





JAMES NG . CONCEPT ARTIST . ILLUSTRATOR

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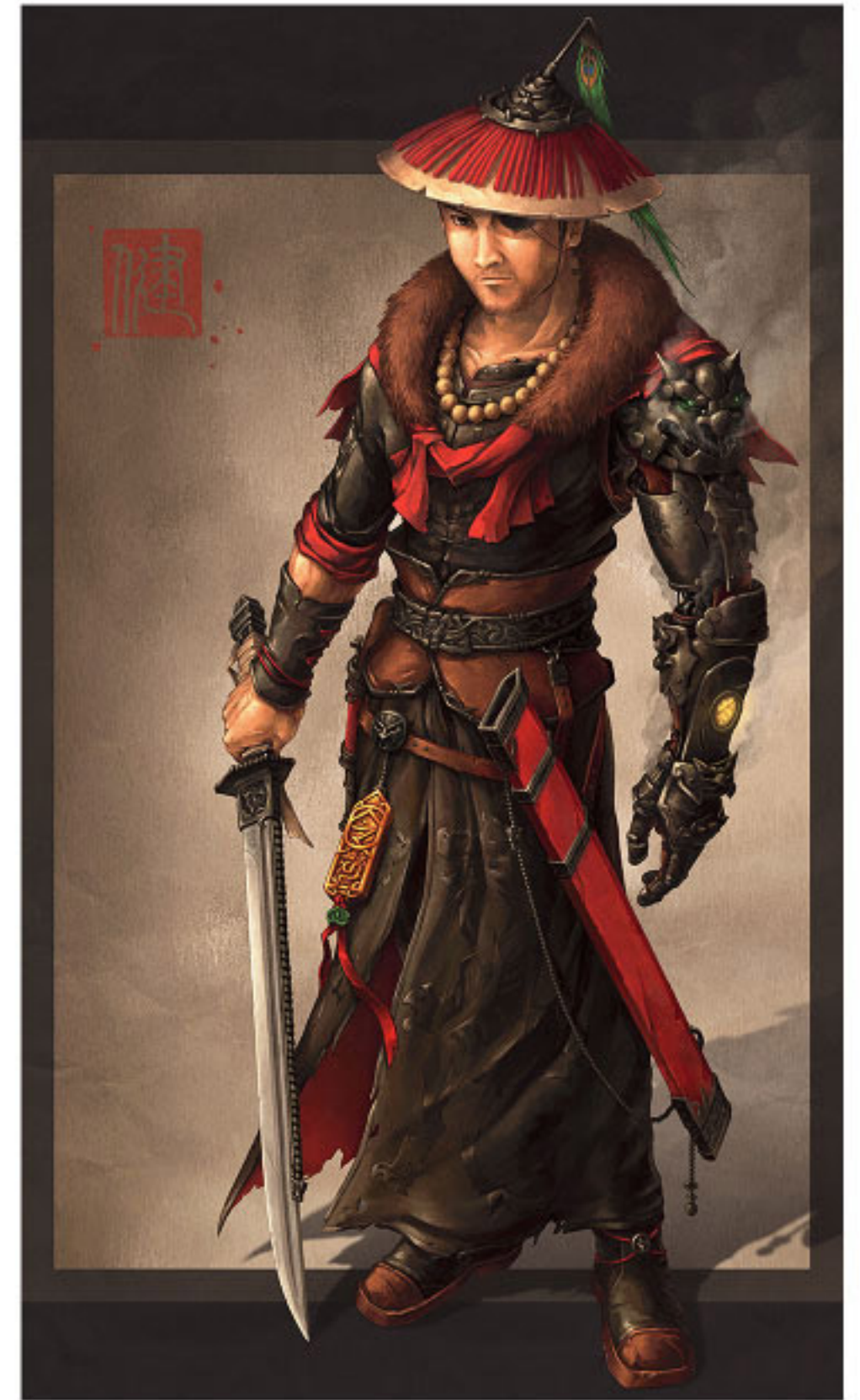
CONCEPT ART: IMPERIAL STEAM & LIGHT



