



RICHARD HEALY (05)

is currently living in San Francisco working as a concept artist for Telltale Games. Most people aren't aware his job exists.

"I am the initial artist for any kind of project, be it film, video games or illustrations. I listen to the directors, writers and art directors and represent that visually."

Video games were always Richard's dream but little was known about the industry. From School, he took a short course in animation (traditional 2D plus 3D) at the Fremantle Film and Television Institute before studying a Bachelor of Arts at Curtin where he experienced a broad range of techniques.

After Curtin and a series of exhibitions, Richard headed overseas, undertaking some intensive studies in Illustration at the Academy of Art in San Francisco. His commitment was rewarded when he secured a job at

Crystal Dynamics as they began pre-production for Rise of the Tomb Raider.

"Landing the job at Crystal Dynamics has been a stand out for me. It was a top company, in an industry that I wanted to work in, making a game that I also enjoyed. I felt very lucky to have the opportunity as it was extremely competitive. Producing character, environment and prop concepts, was a great eye opener to how the industry worked."

Richard then moved to Telltale Games, drawn by their involvement with IP's such as the *Walking Dead*, *Game of Thrones*, *Borderlands* and *Minecraft* video games. He is still passionate about oil painting, exhibiting regularly and picking up other freelance concept art work on films and illustration.

"My aim is to strike a balance of all the creative endeavours and I would also be interested in teaching at some level."

Richard's artistic talent was already obvious at BCGS. He

designed sporting uniforms, shirts for the Cloudstreet Drama Production, plus the poster and website for the Shortcuts short film competition in which he also enjoyed considerable success.

"Some of my best memories are with my friends making short films for the Shortcuts Film Festival; a huge collaborative effort between people designing, directing, filming and editing. It really was fun!"

When asked for his advice Richard says, *"it's important to always be drawing and observing, and to put in the hard hours."*

"Start with traditional means as you can always learn a new programme. A good portfolio is what will get you the job, although a degree can set you on your way. The video games and film industries are very collaborative, you must work with the writers and directors to produce readable images that can then be passed onto the artists and 3D modellers. Communication is vital."