GDC
ART DIRECTION BOOTCAMP
GAME DEVELOPERS CONFERENCE
MARCH 18–22, 2019 | #GDC19

AGENDA

Title	*Speaker*	*Time*
Don’t Forget the Team: Directing Careers	Keith Self-Ballard	10:00AM – 11:00AM
Team Growth and Preserving Team Culture on Marvel’s Spider-Man	Jacinda Chew	11:20AM – 12:20PM
What They Don’t Teach You in Art School: Lessons for First Time Leads	Erica Pinto	1:20PM – 2:20PM
Digital Beauty: Emotions in Game Development	Alessandro Taini	2:40PM – 3:40PM
Building Worlds Through Shape Language	Patrick Faulwetter	4:00PM – 5:00PM
Building a Creative Future with Artificial Intelligence	Andrew Maximov	5:30PM – 6:30PM

DON’T FORGET THE TEAM:
DIRECTING CAREERS

Keith Self-Ballard
Principal Artist (Cinematics)
Volition

GAME DEVELOPERS CONFERENCE
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AGENTS OF MAYHEM
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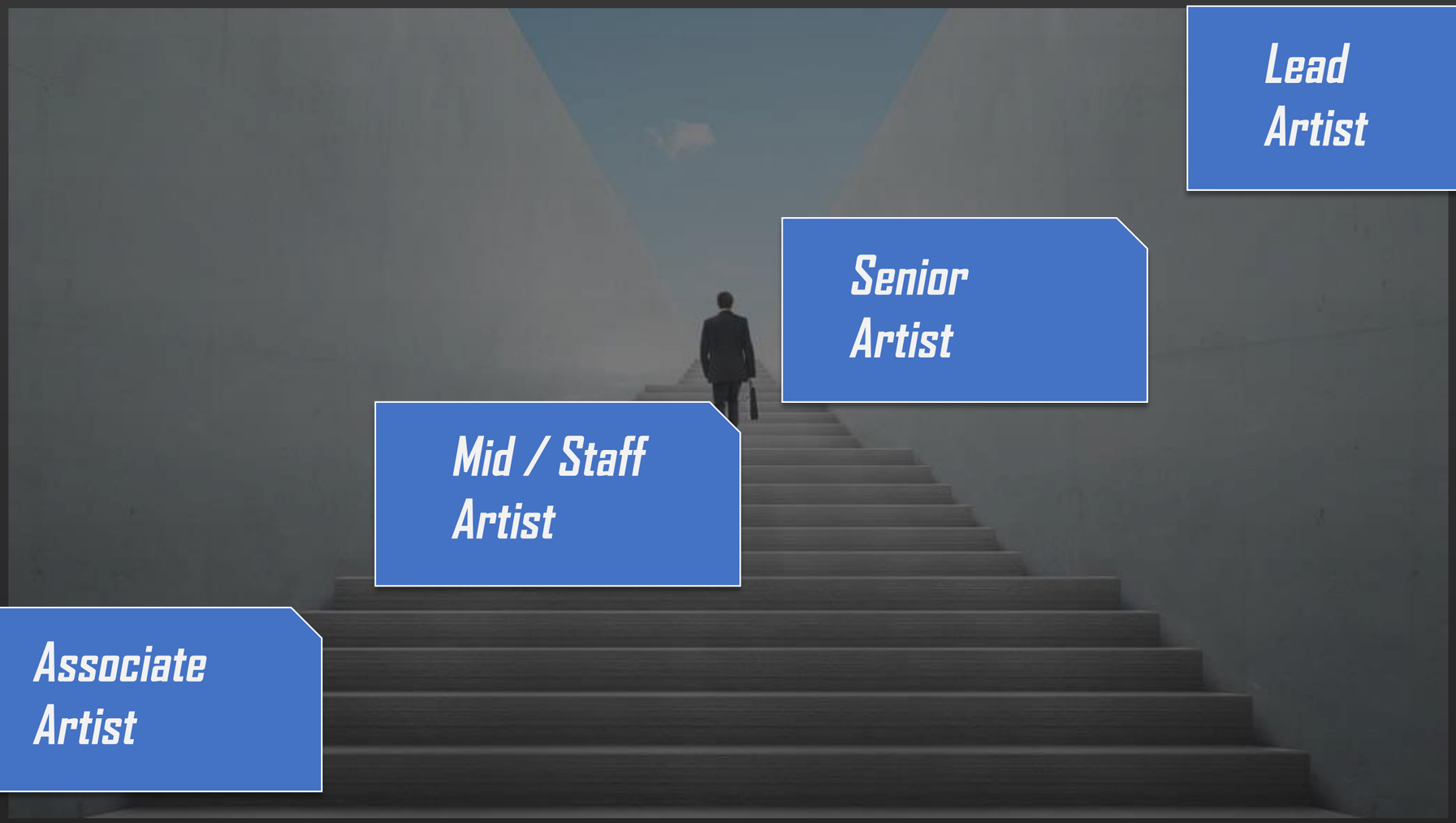
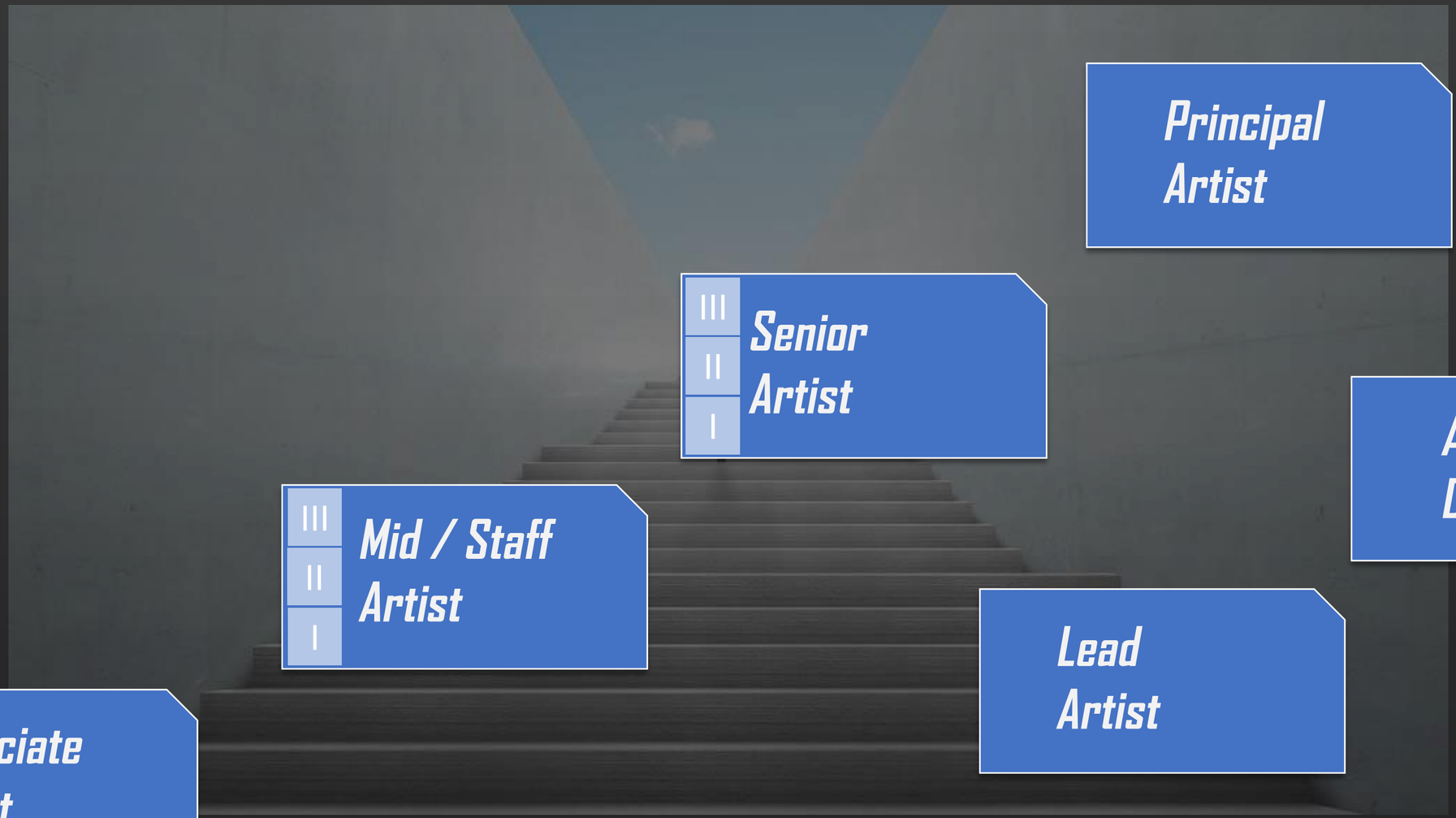
Vasili Zorin


Lead Artist
Senior Artist
Mid / Staff Artist
Associate Artist

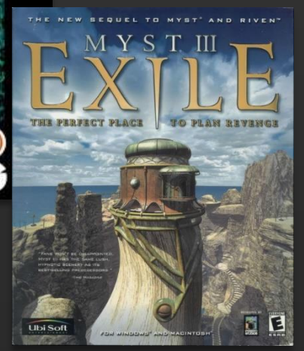

Principal Artist
III
II
I
Senior Artist
Art Director
III
II
I
Mid / Staff Artist
Lead Artist
III
II
I
Associate Artist

