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DESMA 157

Response to Ian Cheng's Talk

June 11th, 2018

Ian Cheng was one of the more interesting talks we went to, because I felt like he really understood the marriage between art and game design. As someone who's background began in fine art, painting and drawing, it was refreshing to hear him talk about his experience at art school, painting and surrounded by people who were pursuing fine arts, and how that ultimately shaped his career as a designer. I also loved what he said about morning being the most creative time, because I think there is something to that in that your mind is fresh, and nothing has happened in your day yet.

His process was also an interesting one to learn about, just based on the amount of time he spends curating and creating his concepts. I was impressed with how he still hand draws much of his AI, considering there are so many 3D tools and programs available now that can often make the process a bit easier, or achieve a more "professional" look. I hand draw still as well, and it gave me hope that it's not completely dead to the world of design. I also really appreciated his outlook on the importance of meaning within design. I think often times, the functionality or the aesthetic can sometimes take precedence over any sort of emotion coming from something you've made, which is something I miss at times about fine art because I feel like it can sometimes be easier to express emotion through art over design, but Ian's method made it seem more feasible to achieve the same kind of emotion. I liked his organic approach to developing his

ideas as well, because I feel like I get stuck in my head too often and it can be very debilitating in forming concepts.

I was also fascinated overall by his game as an entity; it was incredibly unique but still very deliberate. All of his creative choices were very much from him, with no real outside influences and I found it refreshing.