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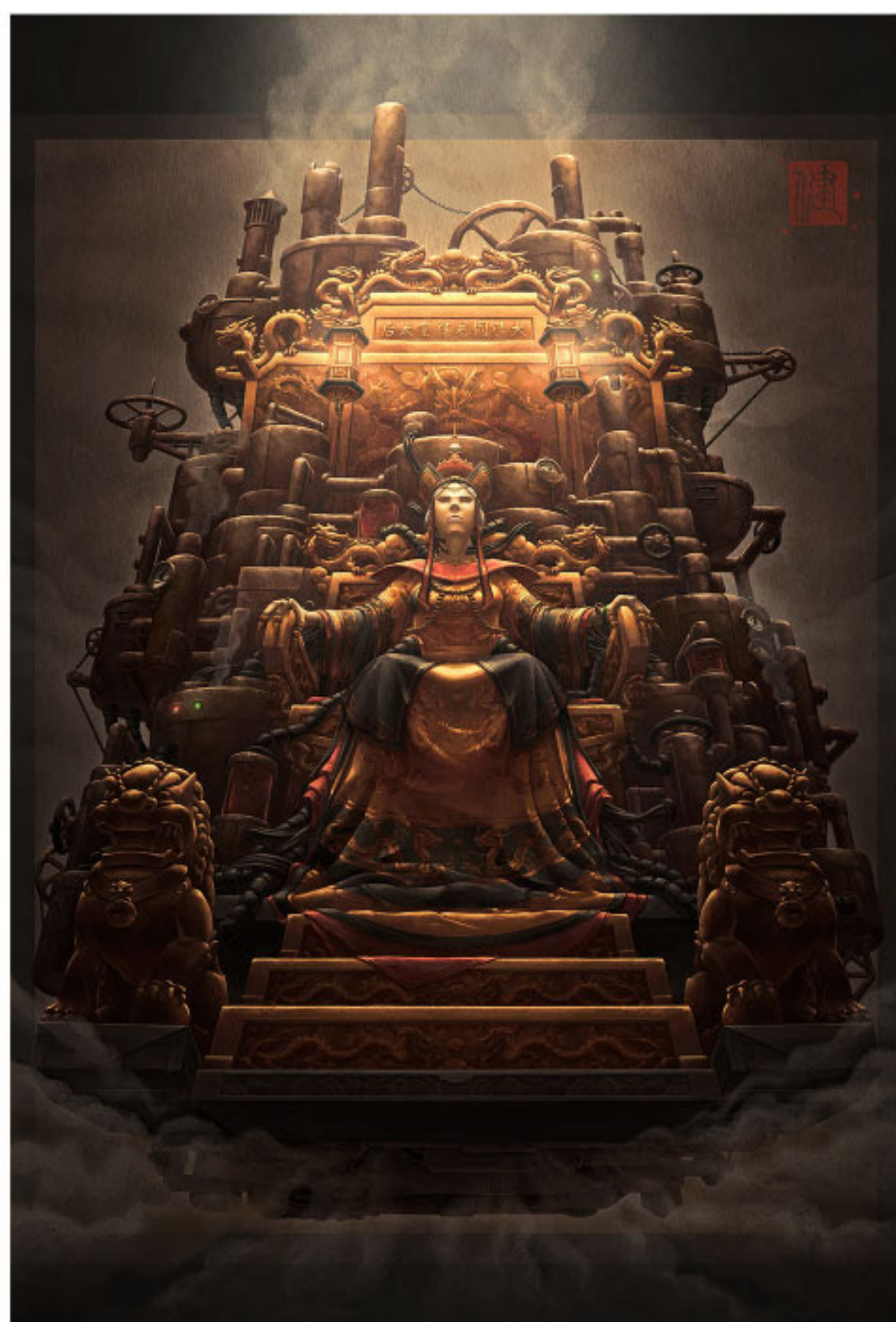
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CHARACTER ART







