

IAN STOUT



3D ARTIST PORTFOLIO

INTERACTIVE WORDPRESS SITE

ABOUT THE PROJECT

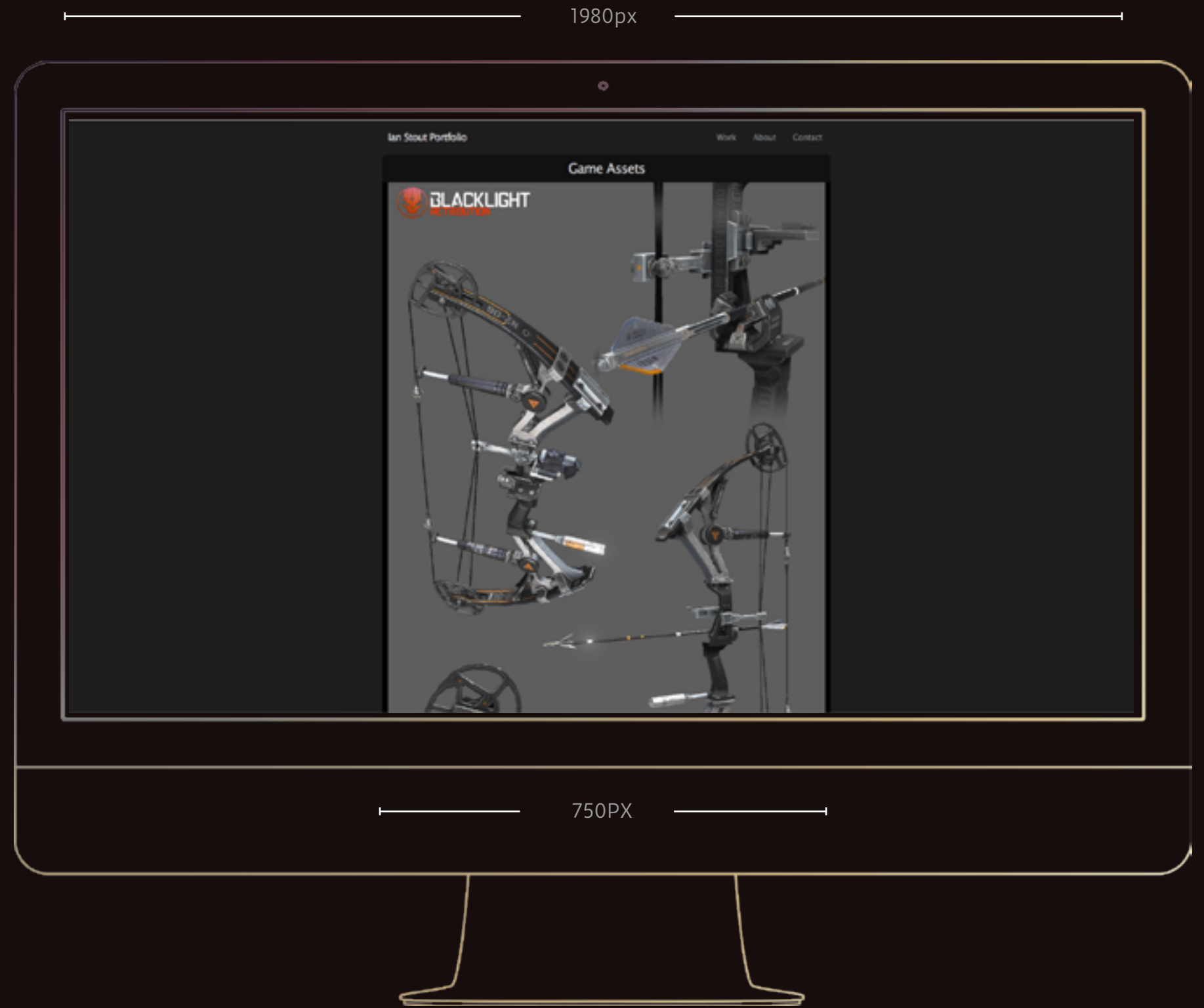
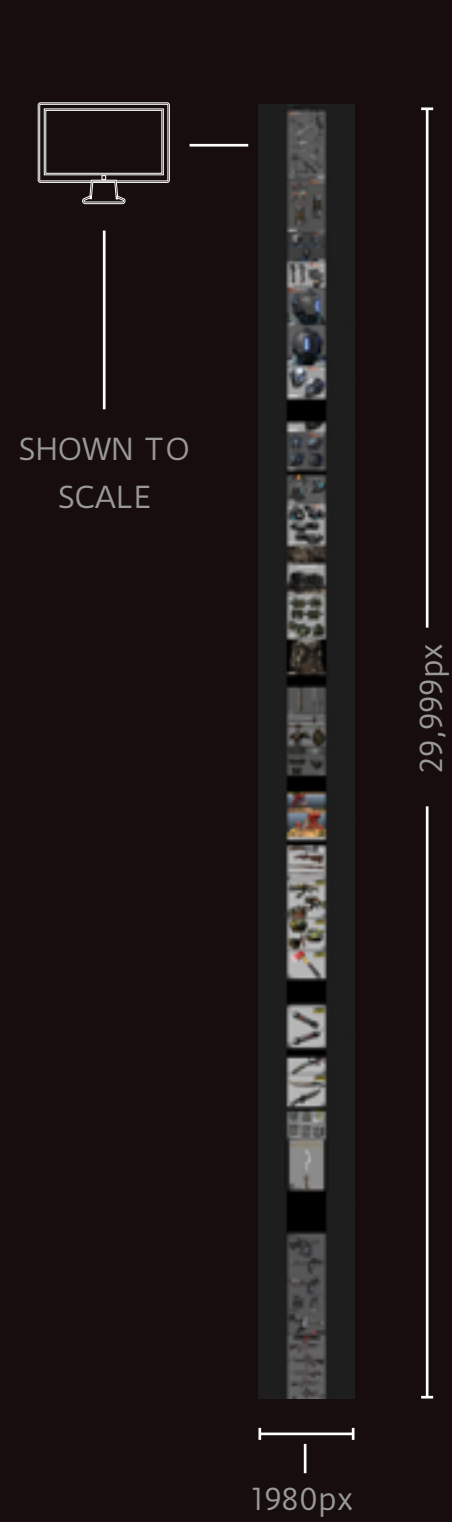
Ian is an Art Institute of Seattle alumni. He graduated with an AA in Graphic Arts in '99. He's obviously very talented and very experienced. But recently, the 3D game art industry has become oversaturated with talent making it more difficult to secure a job. I asked to see Ian's portfolio where I found many, high quality projects and assets that he had created. His stuff was simply high shelf quality, but I did notice that the presentation of his work was weak and asked if he would entertain a proposal for an identity overhaul and site redesign.

Right away, I questioned the choice of his CMS. Ian is using a Carbonmade which is a well-known Portfolio Management tool. Ian is an artist and not a web designer, so I feel that a CMS is best for him, but I would like to set up a custom WordPress theme that has more flexibility than Carbonmade, and will be manageable for him



IAN STOUT 3D ARTIST PORTFOLIO

INTRODUCTION



QUICK FIXES

✓ extend images across screen



IAN STOUT 3D ARTIST PORTFOLIO

INTRODUCTION

QUICK FIXES

- ✓ extend images across screen
- ✓ apply rule of thirds



QUICK FIXES

- ✓ extend images across screen
- ✓ apply rule of thirds
- ✓ place object in time and space



WHAT ARE EMPLOYERS LOOKING FOR?

1

SKILLS/EXPERIENCE

2

CULTURE MATCH

3

CREATIVE VIGOR

IAN STOUT 3D ARTIST PORTFOLIO

RESEARCH

S

- » work is high quality
- » superb level of expertise and attention to detail
- » shows his versatility as an artist

W

- » Ian should have a lead/art direction position after 15 years in the industry.
- » his current site has been shown to too many potential employers
- » made with a generic website builder
- » low resolution images only
- » resume is sloppy

O

- » create an experience that is awe-inspiring and connects to the potential employer on an emotional level
- » be memorable among a sea of other talented Artists
- » show more recent work
- » having an updated website with new work will show that he's still inspired and passionate about his work.
- » show high resolution images
- » show some pieces in an interactive 3d space to engage potential employer
- » give Ian an opportunity to work with new tools and apps
- » share specific methods of process to clearly communicate his capabilities.