SUNSTORM INTERACTIVE

ARTIST – 1998 to 2000

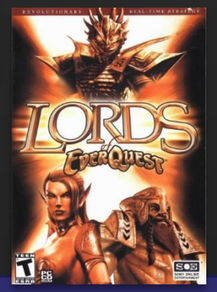
PRESTO STUDIOS

ARTIST – 2000-2003



RAPID EYE ENTERTAINMENT

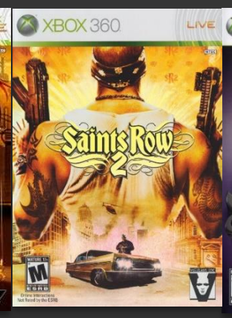
ENVIRONMENT LEAD – 2003 to 2004



volition inc

SENIOR ENVIRONMENT ARTIST – 2004 to 2007

STUDIO ART MANAGER / DIRECTOR– 2007 to 2011



BLIZZARD ENTERTAINMENT

ART MANAGER – 2011 to 2014

PROJECT TITAN

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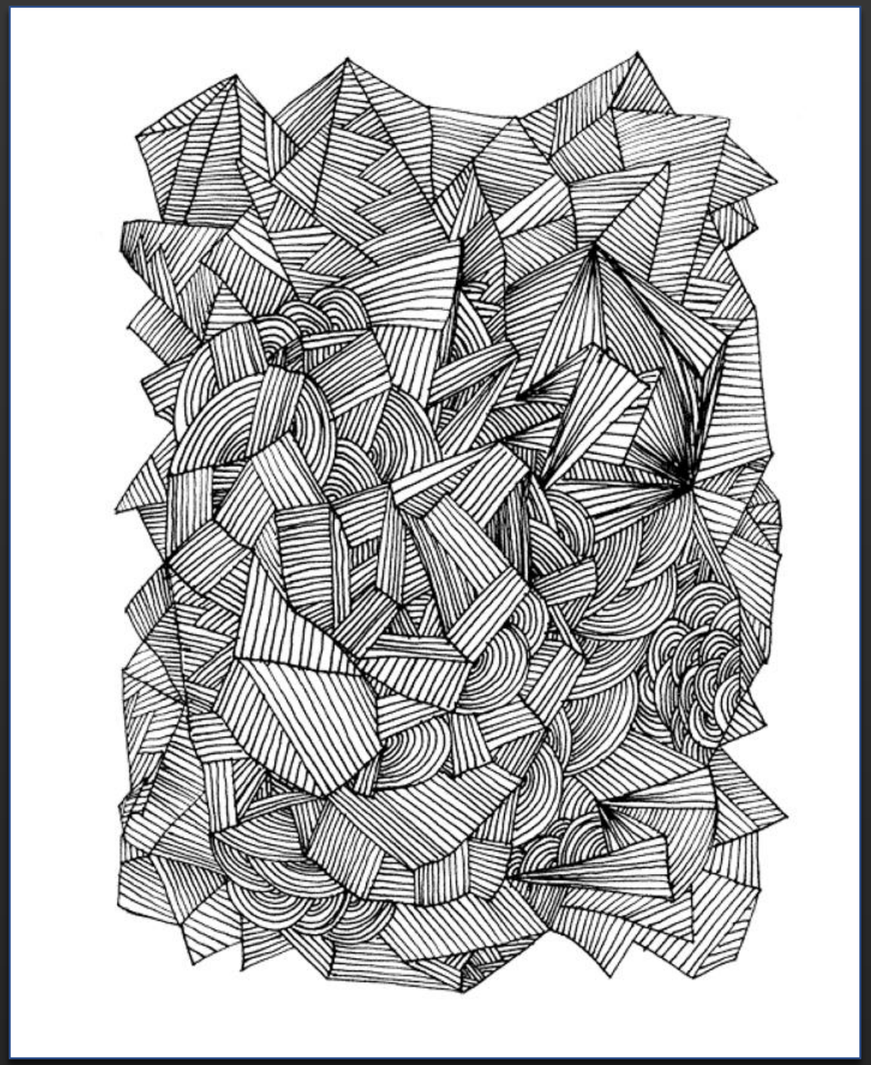
PRINCIPAL ARTIST – 2014 to PRESENT