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ILLUSTRATIONS







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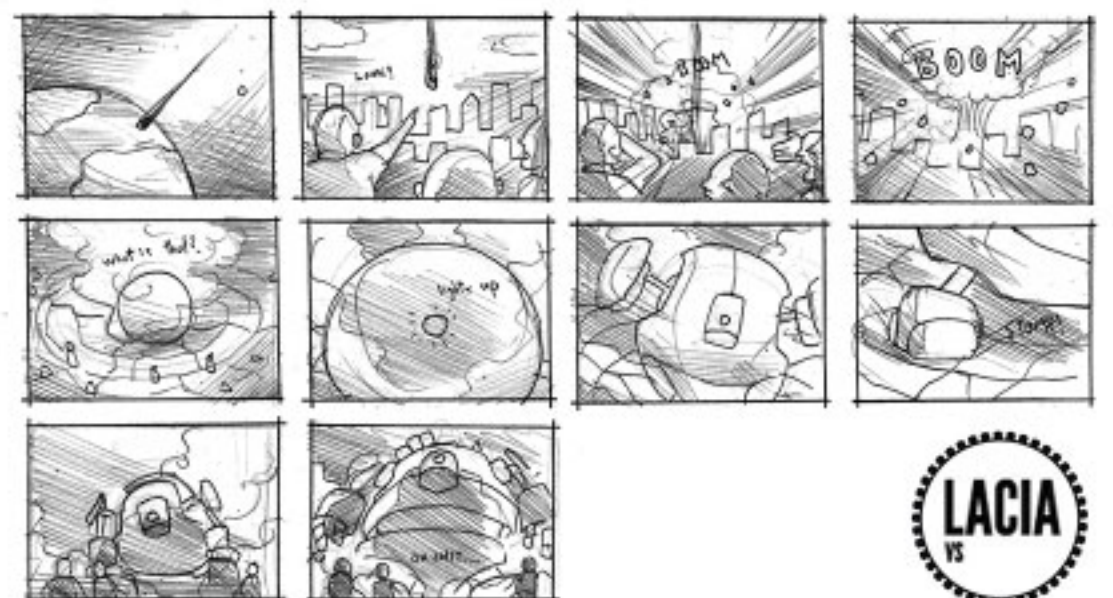