T

- » work may be too high quality for the positions that Ian is applying for and in-turn make him seem too expensive to the hiring manager
- » he is competing with more junior/intermediate artist with less paid work in their portfolio.
- » it may be a good idea, then, to truncate the breadth of the work in order to disguise his age/experience level

JULIO JUAREZ PORTFOLIO



STRENGTHS

- HD Images
- customized
- branded
- personal projects

WEAKNESSES

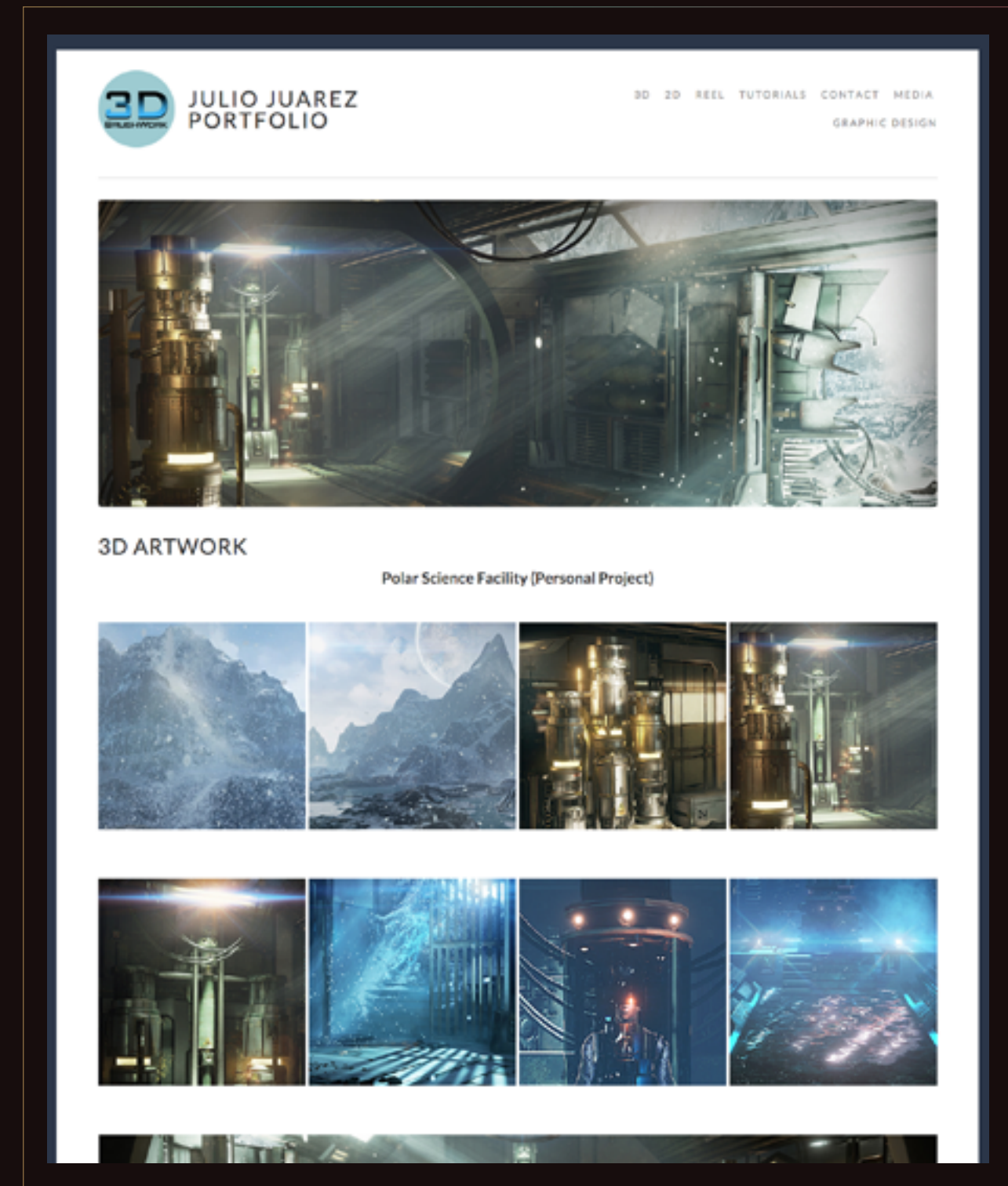
- generic looking
- not using 100% screen
- no project description
- no process

direct competition, junior/intermediate artist, environment artist, Bungie employee

Julio just was recently hired at Bungie as a 3D environmental artist. His website is not that impressive, but it does look customized and like he put some time and effort into it. the images are click-able where it takes you to an HD version of the image. Julio shows some personal projects but that allows him to show more versatility in his skills.

Although Julio's website could be improved, the presentation is more effective than Ian's as it allows people to see more details of the art. It wouldn't be difficult to design something that is more effective and stands out from Julio's portfolio.

1980px



KEENAN DAUFELT PORTFOLIO



STRENGTHS

- lightbox view
- customized
- unique brand
- personal Projects

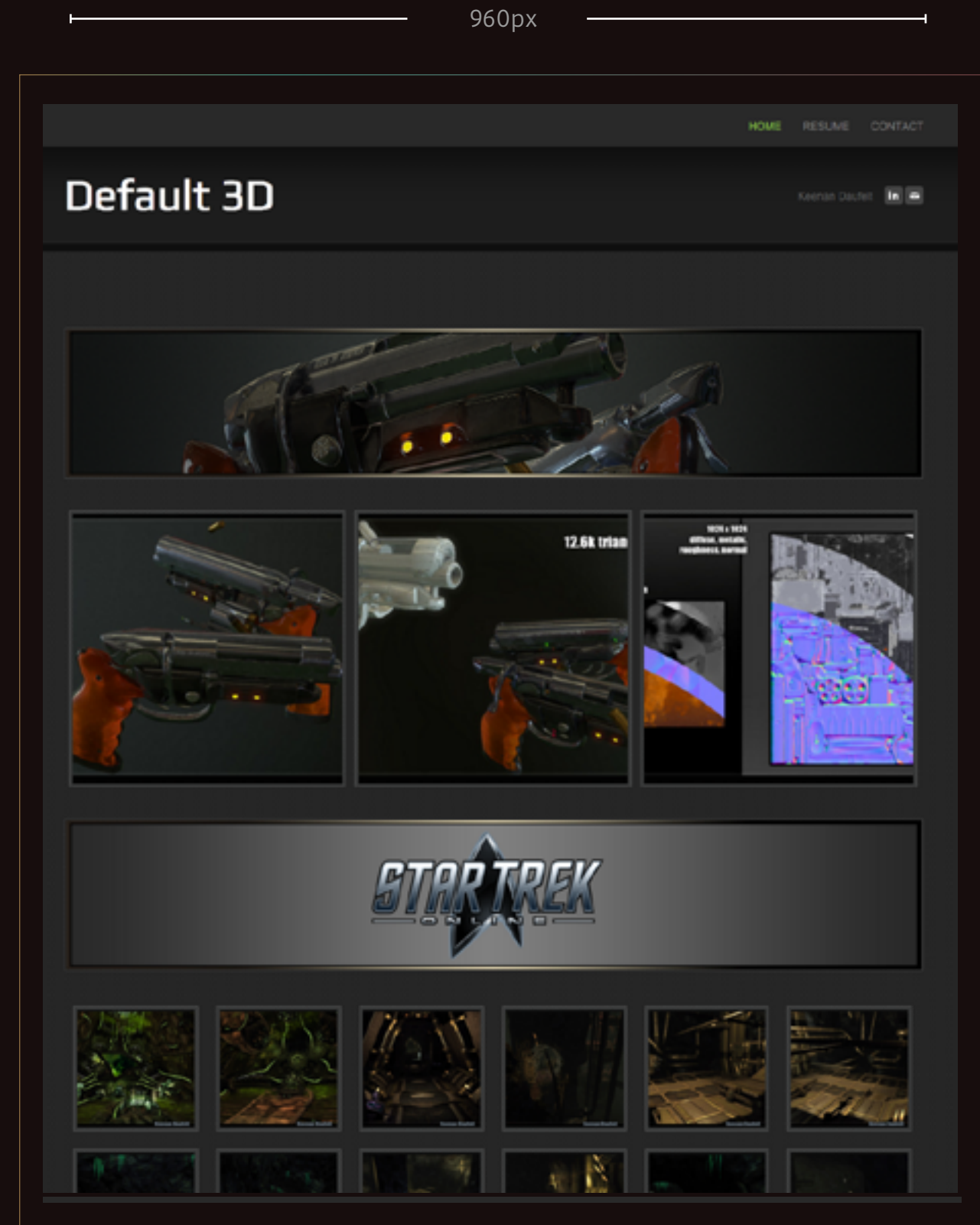
WEAKNESSES

- amateur looking
- not using 100% screen
- no project descriptions
- no process

local/direct competition, junior level artist, world artist, Bungie employee

Keenan was also recently hired by Bungie. His skills match more closely to Ian, but it's obvious by first impression that Ian has more experience than Keenan. His site is similar in the overall style of Ian's, but has the added functionality of the lightbox that will allow a potential employer to see the images in larger format for closer

inspection. Again, Keenan is not making use of the full real-estate of the page. Images are shown below HD quality. Keenan has substantially less experience than Keenan which lead me to look for portfolios of Artists of a higher caliber.