THEORY



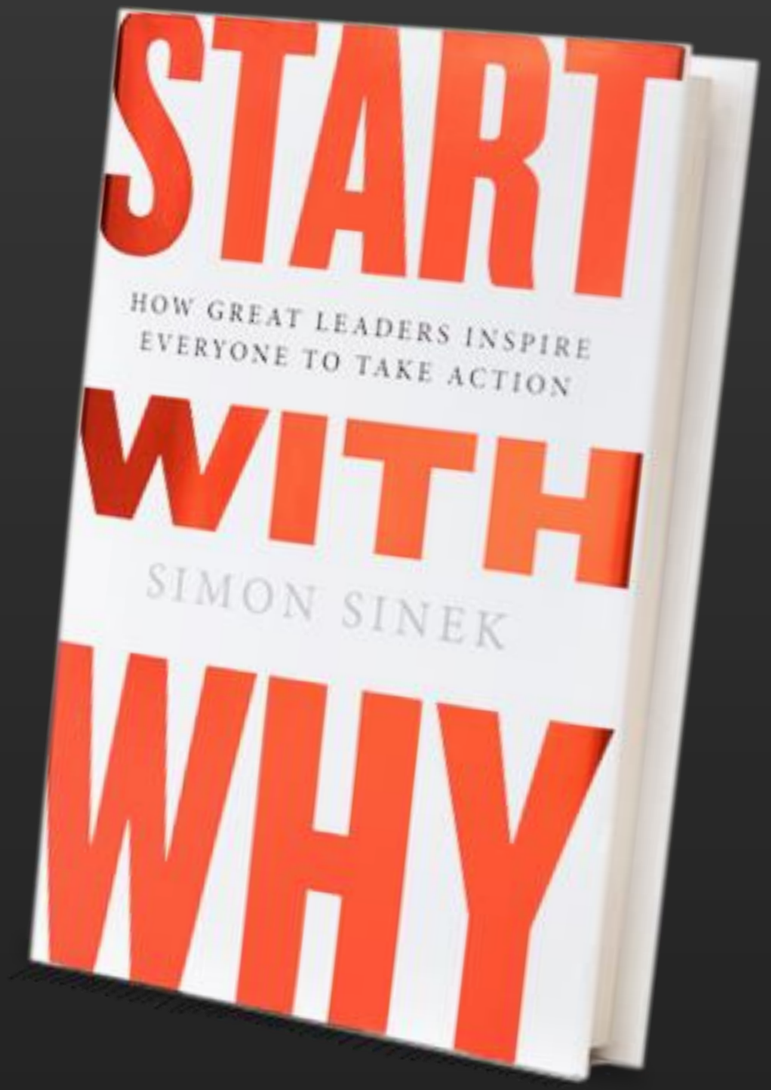
REALITY

WHY IS DIRECTION IMPORTANT?

WHO IS RESPONSIBLE?

HOW DO YOU MENTOR?

WHY IS CAREER DIRECTION IMPORTANT?



PRODUCTION IS CHAOS, EXCESSIVE LEADERSHIP, UNCERTAINTY

CLARITY IS CONFIDENCE / CONFIDENCE CREATES OPPORTUNITY

MORALE AFFECTS INTEGRITY

WORLD OF WARCRAFT™

WHO IS RESPONSIBLE?

DIFFERENT STRUCTURES

DIFFERENT RESOURCES

EVERYONE IS RESPONSIBLE

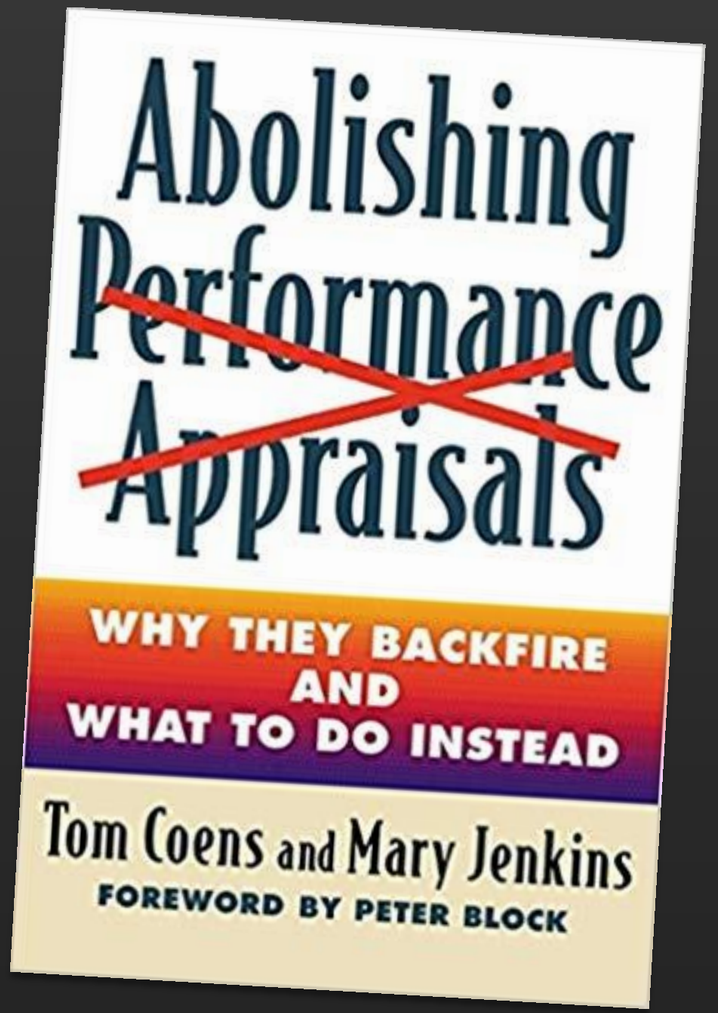
KBRIWGTAIGPADH

HOW DO YOU MENTOR?