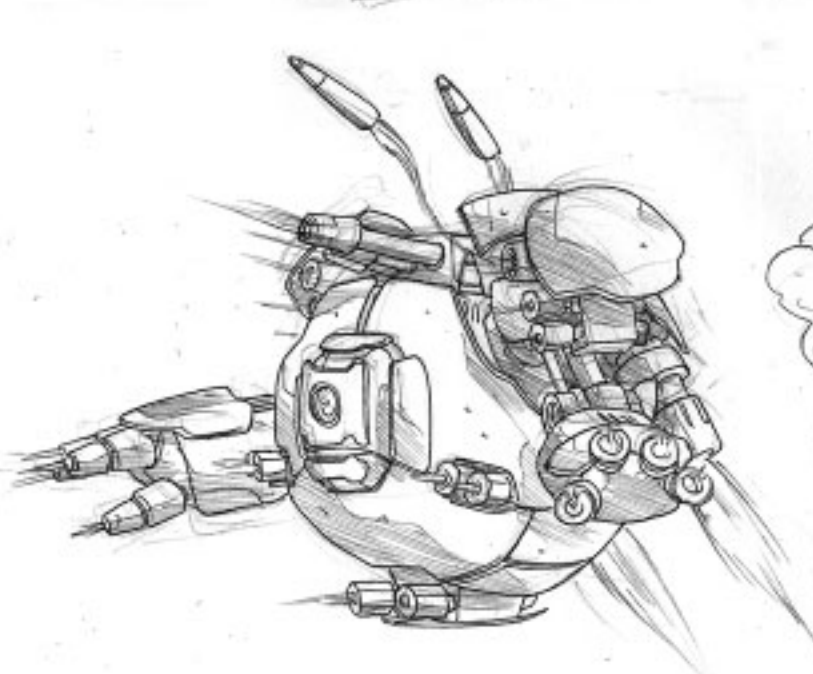
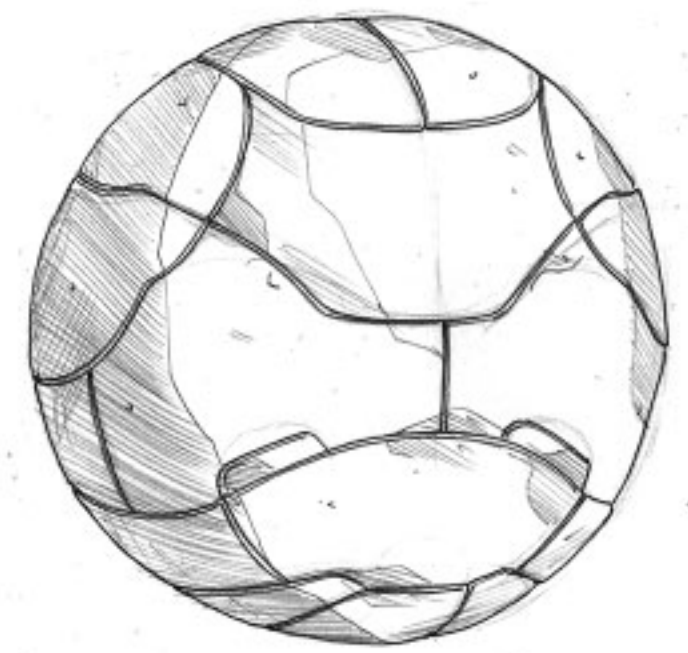
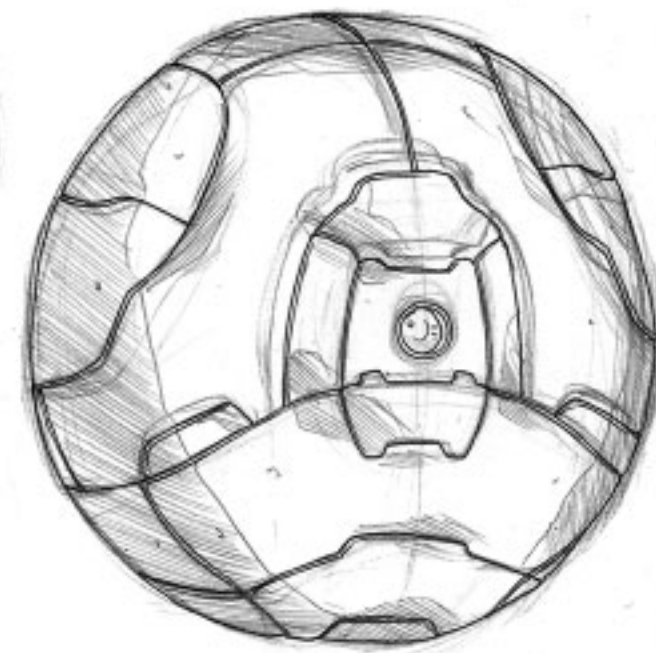
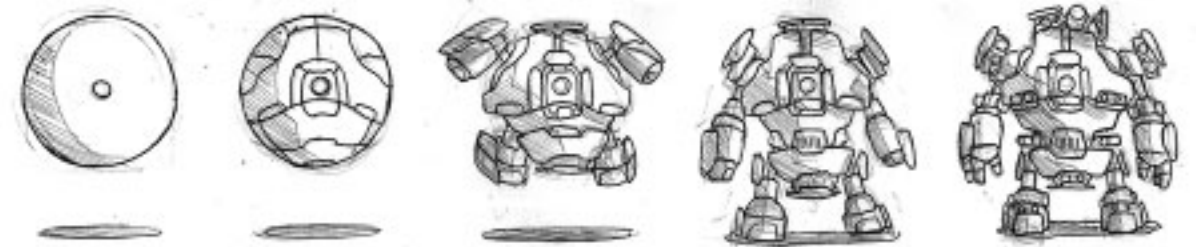