ALAN VAN RYZIN



STRENGTHS WEAKNESS-

customized
unique brand
large images
project description
pro work only

no hierarchy
thumbnail too small
thumbs too short

*master-level artist, freelance
artist, indirect competition*

Alan is a freelance designer that has done many big-name AAA games. This is where Ian really feels like he should be and so looking at Alan's resume will serve as the first website

for inspiration. Alan promoted himself on a more regular basis which may explain why he has a more professional website to display his work.

polygos

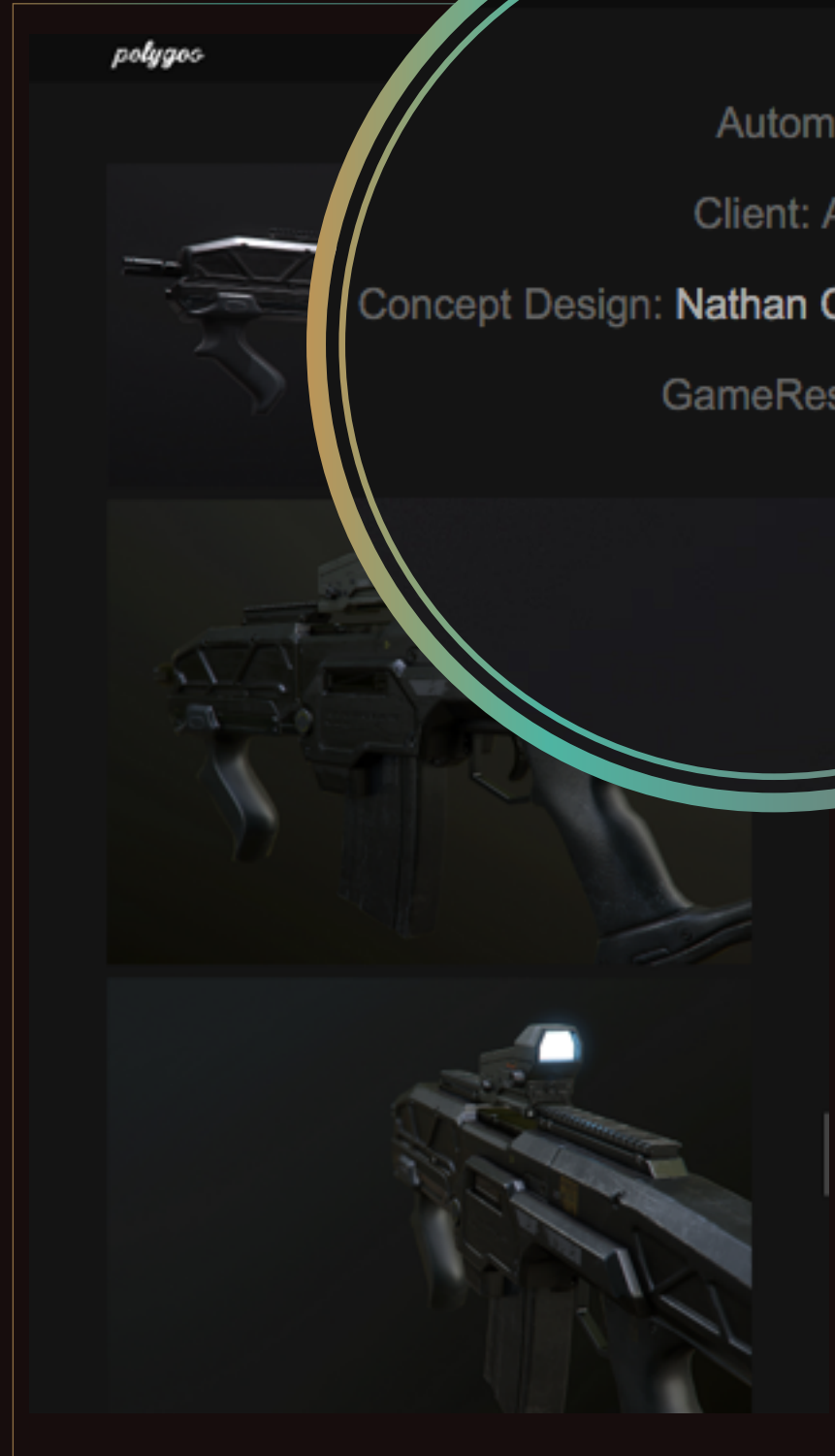
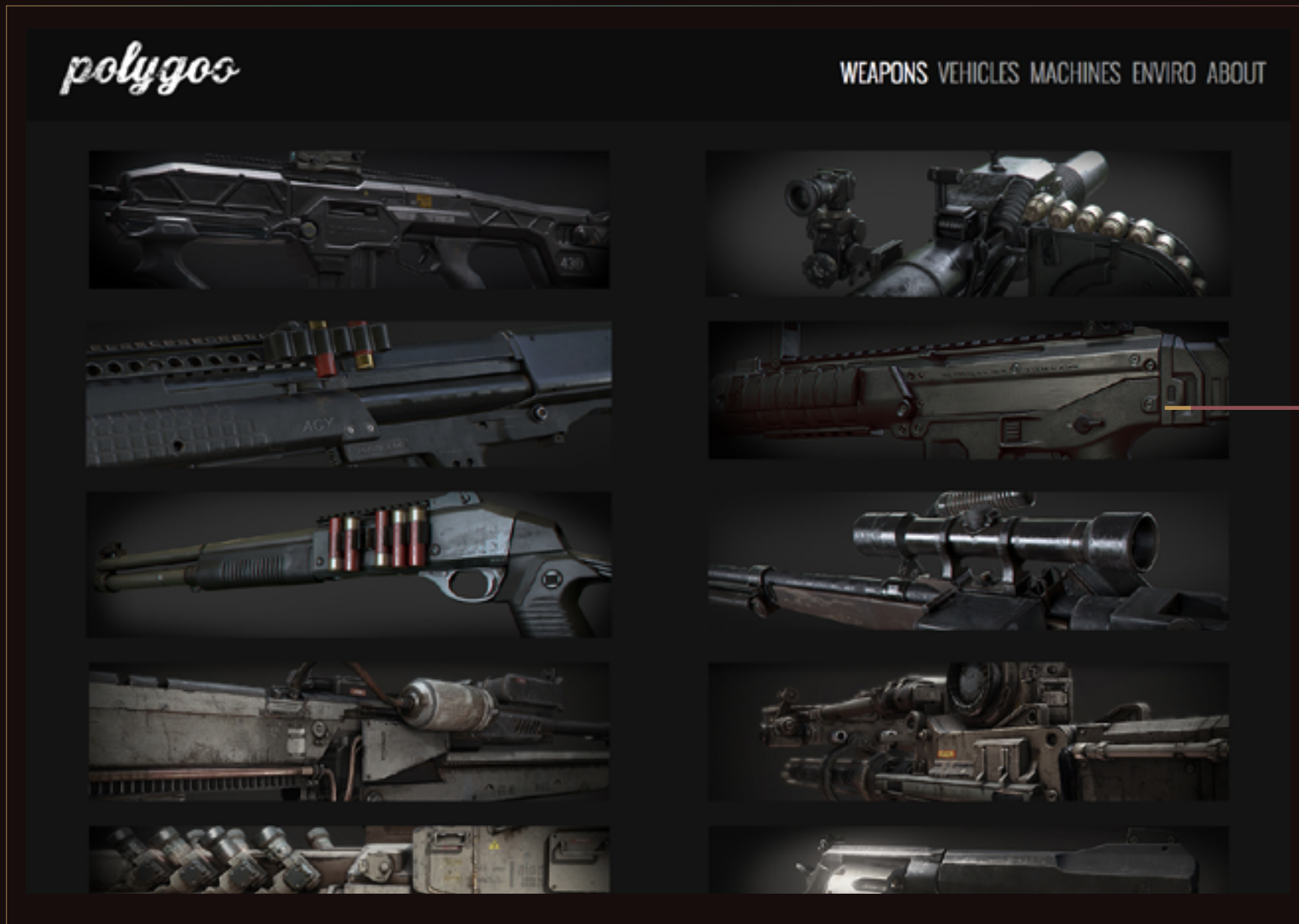
WEAPONS VEHICLES MACHINES ENVIRO ABOUT