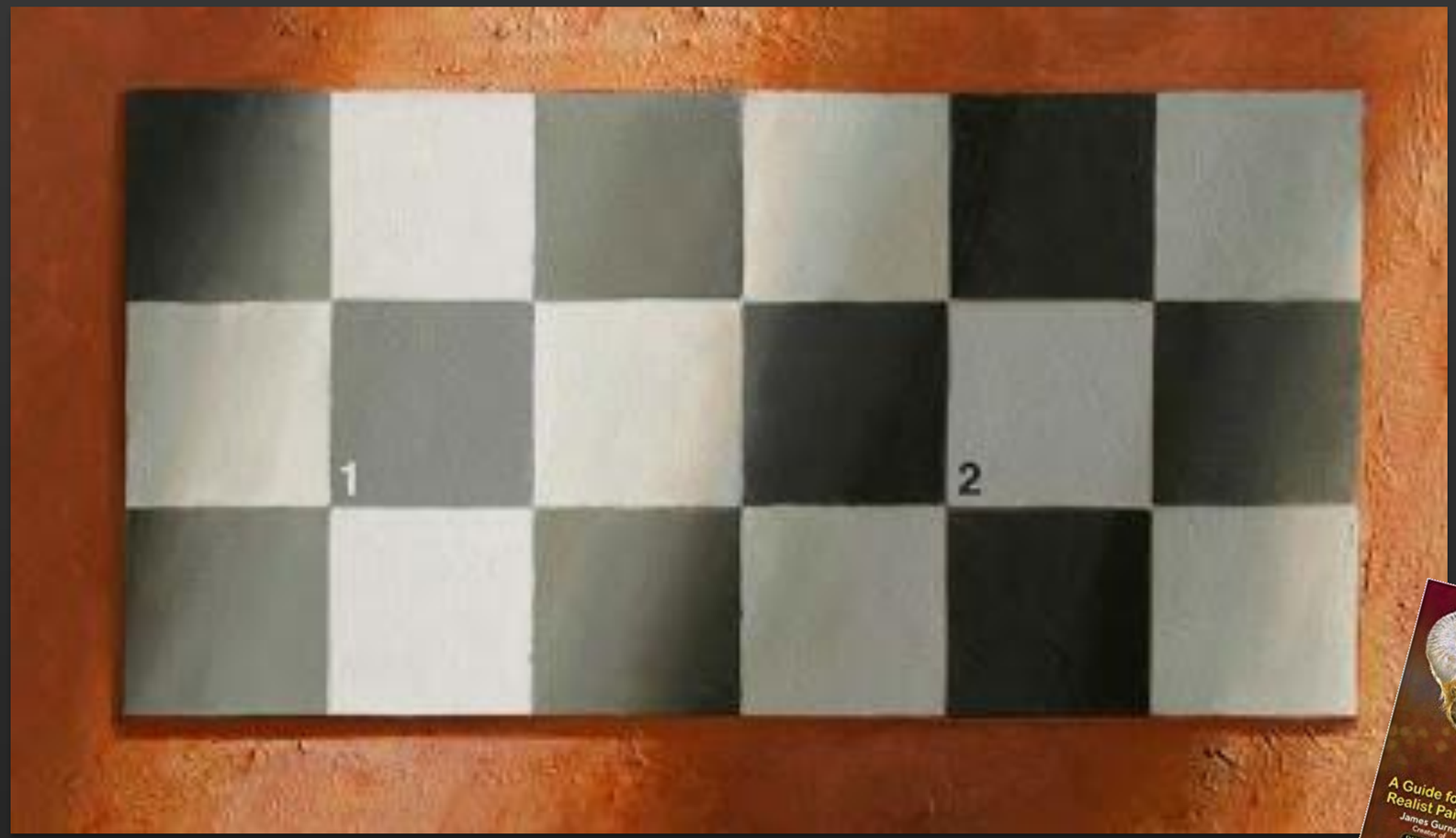
GOOD LUCK!!!!

BOY!!!!

NO!


Abolishing
Performance
Appraisals
WHY THEY BACKFIRE
AND
WHAT TO DO INSTEAD
Tom Coens and Mary Jenkins
FOREWORD BY PETER BLOCK

“OKAY, BUT HOW?!?!”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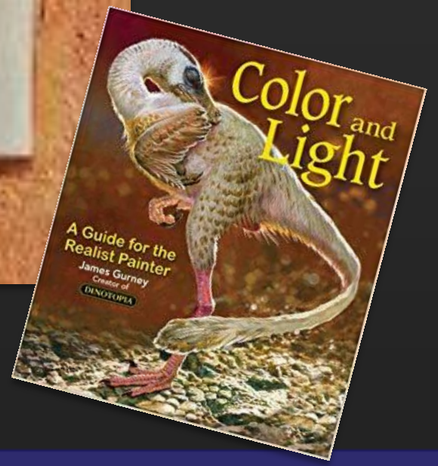
2


