

2024 Vis Dev Art Test

The Visual Development Art Test is designed to simulate a real-world scenario in which an artist applies for a position at a studio—whether in gaming, commercial, live action, or computer animation. This test includes clear instructions that you, as the artist, will need to visually interpret and solve. The materials you submit will be evaluated to assess your suitability for the Visual Development track and give you insight into what to expect when applying to a studio after school as well as the daily tasks of a visual development artist.

You will choose one of the two prompts provided and select one visual target to focus on during your test. Any details not explicitly outlined on the requirements page are open to your interpretation, so feel free to be creative and enjoy the process! Consider this test as a typical class assignment and anticipate spending 2-3 weeks refining your final submission.

Visual Target: An example of the final aesthetic of a production, including aspects like stylization, shape language, color palette, lighting, and mood. In this case, the visual target you select is the style you will be emulating for your submission.

3 pages Total: Final submission should be 16x9 inch @300dpi in PDF format

- **Pg 1:** figure page, 5 to 10 figures (Include at least one of each 1-2 min, 5-10min, 20 or longer). Must be observational work from figure One and or Two.
- **Pg 2:** page preliminary process work (compositional thumbs, value studies, color studies, rough sketch, show your thought process)
- **Pg 3:** final image

Option One - King Arthur Environment Design

Story: The Legend of King Arthur is a historic myth with themes of chivalry, magic and romance.

King Arthur conceived of the Round Table as a communal meeting space for his knights, where they could equally share and discuss ideas among themselves. The story takes place in 5th and 6th century Britain.

Requirements:

Architecture and Environment: The design should be an interior castle space, stone with high ceilings, in 2pt or 3pt perspective. A large and ornate round table should be prominently featured. A fireplace on one wall adds warm lighting to the scene. Tapestries hang on the walls. The room is inviting and friendly.

Characters: King Arthur is the lone figure, standing in front of a window, pensively looking out into his kingdom. The legendary sword, Excalibur, is sheathed on his side.

Details: Integrate King Arthur's flag into the scene (refer to reference page). The visual target: How to train your dragon OR Diablo 4 OR Darksburg

King Arthur Art Test Mood Board

These images represent the general architectural direction of the castle interior.



Fireplace should be this scale



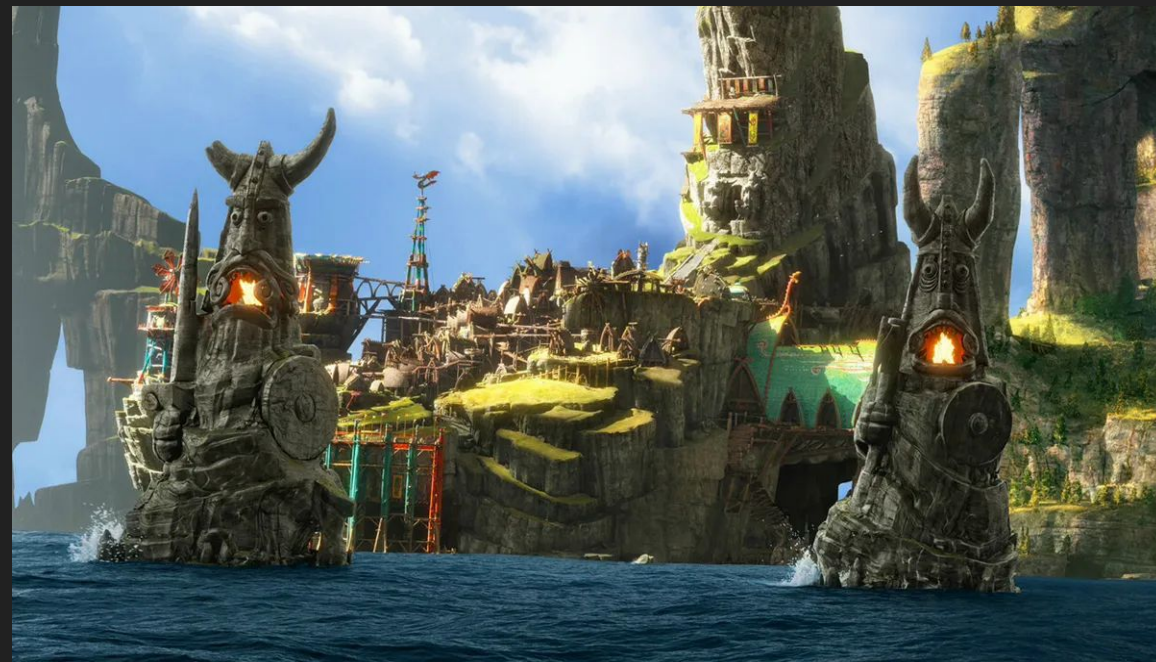
King Arthur Flag Ref

King Arthur Visual Target: Pick 1 of the targets below to emulate

Diablo IV



How to Train Your Dragon



Darksburg



Option Two - Gas Station Environment Design

Story: There has been a monster outbreak and our hero has taken up residence in an old gas station. Our character has set some traps and otherwise modified the gas station for survival purposes. She has lived there for over a year.

Requirements:

Architecture and Environment: The year is 2042 but the gas station was originally built in 1982 so it should reflect a combination of new and retro styling. The gas station needs to have 4 pumps. The environment can be set in any biome you like.

Characters: Reference for the character can be found on the next page. The final image should feature the character as a silhouette in a storytelling pose.

Details: This should be an establishing shot and the gas station should take up 70 to 90 percent of the composition. The name of the original gas station was “Sunset Petro” and this should be shown clearly somewhere in the image. The overall mood should be somewhat playful and not overly serious. Visual Target: Borderlands or The Mitchells vs. the Machines.

Gas Station Art Test Mood Board

The environment should be build for this character.



Character Design by: Tarik Takasu

Gas Station Visual Targets: Pick 1 of the targets below to emulate

Borderlands



The Mitchells vs. The Machines