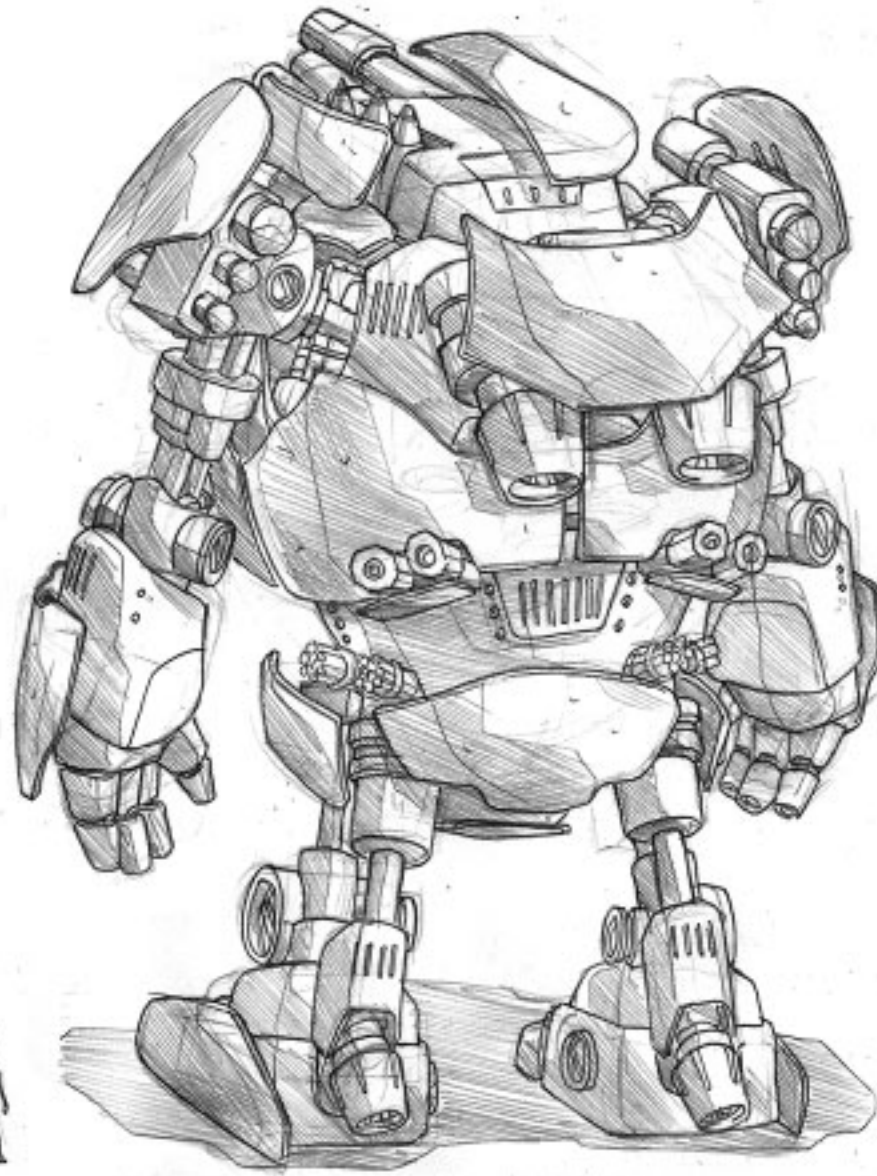
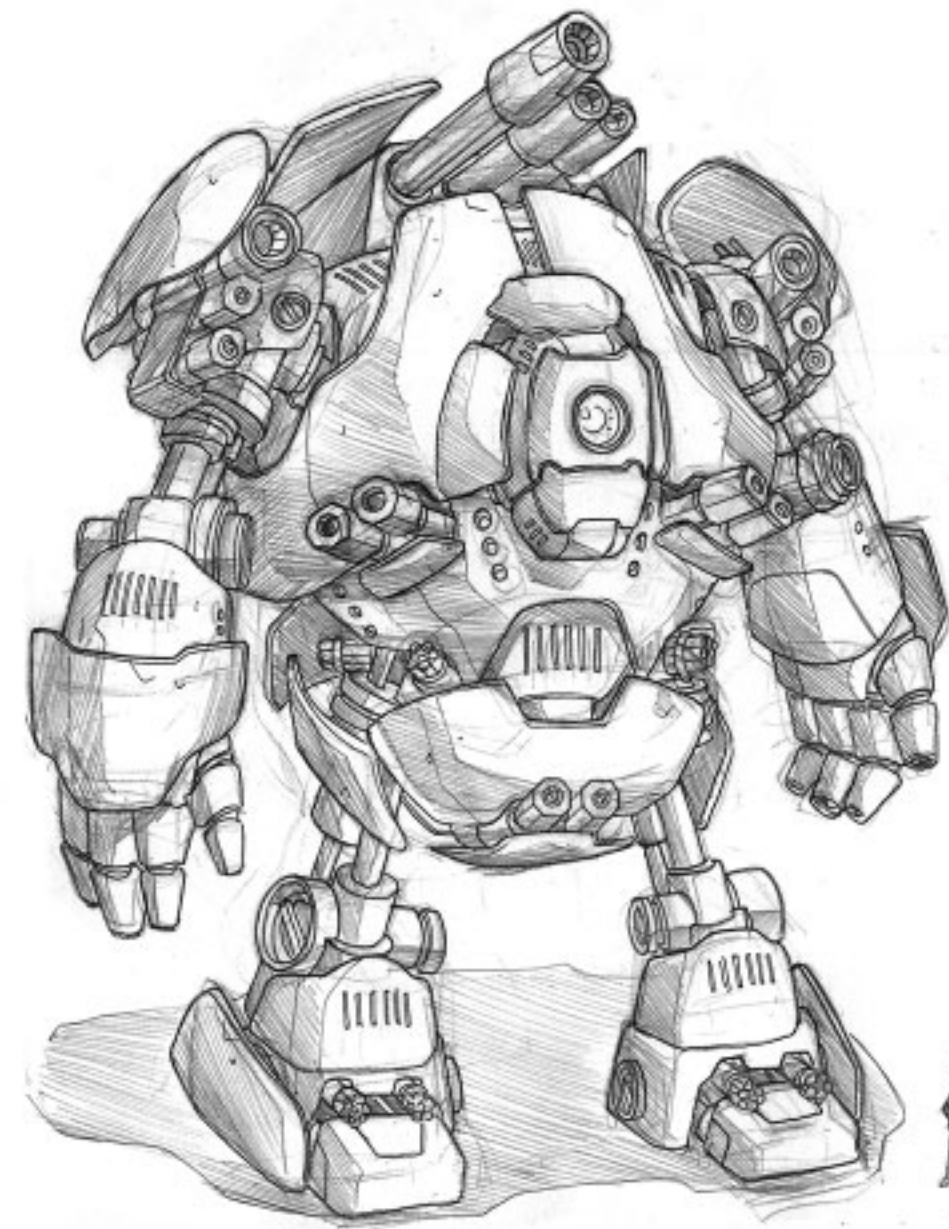
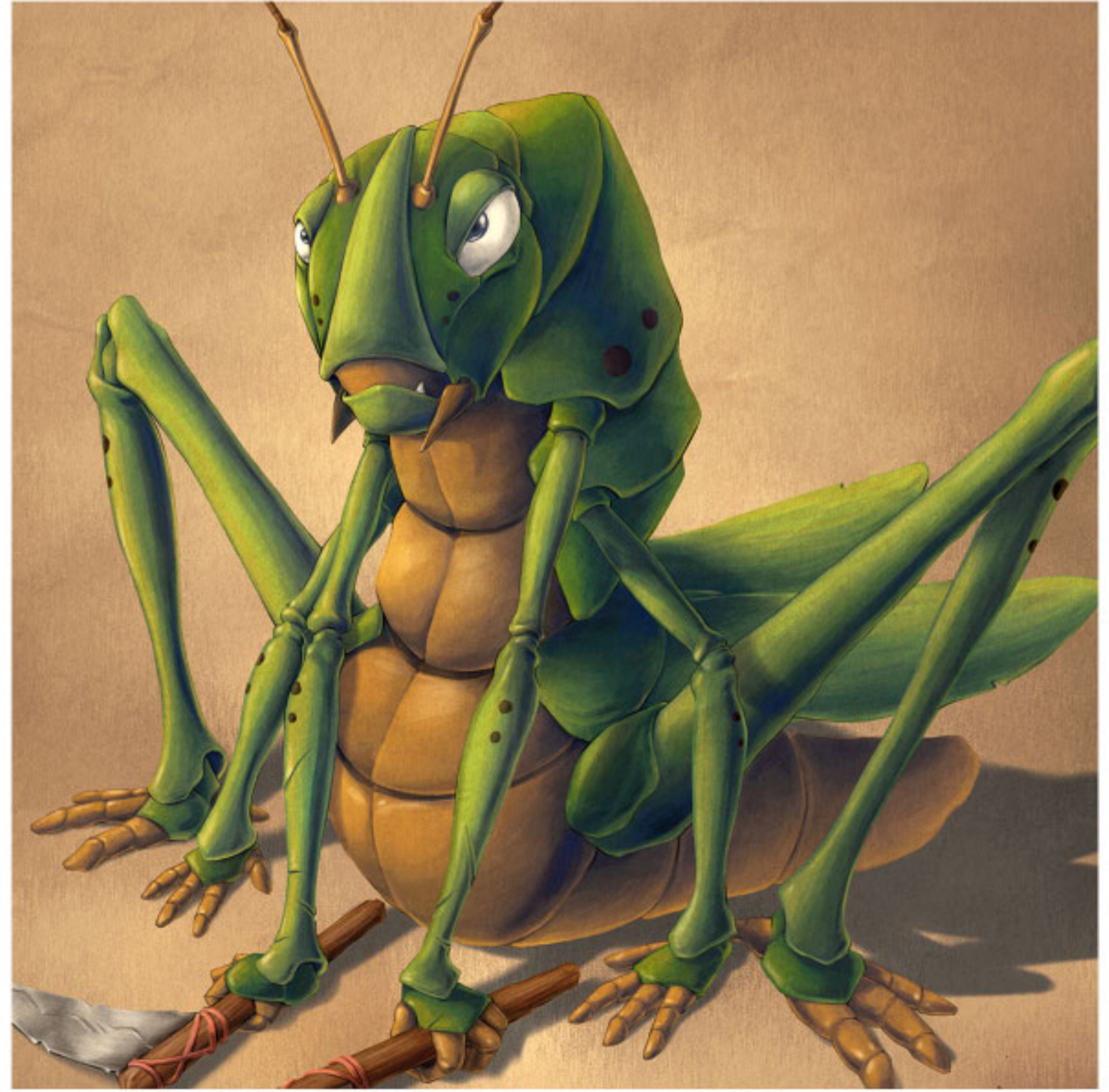
BOOKCOVERS