1440px

ALAN VAN RYZIN PORTFOLIO

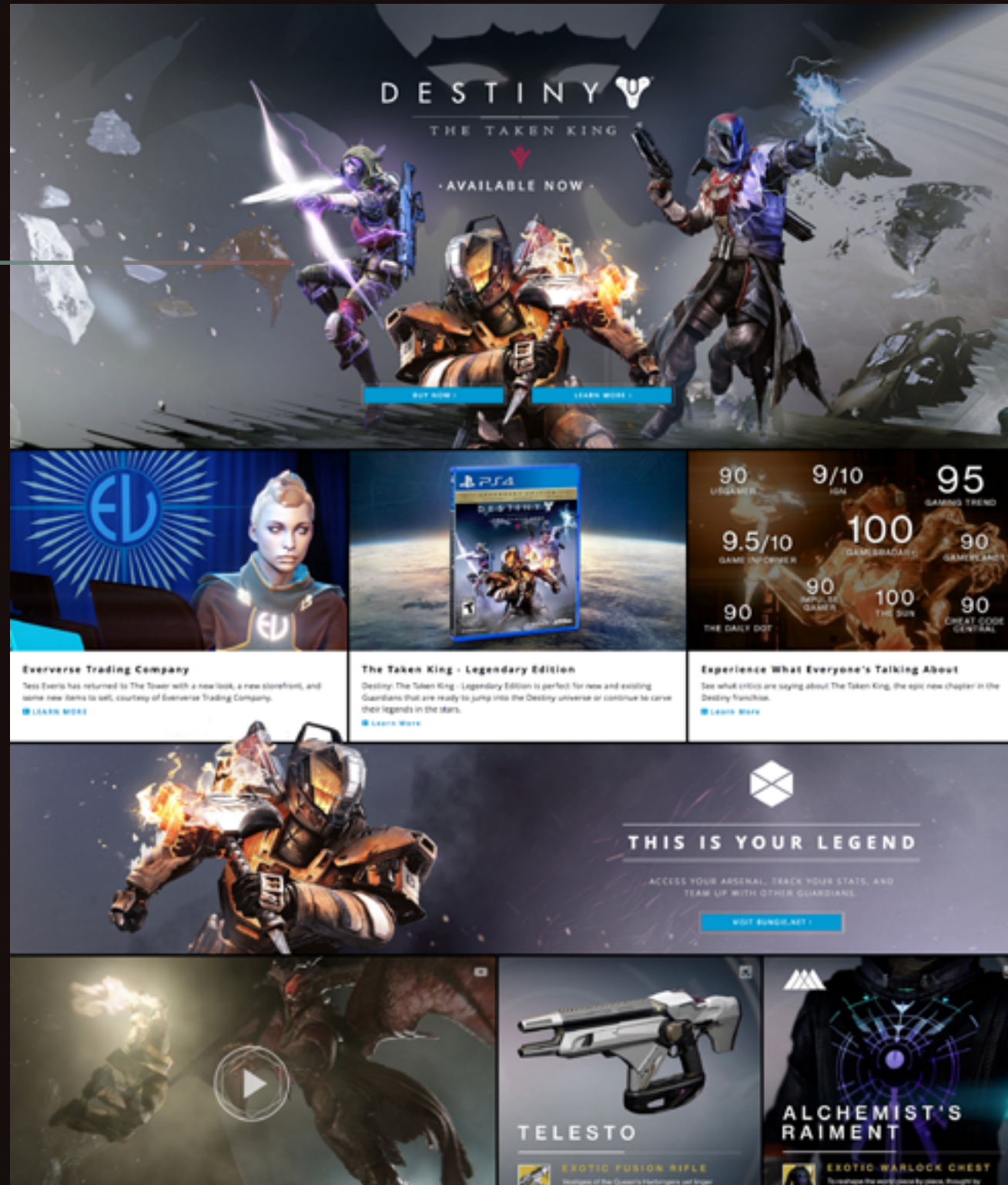
1440px



Automatic Rifle
Client: Autodesk
Concept Design: Nathan Campbell
GameRes, 1p rifle

IAN STOUT 3D ARTIST PORTFOLIO

RESEARCH >> INSPIRATION



PARALLAX
HERO IMAGE

IMAGE
HEAVY
LAYOUT

IAN STOUT 3D ARTIST PORTFOLIO

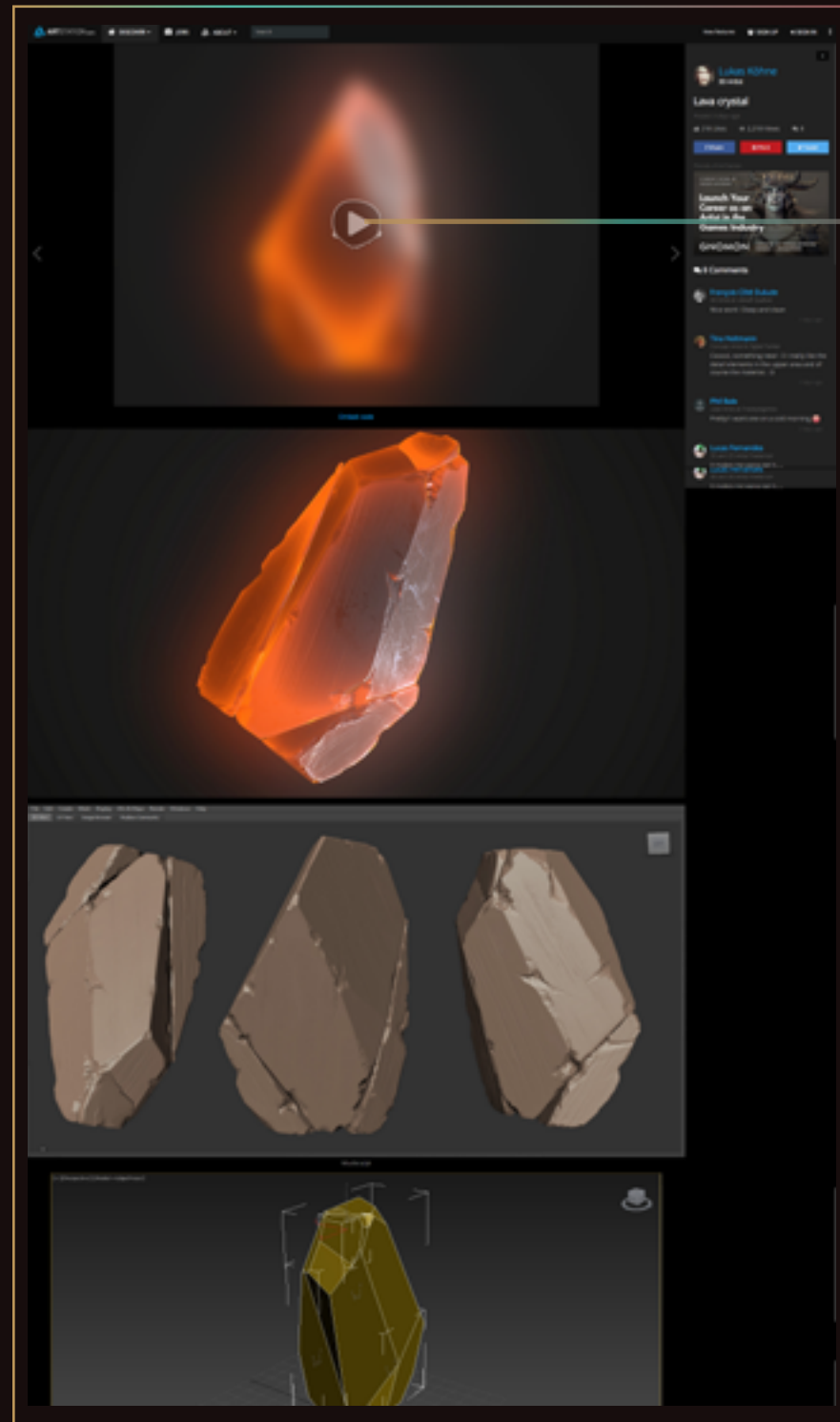
RESEARCH >> INSPIRATION

**BIG
HERO
IMAGE**

**VERTICAL
MENU**



DETAILS/ PROCESS



+



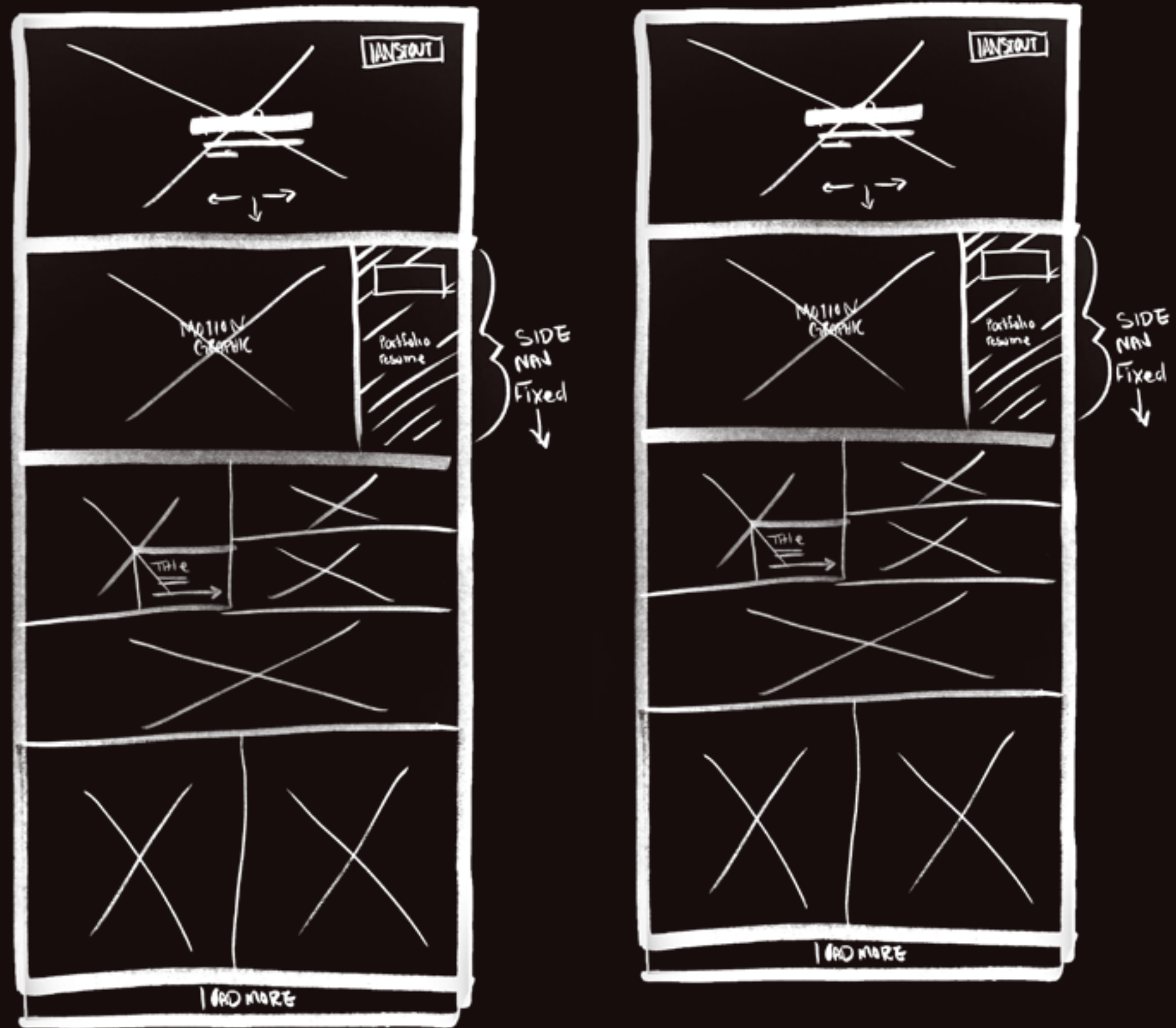
ARTSTATION

MARMOSSET VIEWER

Art station has started allowing its users to show their work in an interactive 3D rendering on the web. The plugin works on bother desktop and movile devises and integration into your portfilio is made simple with iframes, much like embedding a youtube video on a webpage.

