

Video Game Based Artwork Exhibition

Artists featured in this exhibition:

Valentine (last name unknown)

Garrett Klein

Sabrina Dela Paz

Ahmed Karam

Evan Scale

Oudvin Cassell

Sara Wilde

This exhibition is titled 'People of Fantasy'. It is compiled of 7 works by 7 different artists in a variation of styles. The main focus piece is by Sara Wilde, as it brings together the theme of the show: which is art based on video games. I believe that this theme is important as it shows a deep dive into how people view the games and what inspiration they have drawn from it. With deep thought, I have brought together these pieces as I believe they best complement each other and the theme of the exhibition. I have selected two games that these art works have been drawn from, 'The Last of Us' and 'Resident Evil: Village'. These games are horror/thriller games with emotional back stories that reel in players and creates a large fan base which is shown by the popularity ratings.

For my exhibition layout, I plan to build a T-shaped room in order to display the main focus piece at the top. Along the side walls are the rest of the pieces displayed exactly 3'4" away from each other, creating equal spacing. The walls are to be brick layered to add a raw feeling to the room as these games are in a post-apocalyptic world.

This theme is important to me as I use gaming as a form of escape. Like many people, playing video games is not just something they do for fun, although that is a factor within playing them, it is also a form of down time. According to [ESA](#), '89% of players say video games provide stress relief, while 88% say video games help improve cognitive skills.', this statistic shows how video games positively improve not only the amount of stress a person carries, but how well they feel their brain functions.

Those who draw inspiration from video games to create art use it to expand the universe initially given to them. This show is to invite like-minded people to view this expansion and see how it can be viewed outside of the gaming universe; a way artists and players can join together and indulge further into their interests. Art and video games are a format that brings people together and makes for a healthy community base.

The artists I have chosen, have a range of art from different games that they play, they have the games I plan to include in common, which in theory, would bring them together and create a close-knit community. I have paired together those who have drawn from 'The Last of Us' and those who have drawn from 'Resident Evil: Village' the keep the side theme cohesive and flowing. While each artist has their own unique style and preferences, they all link together and compliment the other works.



Abby Anderson (The Last of Us) - Valentine

This artwork will be placed on the left-hand side of the exhibition room and will be the first one in the line-up. This is a digital artwork, using a monochrome colour scheme, which I believe adds further emotion to an already captivating scene. Before this scene, the character Abby killed the main character, Joel Miller, she had been hunting him down for 5 years after he killed her father in a hospital shoot out. The revenge driven character felt a wave of different emotions during this scene, a mixture of anger, relief, guilt and revenge, which I believe has been perfectly captured in this scene brought into a different light by this artist.



Clicker (The Last of Us) - Garrett Klein

This artwork depicts a freeze frame of an enemy known in The Last of Us universe as a 'clicker'. Clickers are humans infected with the cordyceps fungus. The fungus has grown over their eyes, causing them to become blind, and must rely on sound to find

