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The environment artist is part of the cg team and is responsible for creating most of the visuals that the player will see or interact with. This can mean creating impressive fantasy scenes. Artists should be well versed in form, light and texture, shading, perspective, and a number of different artistic styles to match the game they are working on. Some games may have a more realistic tone, while others may be more abstract or fantastical in nature. The objects created by the artist must fit into any vision.

With the advancement of technology, ue5 is very powerful. Because UE5 has greatly reduced the threshold of environmental lighting art. On the basis of having a high-precision model and giving a light, very fine rendering effects can appear. Because of this, many environmental artists are limited to the convenience of technology and do not have a good model and lighting foundation.

In fact, in my opinion, the foundation of environmental art is still the model. The first thing is to be able to make a realistic model and texture mapping according to the scheme given by

the concept art. Relatively speaking, architecture requires artists to know how to make hard surfaces, while environmental plants, life forms, etc., rely more on zbrush sculpting. Environmental artists need to know such software well in the first place. Secondly, mapping is also very important and requires the artist to be able to fully recreate the conceptual design or realistic product. For example, an antique porcelain vase, it may have surface dust, underneath is the original paint, and the paint may produce wear and tear, revealing the original material underneath, etc., all need the artist to observe carefully. I think the material is still a point I am lacking, especially the use of sp is not particularly skilled, and this is where I need to improve afterwards.

Moreover, I don't have the foundation of ue5, and I always want to learn and master the foundation of geography, which I think will definitely make my work more excellent. I hope to learn ue5 in my free time this semester, which will require strong management and planning skills for terrain, assets, etc. Therefore, I also need to have a lot of knowledge about geography and geography. So also have a lot of knowledge about geography and science. In terms of lighting, learn more about the style of concept art and develop an aesthetic.

There is also some hierarchy when it comes to environment artists and their role in game development. Less experienced junior environment artists are usually assigned to smaller props and assets, while more experienced senior artists are responsible for entire large scenes. I hope that as I continue to gain deeper exposure to the cg industry, I will be able to take charge of some large scenes afterwards.



I think this is an example of a good exercise.

Then I hope to take time to learn ue5 and initially try to make a scene independently.