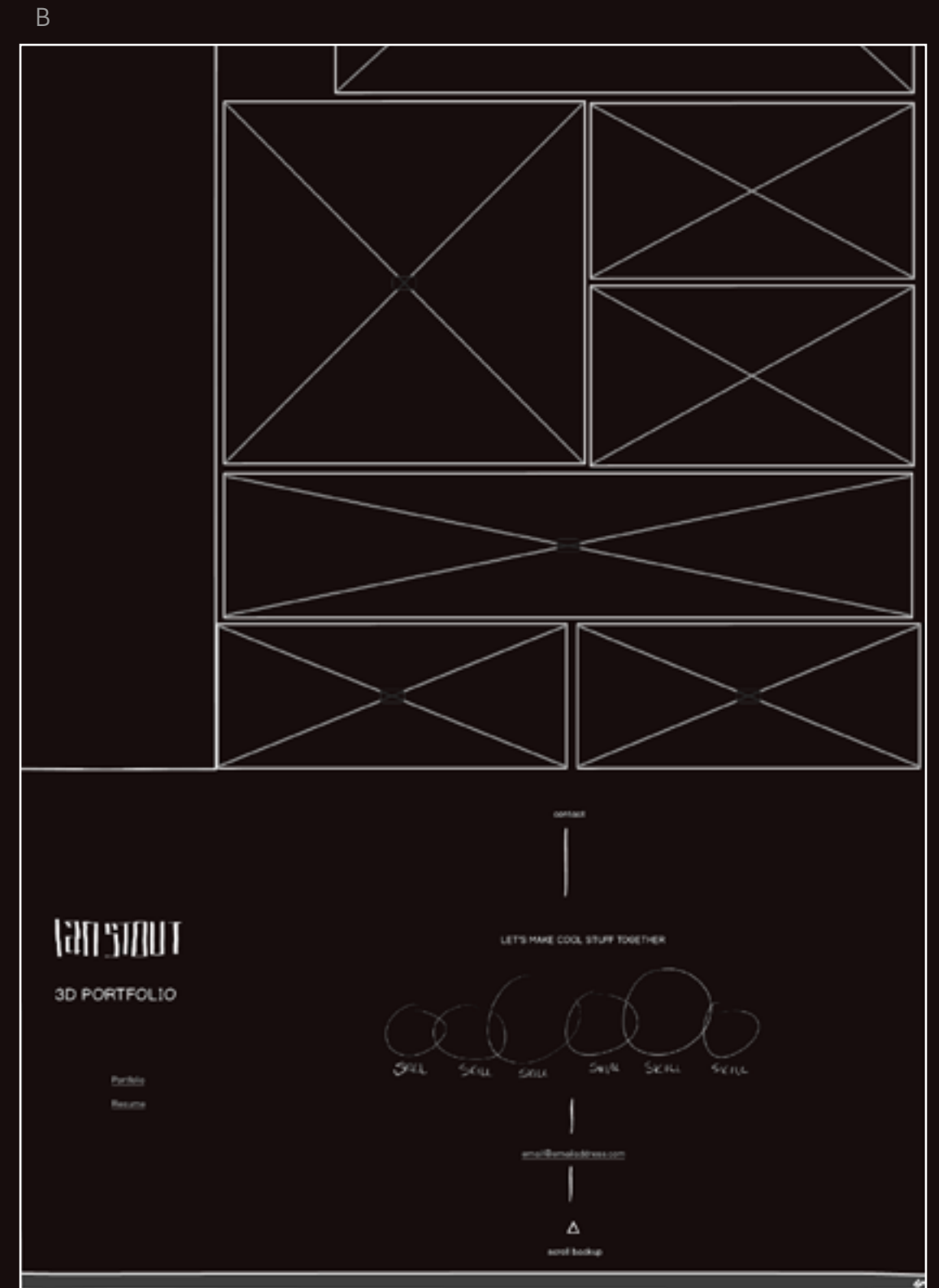
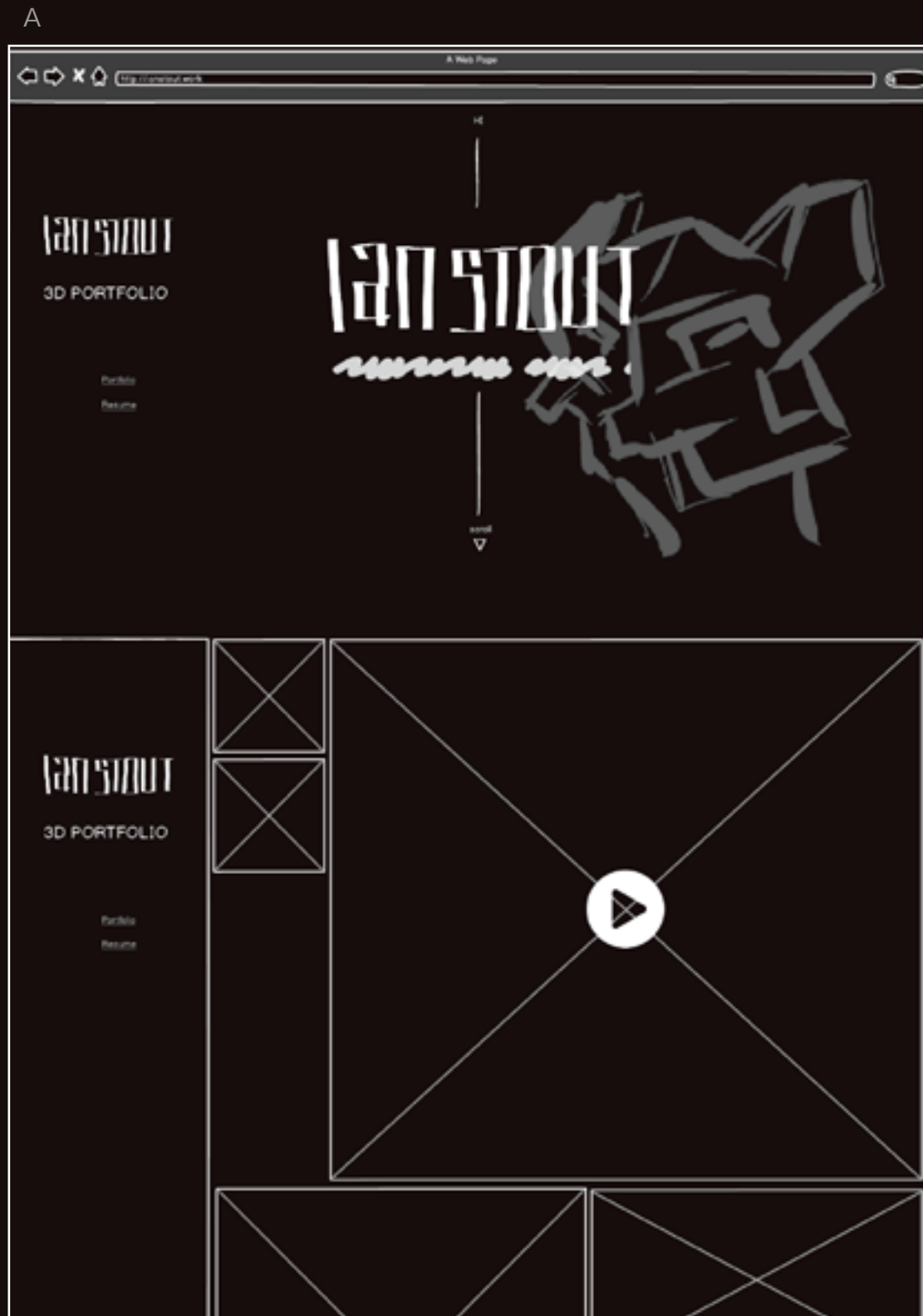
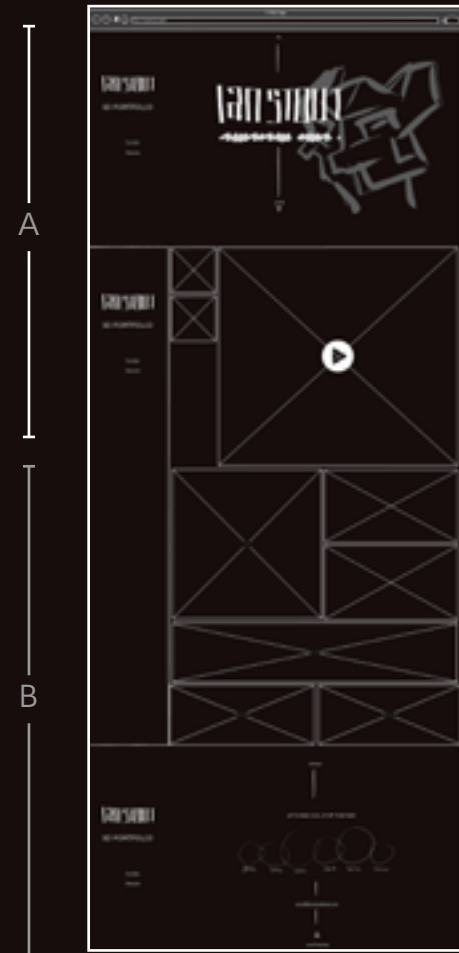
IAN STOUT 3D ARTIST PORTFOLIO

