

Introduction to Visual Study

Topic: Creating Concept Art for fantasy weapons and armour

My Visual Study is investigating how artists illustrate weapons and armor within the genre of fantasy art. Weapons and armor tell a lot about a character and can be the most important part of a character's identity. During my study I will learn the processes used by Julie Bell and Boris Vallejo. Bell and Vallejo are well known fantasy artists that bring hyper realism to life from their black and white conceptual illustrations. I read in the '*Boris Vallejo and Julie Bell sketchbook*' that art is one part inspiration and nine parts perspiration. Vallejo and Bell create art with seemingly little effort and many think their brushes are magic wands, but they are not. It starts with the drawing which is the wellspring of their art....The most important tool they have is the pencil.

Tetsuya Nomura is a Square Enix worker. Square Enix is a Japanese video game development company. He started off as a debugger then became a Monster Designer. One of Nomura's biggest successes was his character design work for Final Fantasy VII and his lead character design in Final Fantasy VIII. His work in fantasy art reflects a more manga aesthetic compared to his Final Fantasy work. I would like to learn to draw my weapons using Nomura as a reference point.

Julie Bell: Creates unique paintings of "metal flesh" with beautiful metallic surfaces contrast with the softness of skin.

Boris Vallejo: Knows how to develop through his paintings a very personal hyper realistic style and has greatly contributed to the world of fantasy illustration. His depictions of fantasy figures and scenarios have a focus on muscular and athletic female bodies.