

Nostalgia

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My two connective artworks are named 'Nostalgia'. They are inspired by video games, specifically RPG and MMO games, and depict a fictional, fantasy-themed battle that is about to ensue between a dragon and a group of magical adventurers.

The illustrations encompass aspects of the Covid-19 quarantine, which was the time where people were in isolation and the gaming industry was flourishing. During this time of social distancing, people had to discover other methods of communication to socialise with their peers and create new friendships. This was when digital communication and virtual reality became a prevalent alternative to talking in real life, as people were able to speak to one another live, and also meet each other face-to-face virtually. This development made engaging in entertainment with your friends possible, since some video games allowed multiplayer which enabled people to do fun activities in the comfort of their home. Some of these games that people engaged in featured group collaborations and roleplaying as fictional characters, such as the games 'League of Legends' and 'Apex Legends'.

Affected by the isolation period, my years as a teenager was consumed by video games, as it was an easy way to meet new people during a time where socialising was hard for an extrovert like me. Gaming truly made an impact on me as an individual, even as I grow up — one of my ambitions is to work for a big game company as a concept artist. Online gaming has led me to encounter many great and not-so-great people over the years, which really aided my personal growth and mindset. The fun little memories of me enjoying certain games and having a good laugh with my best friend, who lived in a different state I eventually moved away from, will forever be imprinted in my mind.

I was always grateful that this development of technology allowed me to keep in touch with the people I love no matter the time and place. The isolation period, no doubt, has a special place in my heart.

The title 'Nostalgia' stems from the reminiscence of my past with gaming, and the days where I would stay up till 3am playing League of Legends. My illustrations feature fictional characters who are equipped with armour and magical items. The fantasy theme of my drawings reflects on the common imaginative concept of MMO games and RPG's. Each character featured in my illustrations have different traits and characteristics in terms of physical build and appearance and character class to depict the individuality and uniqueness of the people you meet online.

I utilised the art medium of digital art to have access to a range of tools and brushes at my fingertips. This medium is more convenient to utilise and is less time consuming to set up.

My two artworks are greatly influenced by the game 'League of Legends' and their splash arts. Splash arts are large high quality, visually informative, and detailed illustrations which presents the quality of a character in one whole painting and is essentially the 'final concept' of a character.

Splash arts feature a lot of movement and are cinematic pieces of art. They rely on the knowledge of composition and lighting to tell a story and place a focal point on the character. This form of illustration suits my goal of creating dynamic drawings which have a cinematic feel to them.

The strengths I can identify in my two illustrations is my understanding of values and lighting. For metallic materials like the blade of a sword and armoury, I recognised that I must paint those objects with higher contrast than materials like cloth and skin. I used and practiced two forms of secondary lighting/ ambient lighting, which is the hue of the sky and the light emitted by the 'lava' of the volcanic background/environment.

The weaknesses that I can identify in my artwork is possibly the composition and the way I visualised the background. The composition seems flat, especially without the added particles and effects I implemented. I wanted more of an angled view from below, but, in my opinion, I did not execute it properly. I was experiencing time management difficulties and didn't have time to find the right references for the background, so I had to improvise and draw from imagination a lot.

The most challenging aspect of my entire project was time management. To overcome this challenge, a lot of improvisation and prioritising had to be done. I chose to draw what I already knew how to draw, and I allocated more time to the details of large and important subjects in the illustrations, than subjects that would be blurred anyway.

I hope that the people who come across my two digital illustrations reminisce about any old friends they made during the covid pandemic. That they would also remember any significant events in their lives that occurred during that period and reflect on how that contributed to their growth personally.