PLANNING >> SKETCHES



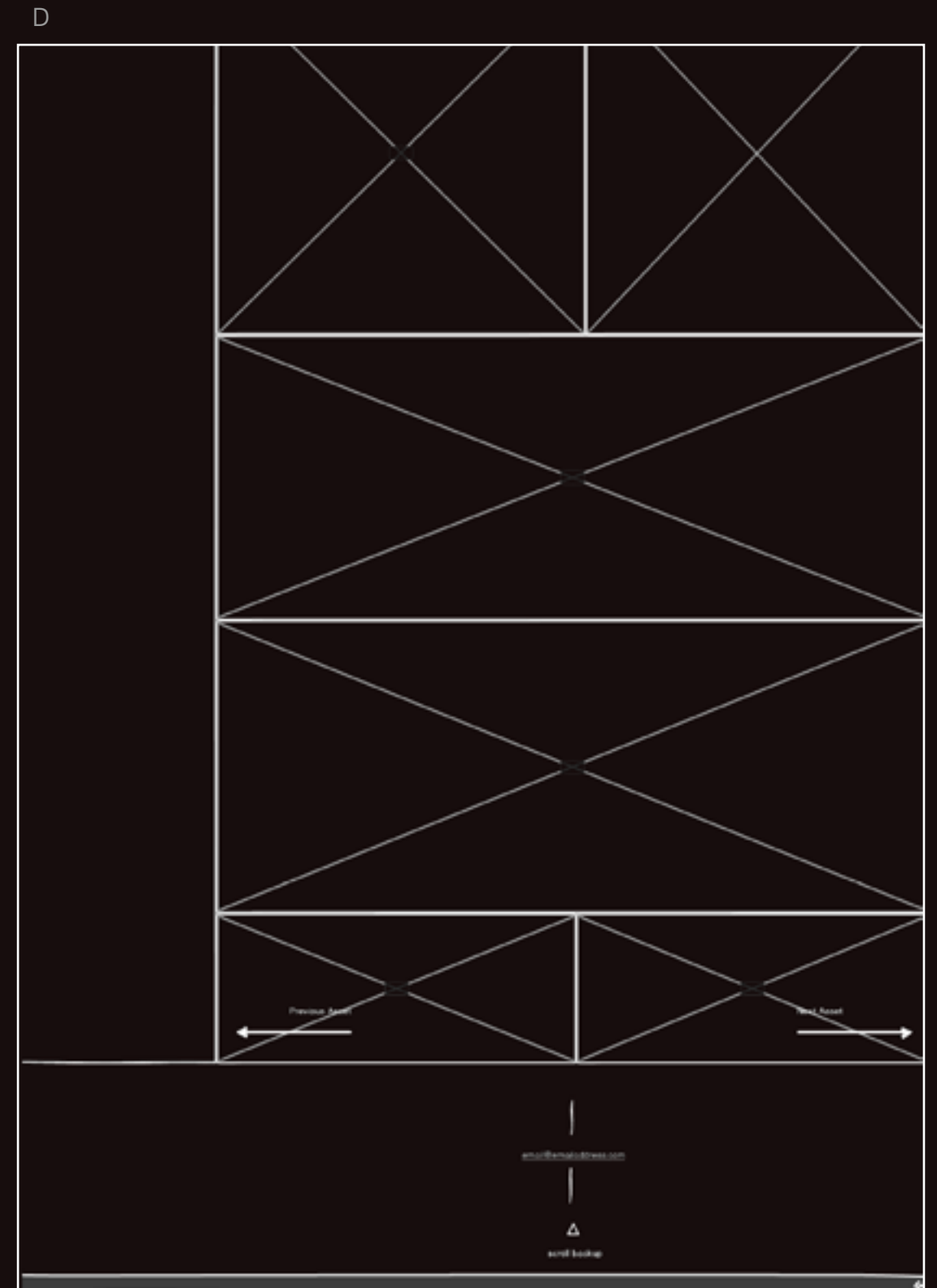
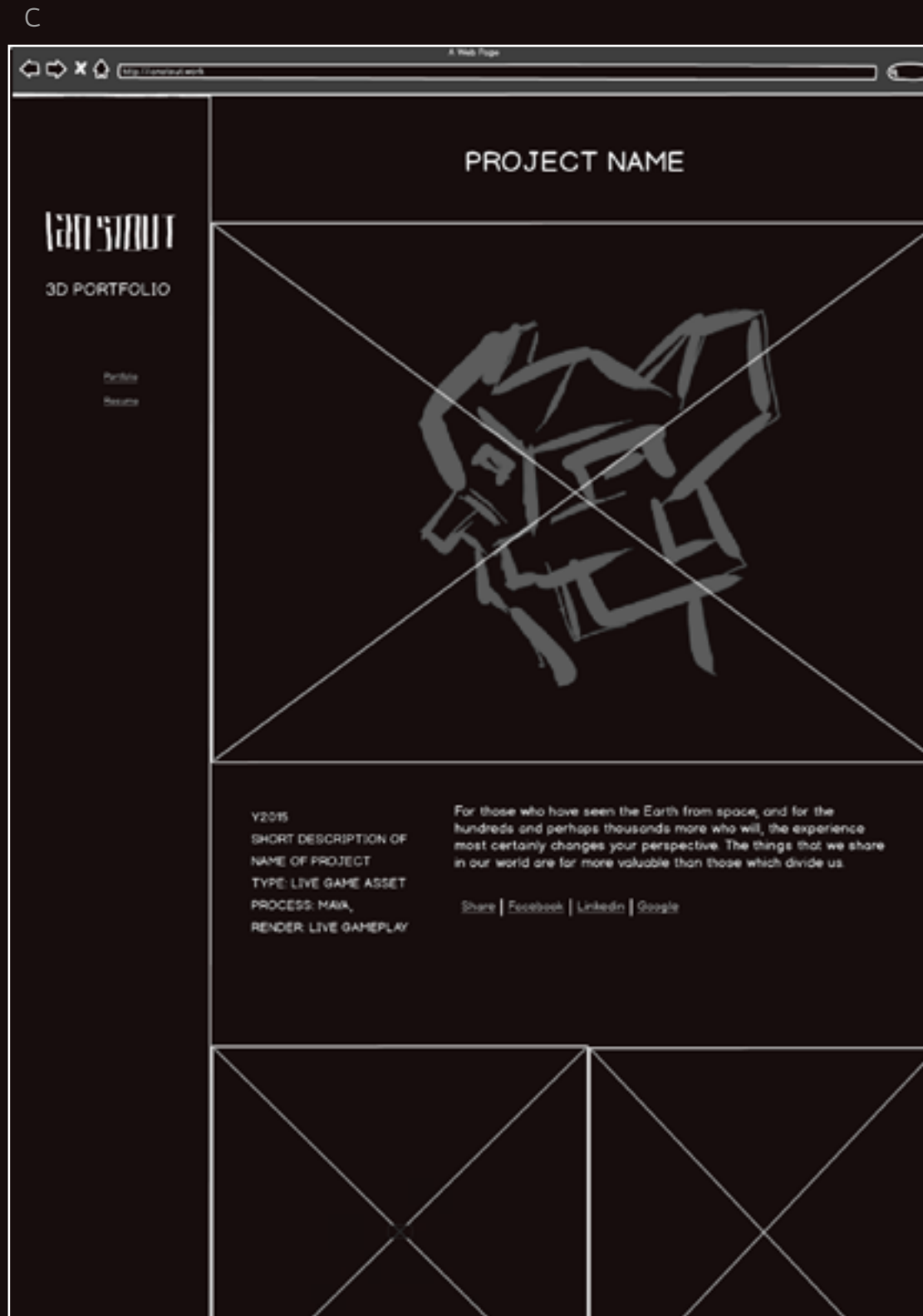
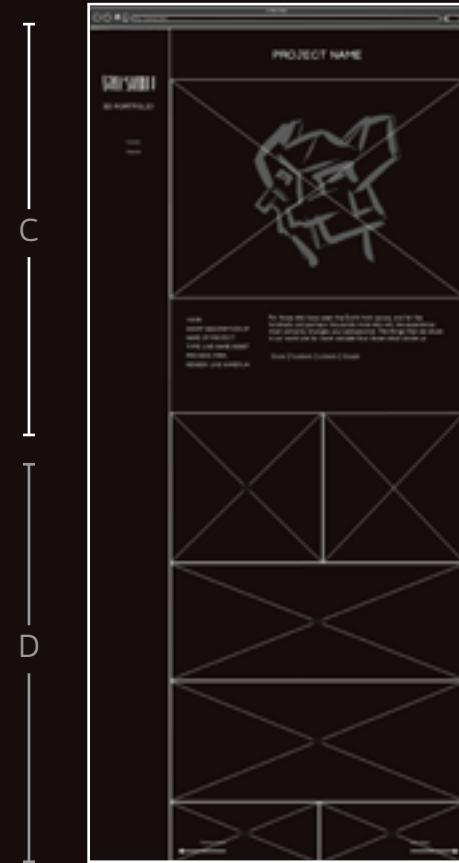
IAN STOUT 3D ARTIST PORTFOLIO

