



WHAT DOES IT TAKE TO MAKE IT IN THE WORLD OF COMPUTER ART? MARTIN MURPHY, ONE OF CANADA'S TOP DIGITAL ILLUSTRATORS, PROVIDES A BRIEF INSIGHT INTO FINDING SUCCESS AS A COMPUTER ARTIST.

So you want to be a computer artist, creating cool special effects for Hollywood movies or wild images for a games developer. Getting paid big bucks to use your creativity and artistic ability to invent characters and scenes that could only exist in the world of digital imagination.

We asked successful Toronto digital artist and Graphic Exchange contributor Martin Murphy for a few words of advice on pursuing a career as a computer artist, and here's what he had to say:



"It's a tough world out there.

"Not only do art students need to know all the basics of art, such as color, light, and dynamics, they also have the daunting task of learning all about computers and digital art software—at the same time. It's the unfortunate soul that expects too much from his or her computer software and relies on it to supply all the necessary appeal for his or her digital creation. It's instantly recognizable as to who has a real understanding of the world of computerized art.

"I often receive e-mail from confused students around the world who send me computer images, wanting to know, 'What's wrong with this image?'



"Nine times out of ten it isn't a software problem, it's the student not being able to recognize the awkward composition of the elements, something that should have been worked out even before heading to the computer. Training your eye to see as an artist is your greatest key to success, and this will never be something you will be able to learn from a software user guide.

"Good luck!"

Check out Martin's personal website at [www.netcom.ca/~m.murphy](http://www.netcom.ca/~m.murphy).



**THE IMAGE.** I originally created this image for Digital Extremes, a Canadian gaming developer in London, Ontario where I work full time as a digital artist. It was a poster for a game called *The Heist* which was shelved for our current project *Dark Sector*. *Dark Sector* is the next step in the first person action gaming experience by blending the intense action elements of *Unreal: Tournament* with the scope and character evolution of a persistent online universe. *Dark Sector* is a futuristic FPS sci-fi game set in a grim future, in the wake of world devastation, where survivors are scattered throughout the solar system in a vast crumbling network of outposts and space stations. Anarchy reigns as violent factions wage war over limited resources by way of space flight simulation and bounty hunting. Digital Extremes has yet to announce a publisher, or a release date, but the game is being developed for the Mac, PC and possibly Microsoft's Xbox. You can find more about *Dark Sector* at [www.digitalextremes.com](http://www.digitalextremes.com).

MARTIN MURPHY





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