Color and Light
A Guide for the Realist Painter
James Gurney
Creator of
DINOTOPIA

YOUR QUESTIONS ARE YOUR TOOLS

INTERROGATE THE CAREER

respect
teamwork
integrity
collaboration
responsibility
diversity
creativity
innovation
accountability
communication
honesty
service
support
health
excellence
connections
inclusion
balance
transparency
empowerment
compassion
trust
concern
vision
fairness
caring
challenge
engagement
opportunity
authenticity
achievement
holistic
honor
sustainability
development
dependability
student centered
reflection
community
free expression
life long learning
progress
professional development
encouragement
understanding
organization
leadership
resourcefulness
kindness
efficiency
relationships
listening
independence
equality
privacy
belonging
ethics
advocacy
forward thinking
commitment
accountable leadership
wellness
focus
planful
genuine
empathy
dedication
global orientation
active
efficacy
change
helping
appreciation
intellectual growth
equity
humility
reliability
spirituality
partnership
interdependence
energy
questioning
unity
citizenship
education
quality
growth
curiosity
character
courage
openness
civility
student focus
assisting
moral courage
pride
justice
flexibility
open minded
fun
fiscal responsibility
empowerment
intelligence
continuous improvement
developmental
work life balance
mentoring
customer service
imagination
safety
assessment
aspirational
learning
constructive criticism
loyalty
forward thinking
self care
thoughtfulness
decisiveness
best practice
actualized
light lipped
consistency
dynamic
genuine
measurable
contribution
cultural sensitivity
personal
pragmatic
continuous learning
critical consequence
inquiry
communications
feedback
intervention
truth
financial prosperity
collegiality
initiative
available
nimble
courtesy
pragmatism
ownership
intuitiveness
awareness
rewarding
practicing skills
strategic thinking
provocative
solution focuses
humor

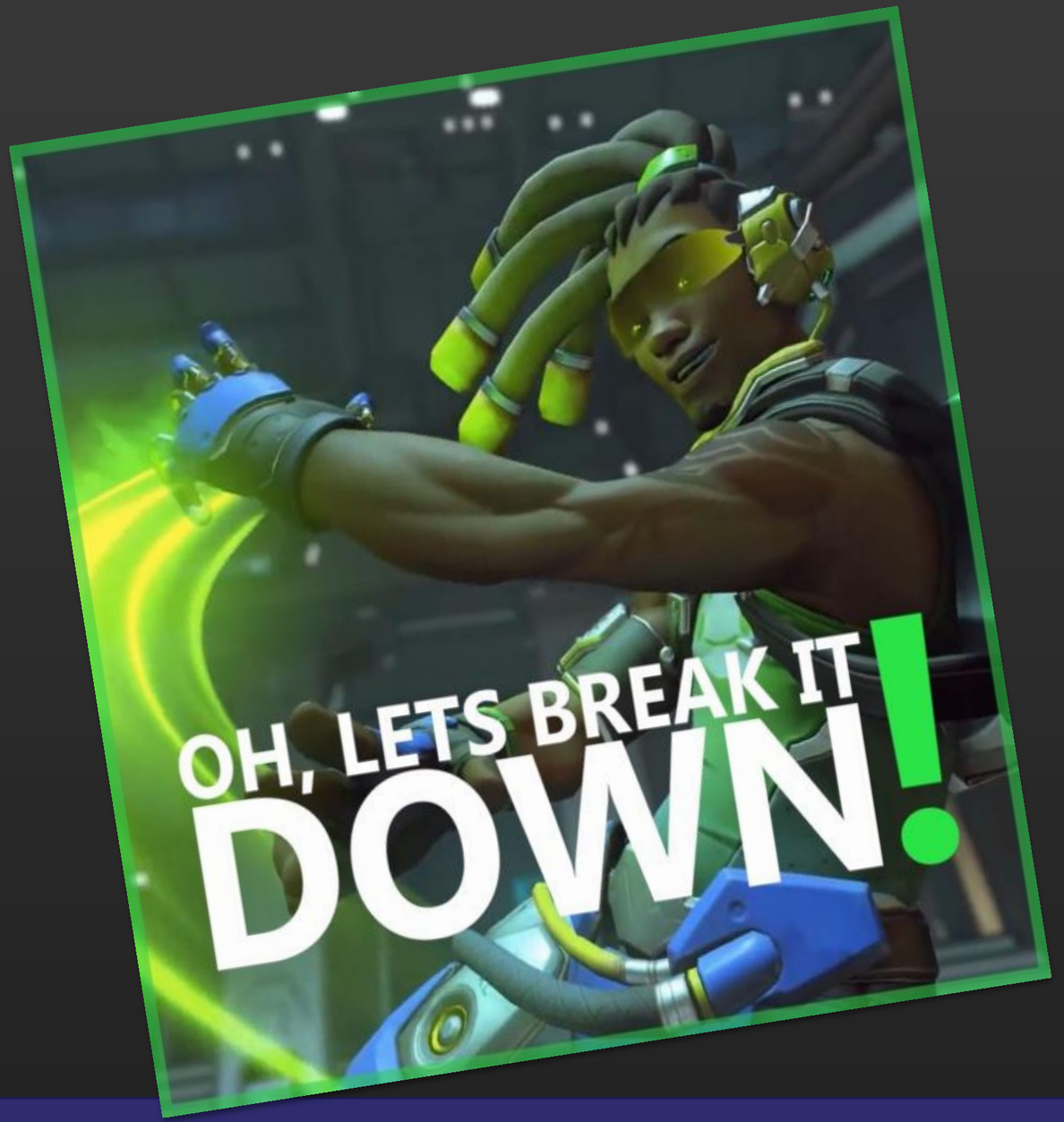
FORTNITE
BOY!!!!!

