



Pick a game you know and love. Add an item to an existing 'collection' within this game. It can be a character, item, vehicle - etc. Make sure to include the object's name, category, basic functionality & modes (as applicable). You can draw simple diagrams if you like, but this is primarily written homework.

Some things to consider while working on this challenge:



In game studios I've worked, understanding the other disciplines has been extremely helpful. I know that animators don't like monsters with tons of legs, and they really hate animating tentacles & tubes. Environment artists love a design that can be broken up into repeatable chunks & modules. Want to satisfy a game designer? Learn to think like one! By creating a written brief of your own, you're spending a day as a game designer - and that's a great thing to practice.

On that note, I sometimes think concept artists are 'secret diplomats'. While other departments might not have much contact, concept artists are trying to find visual solutions to make everyone else happy. The more I've been able to empathize with the team's goals & desires, the better my results have been.