



Scott Butler, Lead Artist

Q: What does a Lead Artist do?

A: To supervise and coordinate the art team on Kingsley's Adventure.

Q: What did you do on the game?

A: I mainly worked on modelling of characters, including Kingsley himself, some animation for the characters and general modelling of props and objects in the Kingsley world.

Q: Did you go to University?

A: No, I was an early starter into games, I'd started working with some friends on games just before I left secondary school for virtually no money!

Q: How did you get into the industry?

A: At the young age of 16 I got hold of an Amiga 500 and a copy of Deluxe Paint and produced my first picture by copying an album cover by hand. I then showed it to some friends at a computer club I was going to now and again and it was spotted by someone there wanting to start up a games company so I started there once my exams were over.

Q: What jobs did you do, before you did this one?

A: I worked at a small three-man company called Ultra Graphics for about a year and a half, where I started out and reamed off loads of PC-Amiga conversions, which I gained a lot of experience from, then went freelance for a year, hated that, then worked for Argonaut Software for seven years working on games like FX-Fighter, Creature Shock and was the Lead artist on Croc. Now I'm here at Psygnosis after nearly two years working on Kingsley's Adventure... phew!

Q: What do you like most about your job?

A: What I do, which is produce art for computer games, which means I get paid for my hobby! You can't ask for better than that! Just wish it was more sociable hours though!

Name: Chan Chee Kin, Artist

Q: What does an Artist do?

A: As a creative visual person on the team, my job is to make the game look original, captivatingly beautiful and realistically functional.

Q: What did you do on the game?

A: On Project 'Kingsley's Adventure', my initial task was to create the look of the game on paper. This includes the conceptual visualisation of game environment such as the many distinctively styled villages and some of the main characters. Kingsley the fox cub is my first character design for the game..

My next prime duty is to build and texture the rooms and dungeons in the game. Texture tiles were created using a paint programme and were mapped onto walls and floors in rooms that are constructed using the interior editor. I also build polygonal models; mainly objects that populates the game world.

Q: Did you go to University?

A: I'm a graduate from the Nanyang Academy of Arts in Singapore. I hold a Diploma for Graphic Design. My major subject is Illustration.

Q: What did you study?

A: Figure, Portrait and Still Life drawing and painting for the one-year foundation course. Two years of Commercial Art Studies that encompassed all disciplines of Design and Advertising Art such as Illustration, Typography Storyboard Visualisation, Copywriting, Photography etc.

Q: How did you get into the industry?

A: By responding to a Psygnosis recruitment advertisement in the 'Edge' magazine. This is my first job in the game industry.

Q: What jobs did you do, before you did this one?

A: I was an Art Director with a Singaporean English newspapers in my first full-time employment. A couple of years later, I was offered a job as a News Graphic Journalist with Reuters Ltd. in Fleet Street. I stayed with Reuters for 5 1/2 years. I was also a professional freelance illustrator for advertising agencies, newspapers, books and magazines prior to my first full-time job.

Q: What do you like most about your job?

A: To see one's creation, character or environment, on paper to come 'alive' on screen is definitely the biggest joy for me. I think the game industry offers me the biggest piece of canvas for creative expression and exploitation. It's especially challenging too as the learning horizon is ever expanding with new and better technology becoming available for my palette.

Name: Justin Heyes-Jones, Software Engineer

Q: What does a Software Engineer do?

A: A software engineer designs and programs all the software needed behind the scenes to draw the environment, make objects move around realistically, and make the characters in the game behave intelligently.

Q: What did you do on the game?

A: Many different things; some of which include improving the graphics engine, end of level boss AI and making the user interface at the start of the game more intuitive.

Q: Did you go to University?

A: Yes, most games programmers are graduates, although you don't have to be one. A good demo of programming skills and game knowledge is often enough.

Q: What did you study?

A: Artificial Intelligence

Q: How did you get into the industry?

A: I had a demo on the Amiga which I sent to lots of games companies; eventually someone was impressed and I got an interview.

Q: What jobs did you do, before you did this one?

A: Database developer

Q: What do you like most about your job?

A: I get paid to do something that I would do for fun. (Just don't tell my boss that!)

Visit our website :
www.playstation-europe.com

Developer: Psygnosis Genre: Action/Adventure No of Players: 1 Peripherals: Analog Controller (DUAL SHOCK), Memory Card