WAIT … WHAT?!?!

FEEDBACK IS CRITICAL FOR GROWTH

SHARED UNDERSTANDING OF VALUES IS REQUIRED FOR FEEDBACK TO BE EFFECTIVE

QUESTIONS ARE THE BEST TOOL FOR EXPLORING AND REINFORCING VALUES AND GUIDING SOMEONE DOWN “THEIR PATH” AND GAUGING THEIR PROGRESS


OH, LETS BREAK IT
DOWN!

HOW AM I STRUCTURING THIS?

EARLY

MID

SENIOR

INFLUENCE

RESPONSIBILITY / ACCOUNTABILITY

HOW AM I STRUCTURING THIS?

POOR ASSUMPTIONS

Q's for EVALUATION

EARLY CAREER

- 2 POOR ASSUMPTIONS
- 5 Q's FOR EVALUATION

EARLY CAREER – POOR ASSUMPTIONS

THE HARD WORK IS DONE

WORK WILL BE CLEAR

“WHAT HAVE YOU LEARNED?”

“WHAT TYPES OF QUESTIONS ARE BEING ASKED?”

“WHO ARE YOU WORKING WITH?”

“HOW HAVE YOU REACTED TO CRITIQUE?”

“HOW MUCH TIME ARE YOU SPENDING IN THE OFFICE?”

EARLY CAREER – SUMMARY

LEARNING

COLLABORATION

ASKING QUESTIONS

CRITIQUE

EFFECTIVENESS

CHARTING GROWTH

INFLUENCE

COLLABORATION
ASKING QUESTIONS

ACCOUNTABILITY

LEARNING
EFFECTIVENESS
CRITIQUE

MID CAREER

- 2 POOR ASSUMPTIONS
- 6 Q's FOR EVALUATION

MID CAREER – POOR ASSUMPTIONS

SPEED (of promotion)

CLEAR PATH (to promotion)

“WHAT HAVE YOU TAUGHT OTHERS?”

“HOW ARE YOU AT GIVING CRITIQUE?”

“WHAT IS YOUR OBJECTIVE?”

OBJECTIVES?

LEADERSHIP

TECHNICAL EXPERTISE

GURU

“HOW HAVE YOU DEMONSTRATED INTIATIVE?”

“HOW PROFESSIONAL ARE YOU?”

“HOW DO YOU REACT TO CHANGE?”