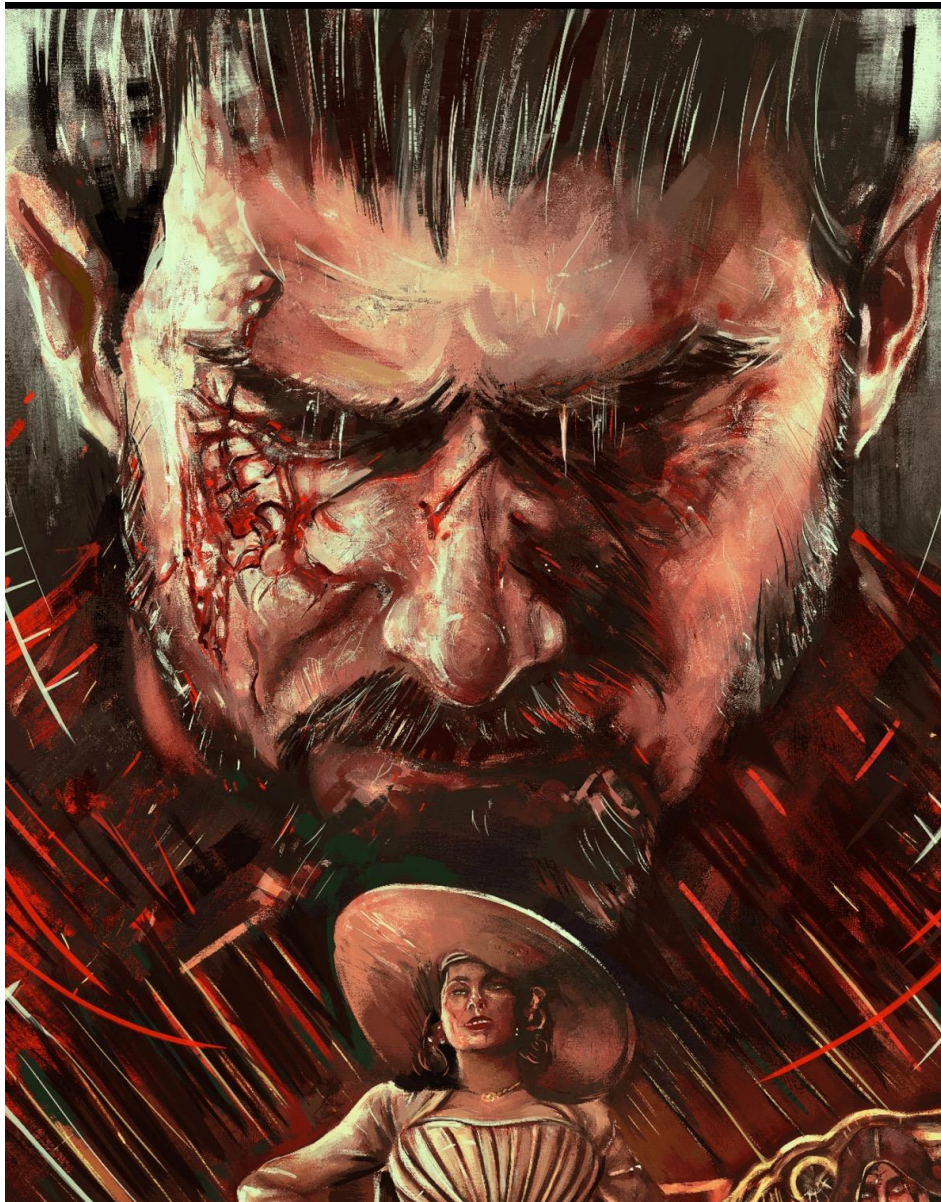
food. Clickers get their name from the sound they make when using echolocation to pinpoint their targets. This artwork perfectly shows how a clicker works, and the in-depth detail shows just how terrifying these enemies are, bringing to life the horror aspect of the game. While these enemies are colourful, the use of monochrome leaves you to imagine what they could possibly look like if you have not seen one before, allowing viewers to input their own creativity and imagination.



Clicker 2 (The Last of Us) - Sabrina Dela Paz

This version of a clicker shows the true colours, inspired from the fungus, cordyceps, which is known in the animal-kingdom as the 'zombie fungus' as it infects its host and takes over its nervous system, essentially controlling its every move. The use of colour in this depiction adds a sense of reality into something so unworldly, despite it not

being possible to infect a human with cordyceps. The depth of shadows and the vibrant colours are taking directly from the cordyceps fungus, and it shown here very well.



Ethan Winters & Lady Dimitrescu (Resident Evil: Village) - Ahmed Karam

In this piece, it has two of the main characters shown within. Ethan Winters and Lady Dimitrescu, these two characters are rivals as there is an emotional back story involving Ethans newborn baby. The scars shown on Ethan's face are wounds he acquired after battling the enemies within the game. The fact Ethan is much larger than Lady Dimitrescu shows his victory against her and other enemies, it depicts his strength and her being so small shows her defeat and importance. The colours used here are quite dramatic and shows how much bloodshed occurred between these two characters, and the hatred Ethan has for her.



Leon Kennedy and Zombies (Resident Evil 2) - Evan Scale

This artwork shows the fast-paced action that is involved in these games, the quick decisions that must be made. This is in an animated style while the game is photo realistic. This shows the interpretation of the game this artist has taken on and used it to put it into his own form. The angle used in this piece is known as the 'dutch tilt' which is commonly used in horror films and games; it adds a touch of thriller into the drawing itself, making it feel very action packed and terrifying.