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CREATURE & ROBOT DESIGN



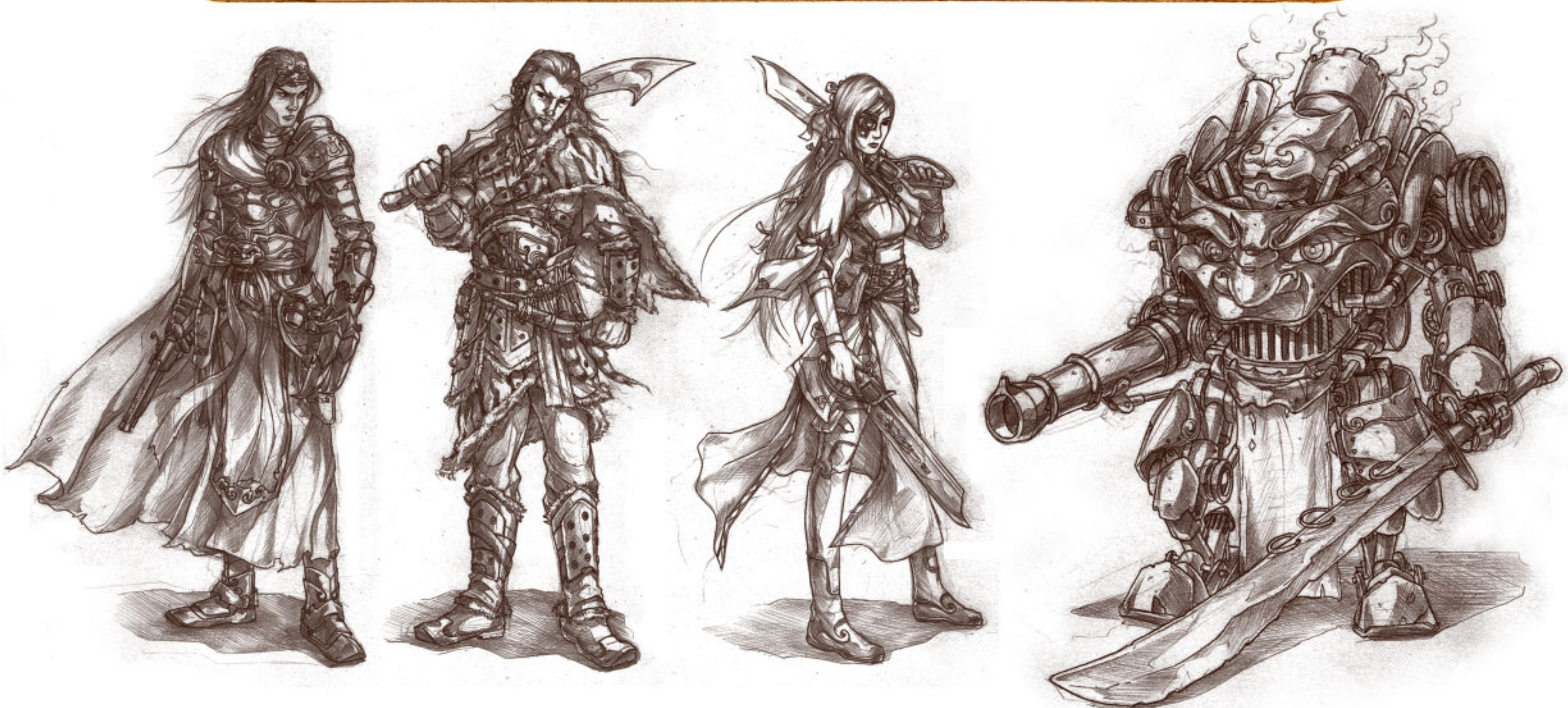
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GRAPHIC NOVEL



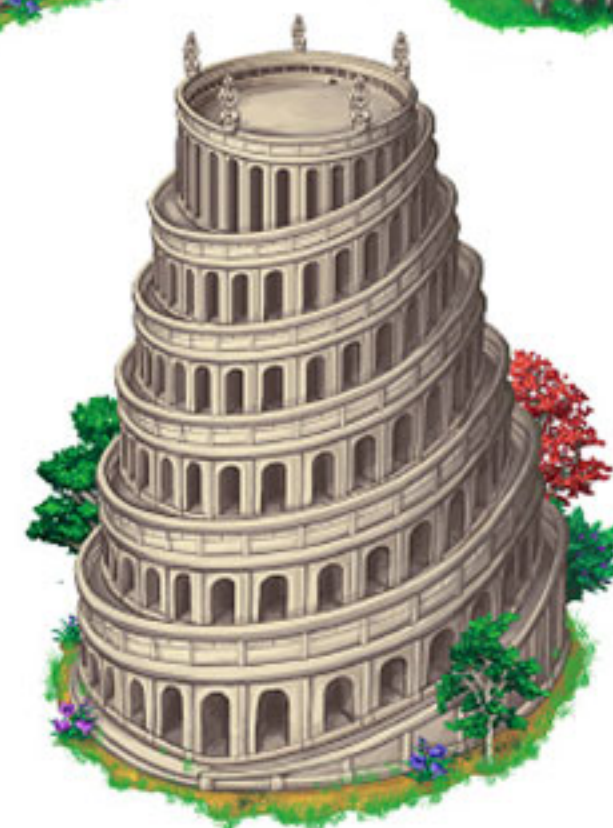
PENCIL CONCEPT ART



MOBILE GAME ART



With the expectation of the 3D animation, I was responsible for all the in-game and concept artwork for a mobile game project, spanning across 1.5 years of development that required daily communication and reviews. I worked closely with the art director and team members in California.



ADVERTISING & PROBLEM SOLVING

In addition to game and book illustrations, I also have experience in advertising. Deadlines are tight on these type of work and there is almost always a last minute problem or change that requires thinking outside the box to solve.



One act of virtue can inspire a lot more. At Sino, we strive to play our part and provide a platform for like-minded partners. By planting the seeds of virtue, we hope to inspire even more great things and work together for a better future.



