Congratulations, Class of 2022!

Our Game Artist Class of 22 showed off their final graduation projects at The Arthouse Show 22 in May.

Work was exhibited alongside that of other final year students' in Illustration, Graphic Design, Fine Art and many more subjects this year. The Show happily returned to a bigger event to include displays at City Campus and Arch 27 in addition to our flagship Arthouse.
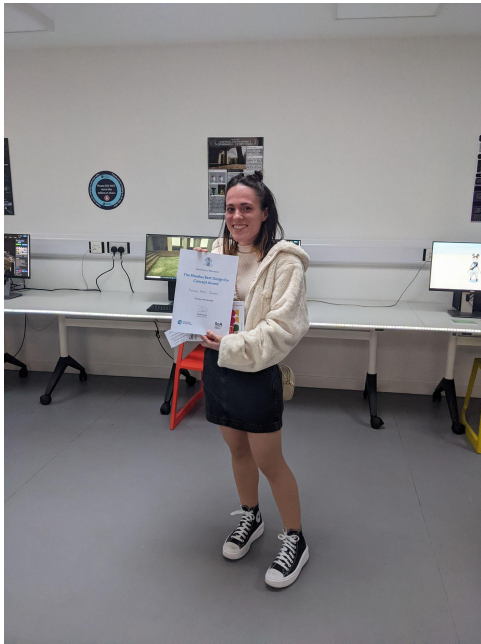
We are delighted to share that Ainara Molin Olmedo won the Rhodius Best Design for Concept award on the night, which will go on her degree certificate.

Ainara's project, Victory Temple, used the latest Unreal Engine 5 technology as well as photogrammetry techniques that Ainara implemented through independent research into processes.

If you didn't manage to visit the show in person, you can still visit virtually as the 3d cameras captured the show. The Show is online via https://www.worcesterdegreeshows.co.uk/22/

Winner | IntoGames50

Congratulations to graduate Harry Hartwell who has succeeded in being named IntoGames50 winner 2022.

This initiative seeks to highlight talented people who have not yet got their foot in the door of the UK games industry and is open to everyone regardless of their background, as long as they are not already working in the games industry or are re-entering the sector having previously worked in the same role.

Harry, as most of you will know, is a Prop Artist, specialising in creating weapons and props as in-game assets. His graduate portfolio project, AKB-407, was inspired by soviet rifles and future dystopian war game series such as Fallout and Metro. He says that his project was about, "Creating realistic/stylised props for hero and environment, ridden with storytelling detail. I'm always seeking ways to share stories with every project I create."

This is a great opportunity for recent graduates from UK games courses and I hope to see more of our students and graduates not yet in industry featured next year.

You can read more about the scheme via https://www.intogames50.uk/ig50-2022 and see Harry's portfolio on Artstation at https://harryh.artstation.com/projects/o2ddvk .

The Rookies

The Rookies is a community for non-professional digital artists and gives members the chance to build portfolios online and get feedback on their work, in a similar way to Artstation.

Victory Temple, Ainara Molin Olmedo

They run a prestigious competition every year and we're happy to see that many of our final year students have thrown their hat in the ring again this year for the [Rookie Awards 2022](#).

Good luck to Daria, Ainara and Harry!

You can see their entries below and check out some of the competition too.

- https://www.therookies.co/entries/15946
- https://www.therookies.co/entries/15803
- https://www.therookies.co/entries/16140

Year Abroad

Credit: Christian Elliot

Two of our students are currently studying in Japan for their year abroad.

Rodrigo Costa and Christian Elliot spent their first semester studying online due to the pandemic but got the green light to fly out to Nagoya in Semester Two. Those of you on our discord server may have been following their progress and enjoying their pictures from their experience that they have shared in our #overseas chat channel. We look forward to welcoming them back to their studies with us in September.

We are seeing regular numbers of Game Art students making the most of this opportunity each year, often combined with a Japanese Language Module that students enjoy. Although study abroad can be anywhere and not just Japan. We have links in Australia, USA, Canada, Korea and many other countries.

If you think you might like to follow in their footsteps, applications will be open for second year students in the autumn semester.
https://www.worcester.ac.uk/study/international-students/study-abroad/study-abroad-outgoing-students.aspx

Midland Road Studios

V-Ex Digital Event Services have opened a state of the art facility in Worcester and the Game Art team along with our Head of School, David Broster, were there to join in the celebrations.

Jacqui has been working with V-Ex over the last year to build a relationship to support mutual benefit for our School of Arts students, staff teams and the company. They are now partners of the University of Worcester, and will work with us in areas such as providing live briefs, graduate employment and research projects.

V-Ex are virtual event experts. Game Art alumnus Jack Jones was hired by them upon graduation in 2020, and now builds virtual environments for conference attendees, recreating the in-person conference experience in detail, down to networking in the coffee bar!

Their high-end video facilities include an XR LED wall (aka a mandalorian screen) which could replace green screen in film production and VFX pipelines. You can see more about this technology via https://youtu.be/Ufp8weYYDE8

Clockwise from top left: Game Art Graduate Jack Jones, now 3d artist at V-Ex; David Broster with V-Ex CEO Roland Renshaw, COO David Bedford and the Mayor of Worcester, Adrian Gregson.

Conference Presentation

June saw the return of the annual University of Worcester Learning and Teaching conference, and it was a return to an in-person event which included a talk from Jacqui, Senior Lecturer in Game Art.

The conference was organised into several themes, and Jacqui's presentation on Female Representation in Game Art was included in the strand on "Fostering a Sense of Belonging in and Beyond the Curriculum".

The presentation examined the work of female game artists and students within the context of gaming culture and asked how we can challenge issues around female representation such as over-sexualisation of female characters and support a more diverse industry for minority groups within a subject.

Jacqui hopes to expand her study over the next year, and use findings to inform teaching practice.
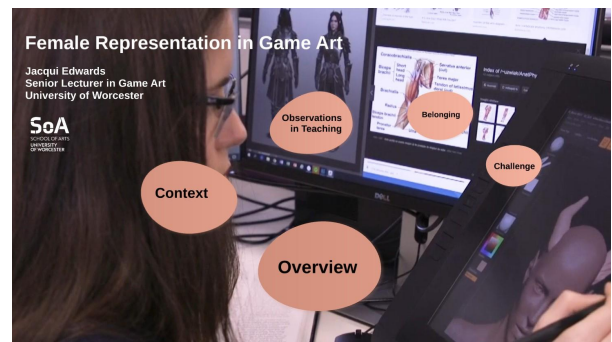
Summer Challenge

While many of you are enjoying a well-earned rest, some of you are taking up our Summer Challenge over on discord.

Chris has challenged you to create a game ready prop, environment or character based on the concept art prompts in the channels. Remember to post your WIP if you are taking part!

Email Jacqui if you are not yet on discord and need an invite to the server.

Last Word

Arianne is currently working with IT to prepare the image for the studio before her summer break. Look out for the updates on 'what's new' in our next newsletter, along with other news about our staff and students as always.

We look forward to welcoming you all back in September after your Summer adventures and welcoming our new cohort of first year game artists. Whether you are travelling, doing the Summer Challenge or catching up with family and friends we hope you have a wonderful Summer.

Editor: Jacqui Edwards, Senior Lecturer in Game Art