PLANNING >> LOFI



IAN STOUT 3D ARTIST PORTFOLIO

PLANNING >> LOFI



IAN STOUT

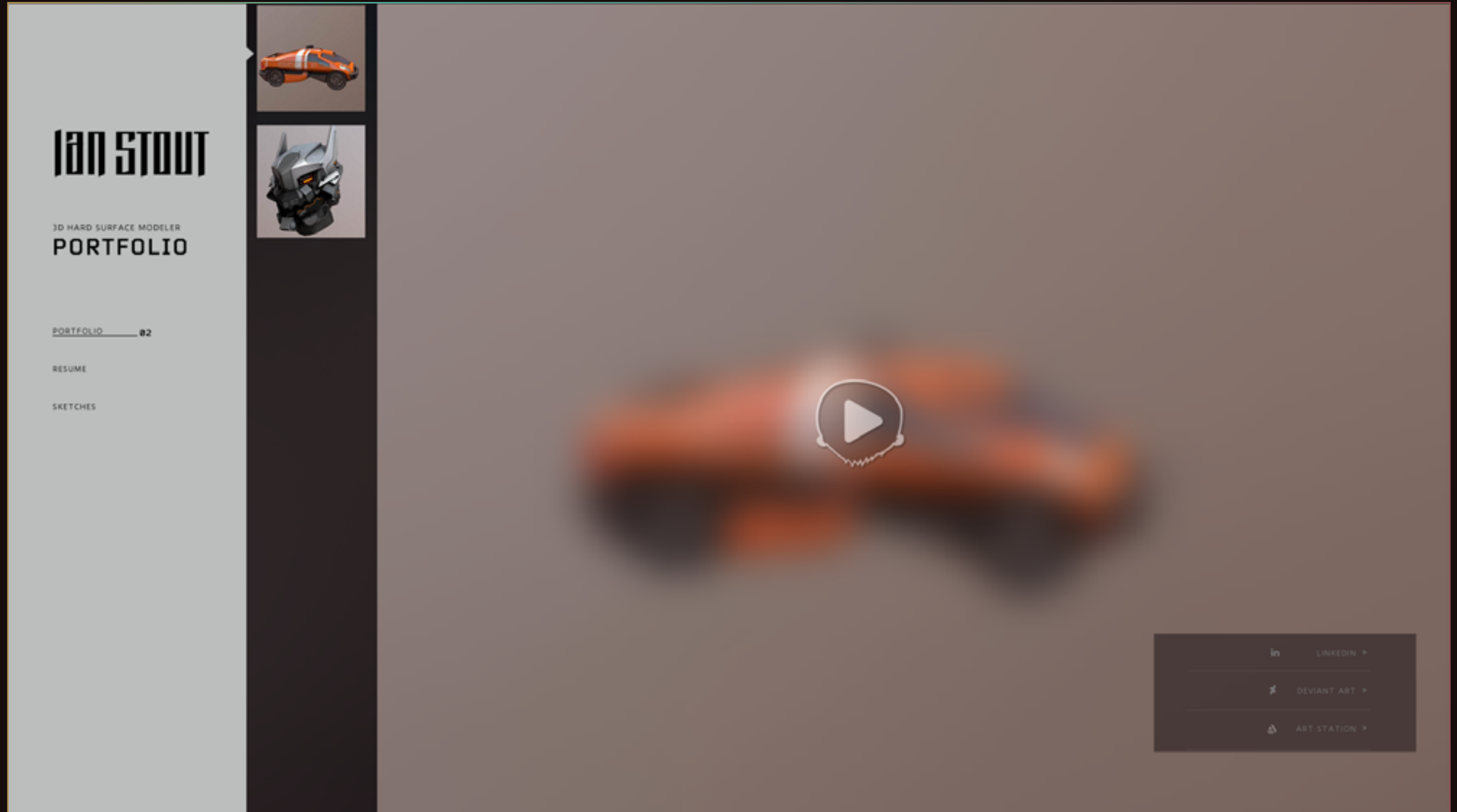
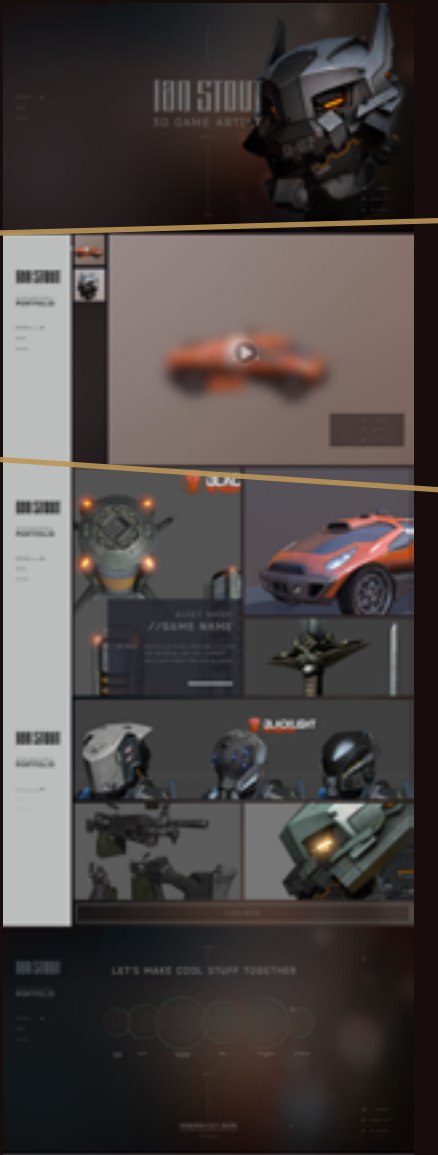
IAN STOUT 3D ARTIST PORTFOLIO