^ Half-way through this commission, the client requested the adaptation of the illustration into a tram bodywrap. The art director and I had to regroup for a new approach so the print illustration could also work on a tram body that contained very awkward spaces because of the windows. We decided to create horizontal elements that would be the focus of the print ad and at the same time fit into the spaces of the tram. In addition we created small elements that served as decoration on the print and space fillers for different spots on the tram. Every element was completed separately in anticipation for more changes from the client.

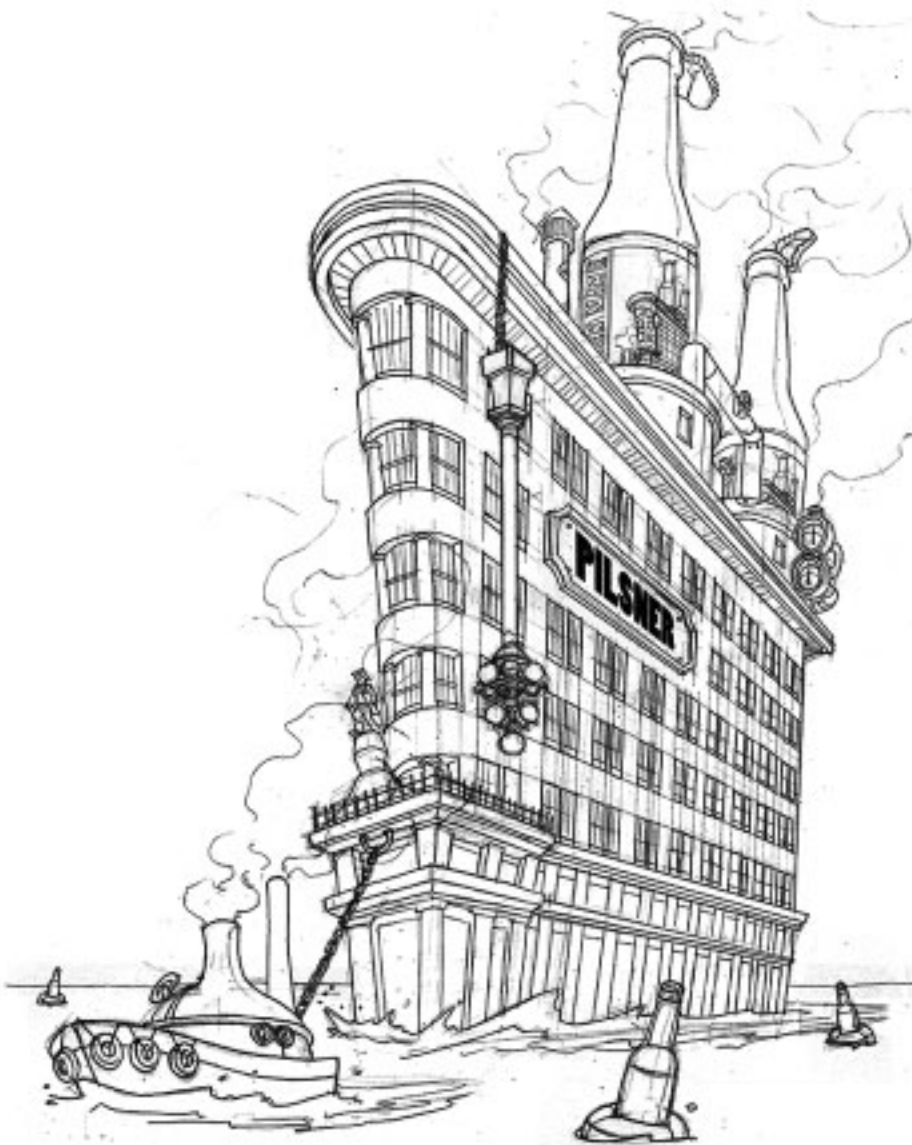
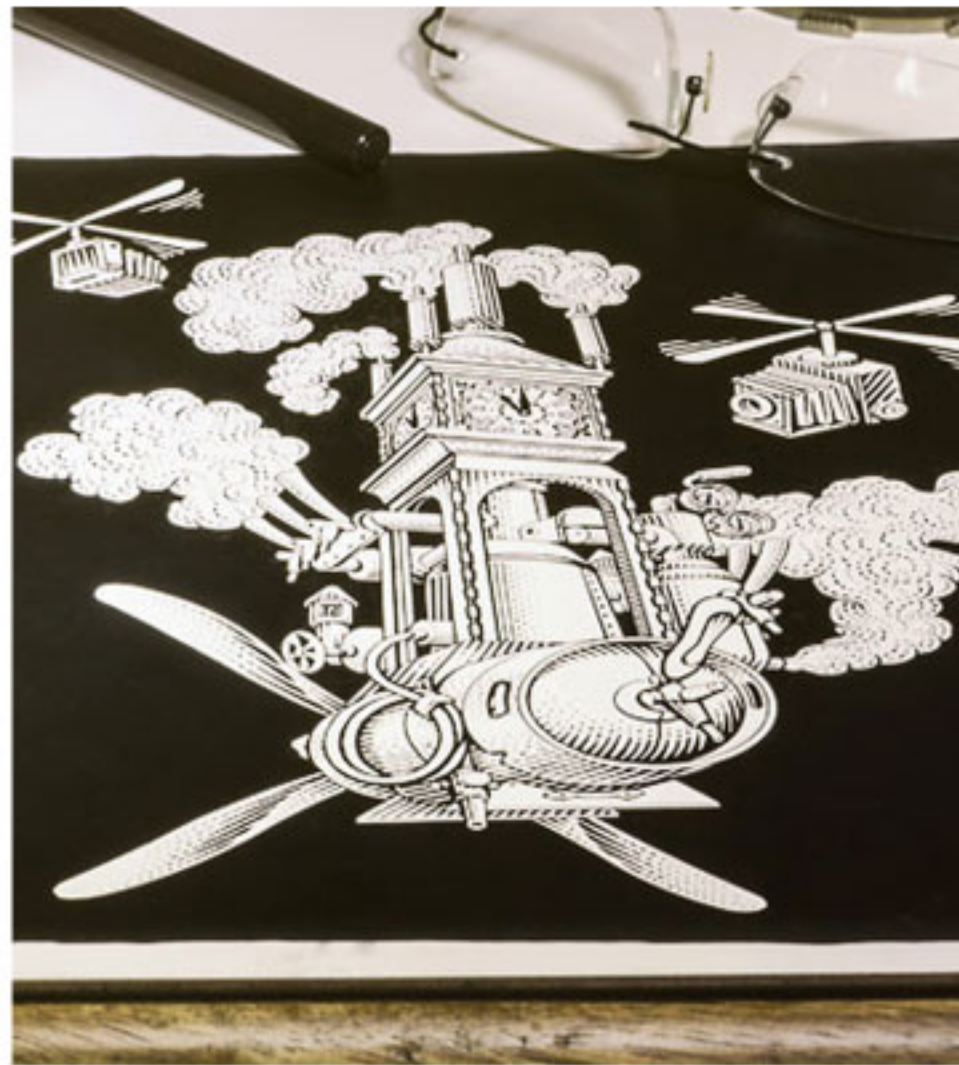
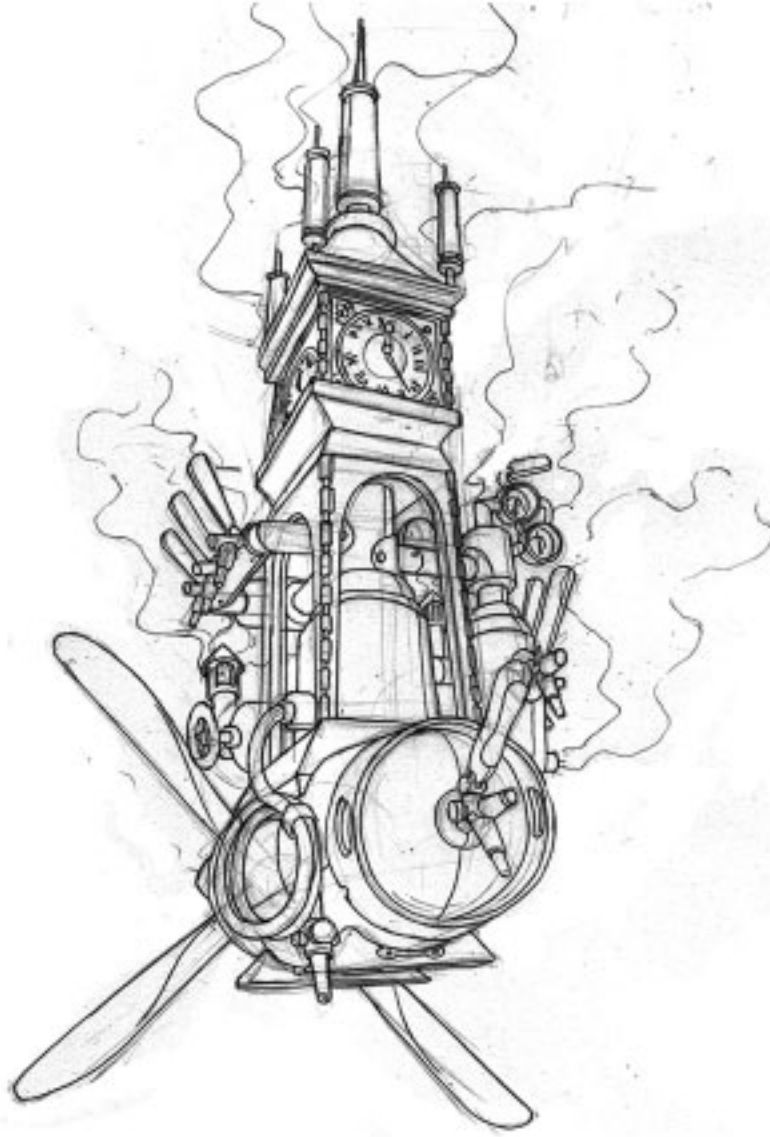
< Shortly before this deadline, our client requested that the digital illustration be altered into a watercolor painting. With four days left in our schedule, the responsibility fell on me to deliver a new illustration in a medium I have not used in years. With the help of YouTube tutorials and a lot of coffee, we were able to deliver the commission on the target date.

BRANDING & COLLABORATION

It is vital to excel and improve in my craft, but at the same time it is important to recognize and learn from the skills of others. Creating the best possible product is always the goal, sometimes the path to that goal is to collaborate with other illustrators and spring off each others' talents.



The commission was to create beer bottle labels for a Vancouver brewery by combining local landmarks with steam engines and brewery elements. As a Vancouver resident, conjuring these contraptions came natural to me, however, my art style does not translate well into labels. To create the best product I collaborated with illustrator, Mr. Michael Halbert, to create black and white scratchboard illustrations. Ms. Laurie Millotte, the art director, then converted the black and white visual into the finished colored label



Thank you for your time, feel free to contact me for questions and commissions.