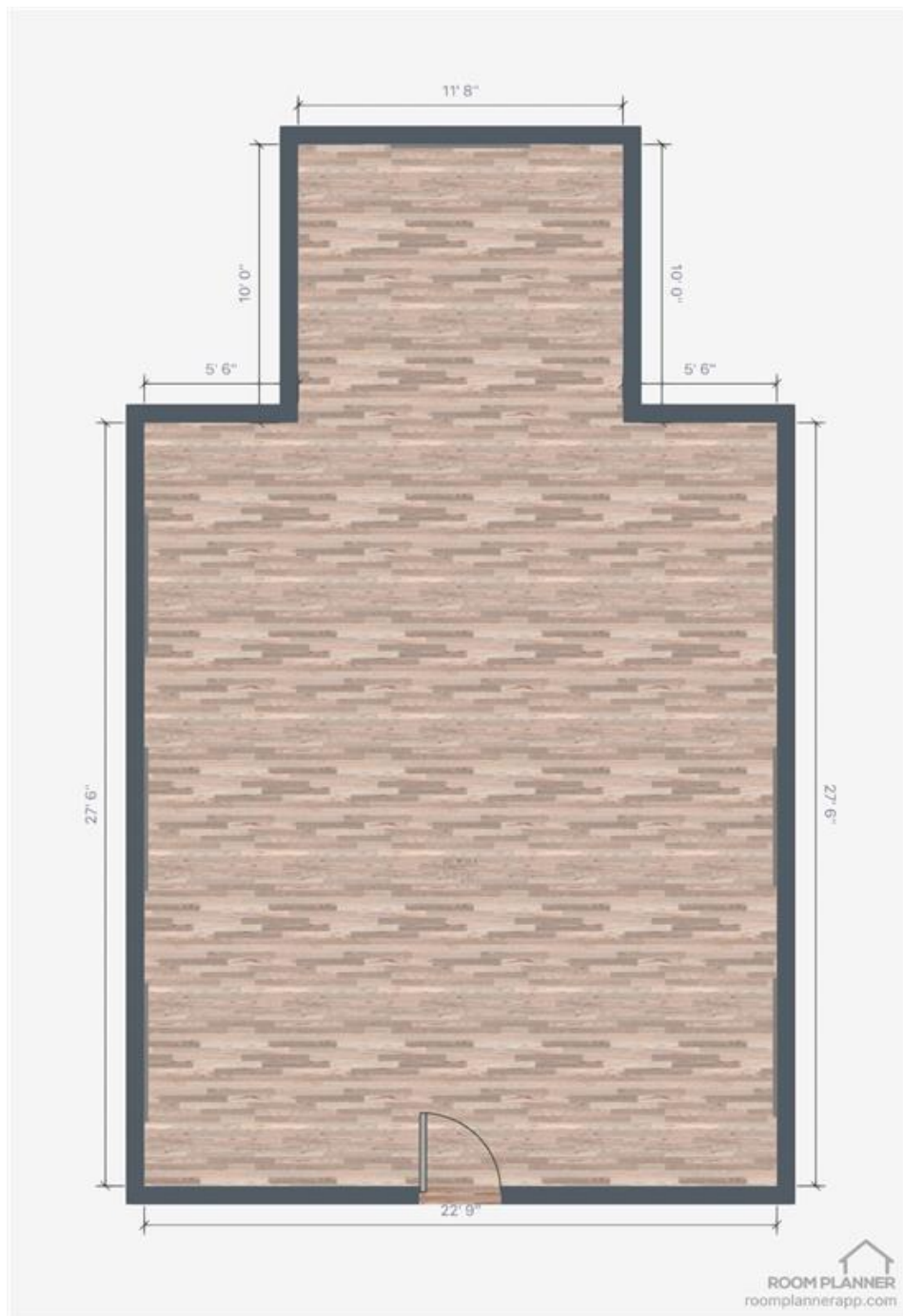
Lady Dimitrescu (Resident Evil: Village) - Oudvin Cassell

This is a digital drawing, in this piece you can see this close of one of the main villains in this game series, Lady Dimitrescu. It shows her knife-like hands and sinister smile. The veins that appear around the frame of the drawing are there because the game is played in a first-person angle, and this scene shows her holding your character by the throat, the veins are to emphasise her tight grasp and strength. The colour shows her pale complexion well and does a good job at showing, in detail, that she is not human.