DESIGN >> HI-FI



IAN STOUT 3D ARTIST PORTFOLIO

DESIGN >> HI-FI



IAN STOUT 3D ARTIST PORTFOLIO

DESIGN >> HI-FI



IAN STOUT

3D HARD SURFACE MODELER
PORTFOLIO

PORTFOLIO 03

RESUME

SKETCHES

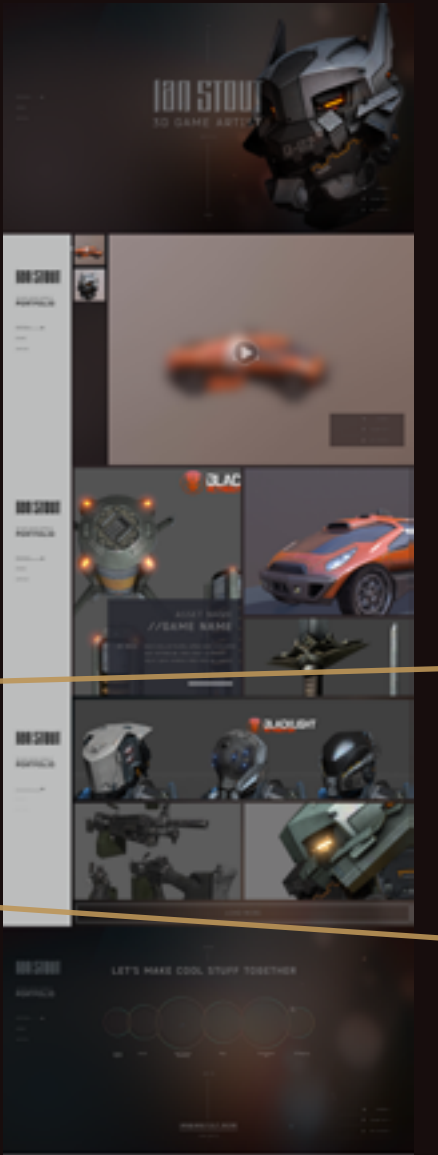
BLAC
RETRIBUT

ASSET NAME
//GAME NAME

MY ROLE: *DUIS SOLLICITUDIN, URNA QUI SCELERIS-
QUE INTERDUM, ORCI ERAT ULTRICIES
VELIT, QUI VARIUS ORCI NISI AC LACUS.*

IAN STOUT 3D ARTIST PORTFOLIO

DESIGN >> HI-FI



IAN STOUT

3D HARD SURFACE MODELER
PORTFOLIO

WORKFLOW 04

RESUME

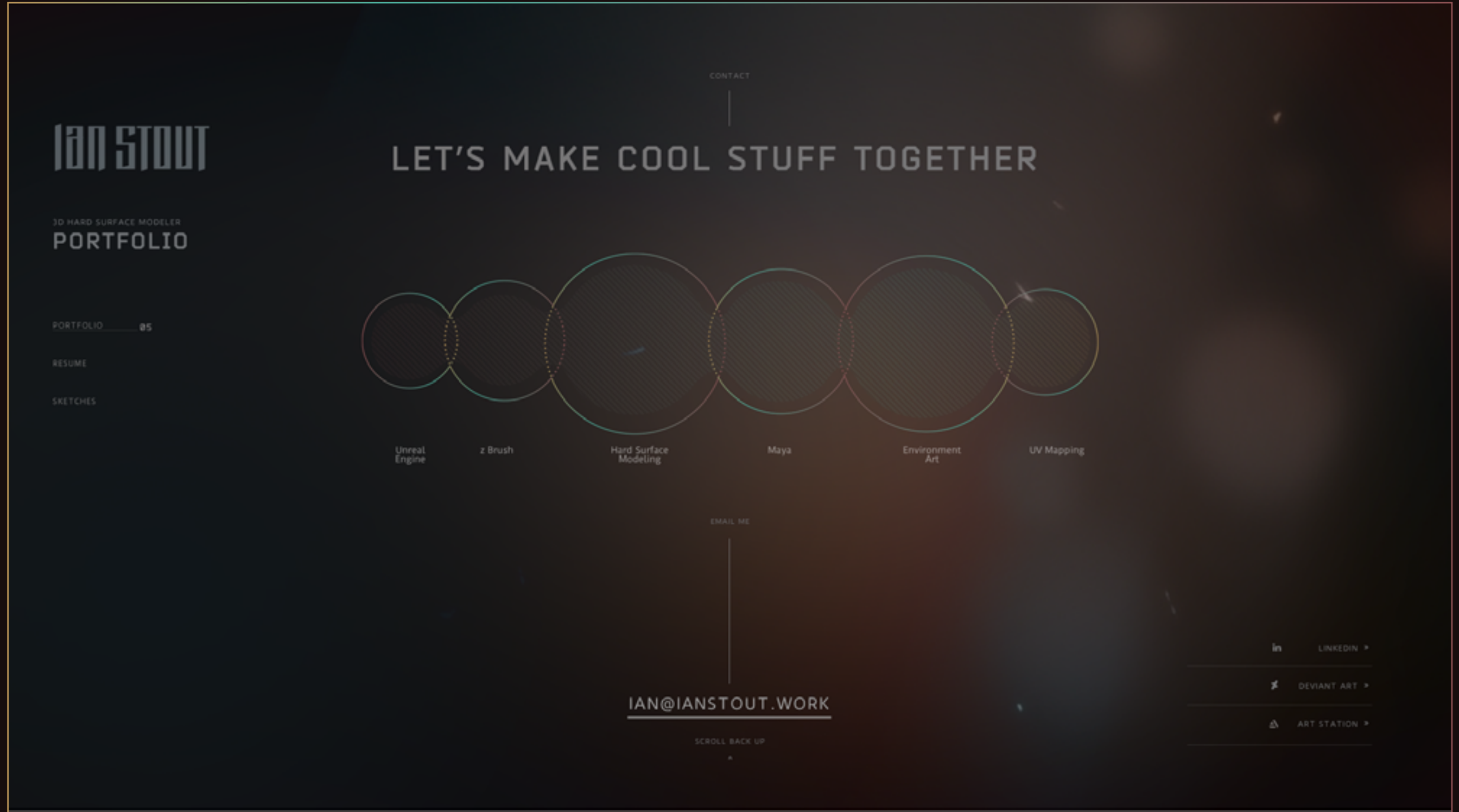
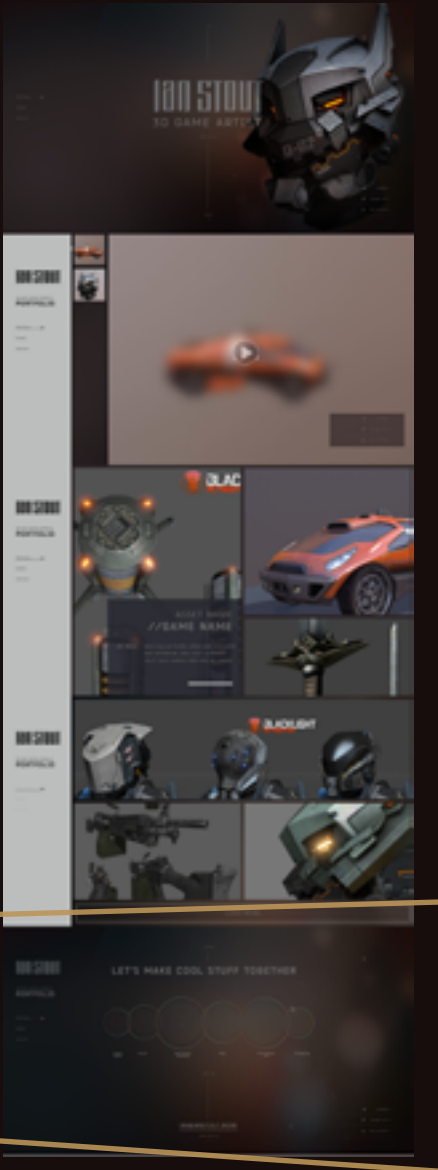
SKETCHES



LOAD MORE

IAN STOUT 3D ARTIST PORTFOLIO

DESIGN >> HI-FI



IAN STOUT

3D HARD SURFACE MODELER
PORTFOLIO

PORTFOLIO 02

RESUME

SKETCHES

ASSET NAME
//GAME NAME

MY ROLE: *DUIS SOLLICITUDIN, URNA QUIS SCELERIS-
QUE INTERDUM, ORCI ERAT ULTRICIES
VELIT, QUIS VARIUS ORCI NISI AC LACUS.*



IAN STOUT 3D ARTIST PORTFOLIO

DESIGN >> HI-FI



Y2015

BUNGIE ART TEST

TYPE: ART TEST,

PROCESS: MAYA, PHOTOSHOP

RENDER: MARMOSETT

0 COMMENT

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Date Added

November 5th, 2015

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IAN STOUT 3D ARTIST PORTFOLIO

DESIGN >> HI-FI




rendered in


MARMOSSET
TOOLBAG 2


EMAIL ME

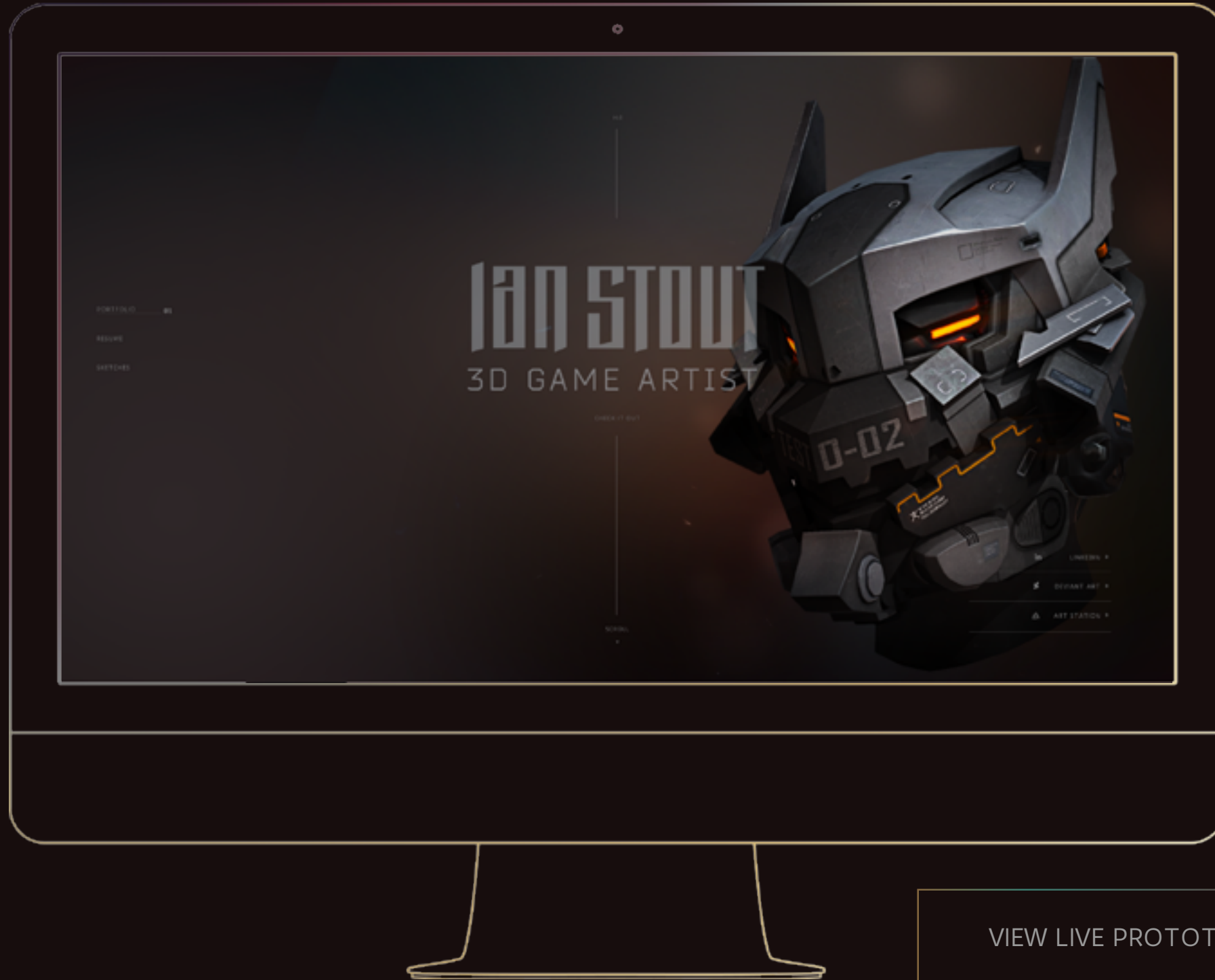
IAN@IANSTOUT.WORK

SCROLL BACK UP

 LINKEDIN >

 DEVIANT ART >

 ART STATION >



VIEW LIVE PROTOTYPE