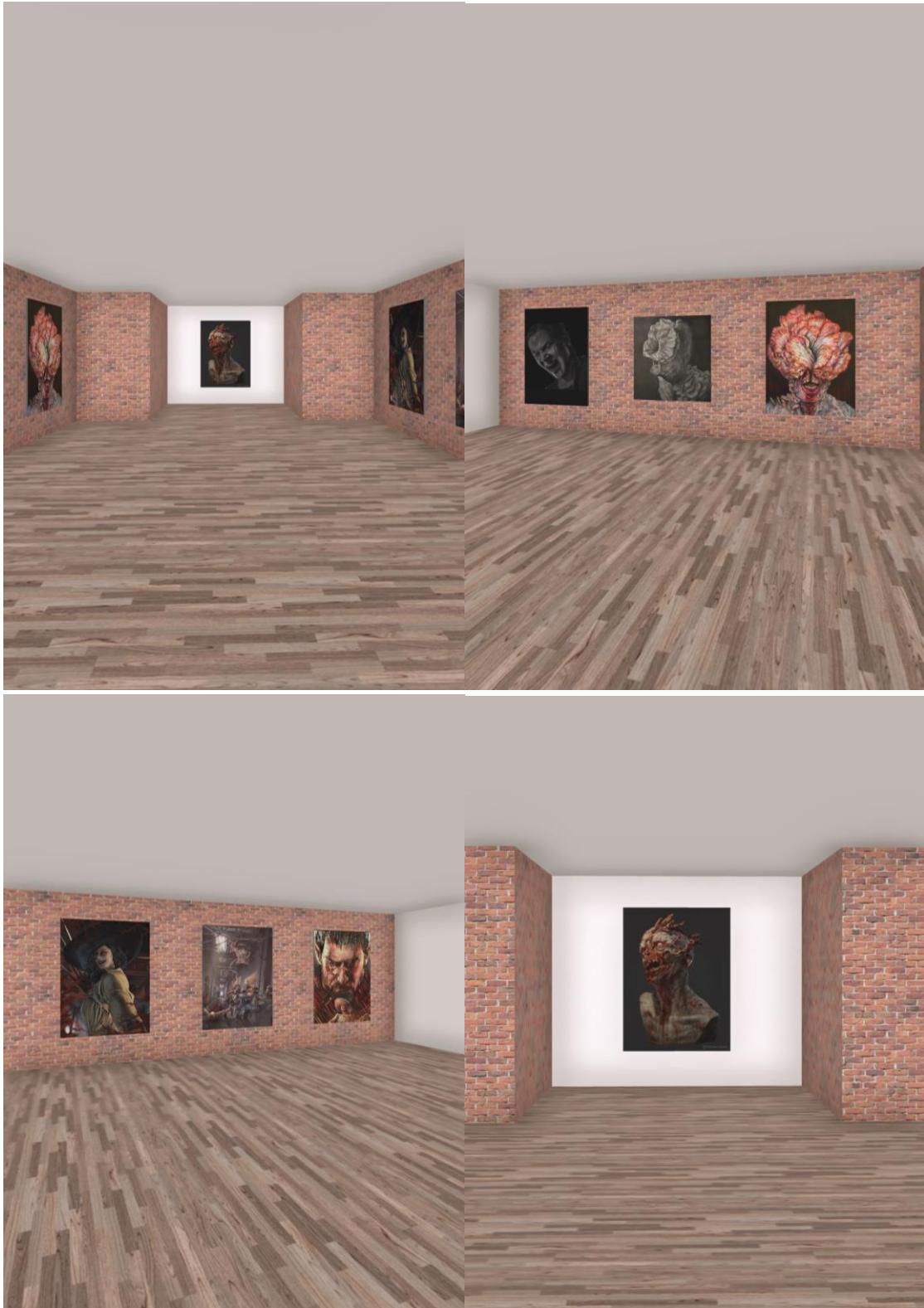


Clicker 3 (The Last of Us) - Sara Wilde

This artwork shows the evolution of how the fungus cordyceps grows overtime, and how it begins to split open the victim's face. This digital piece is the artwork I have chosen to be a main feature within my exhibition show as I believe it to be the most eye catching and interesting of the works I picked. The colours used for the skin has an unhealthy look to it, showing that the person before being infected, is now essentially dead, as it appears to be rotting and decomposing as the fungus begins the spread and take over the host. I enjoy how each clicker portrait shows how the clickers use their mouths to get around, this one in particular has been torn away, inviting people to wonder how the person, who is now infected, died.



Floor plan of the exhibition



How the artworks are to be displayed within the hall I have created

To reiterate, this show is to bring together people who take inspiration from their hobbies/interests and create whole new universes within ones they play, as it is a way to relieve stress and embrace enjoyment.

References

[ESA](#) - PAGE 1