MID CAREER – SUMMARY

TEACHING

CRITIQUE

INITIATIVE

OBJECTIVES

PROFESSIONALISM

CHANGE

CHARTING GROWTH

INFLUENCE

- COLLABORATION
- ASKING QUESTIONS
- TEACHING
- PROFESSIONALISM

ACCOUNTABILITY

- LEARNING
- EFFECTIVENESS
- CRITIQUE
- CHANGE
- INITIATIVE
- OBJECTIVES

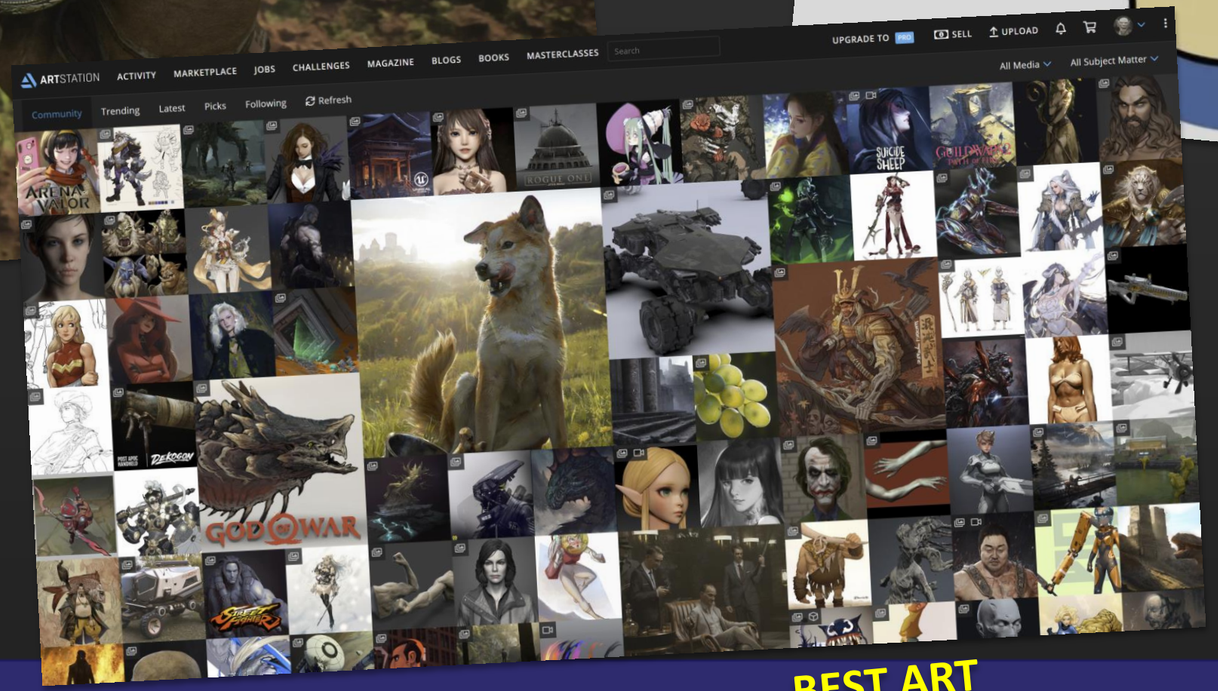
SENIOR CAREER

- 3 POOR ASSUMPTIONS
- 3 Q’s FOR EVALUATION

SENIOR CAREER – POOR ASSUMPTIONS

TENURE

LIKABILITY



BEST ART

“HOW SIGNIFICANT IS YOUR RANGE OF INFLUENCE?”

“WHAT KIND OF IMPACT HAVE YOU HAD?”

REMEMBER THOSE OBJECTIVES?

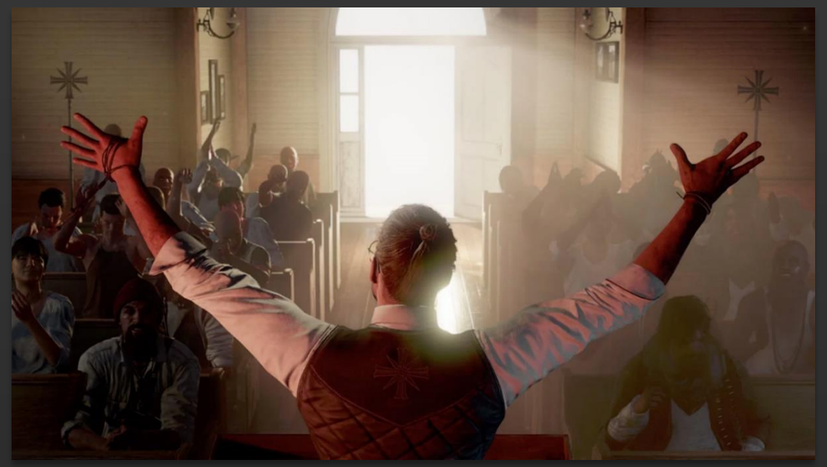
LEADERSHIP

TECHNICAL EXPERTISE

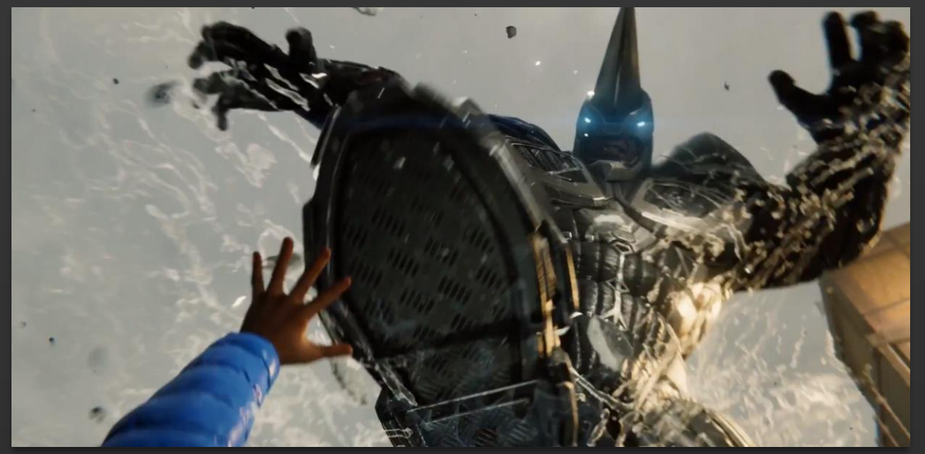
GURU

“HOW DO YOU HANDLE A CRISIS?”

SENIOR CAREER – SUMMARY



RANGE



IMPACT

CRISIS MANAGEMENT

CHARTING GROWTH

INFLUENCE

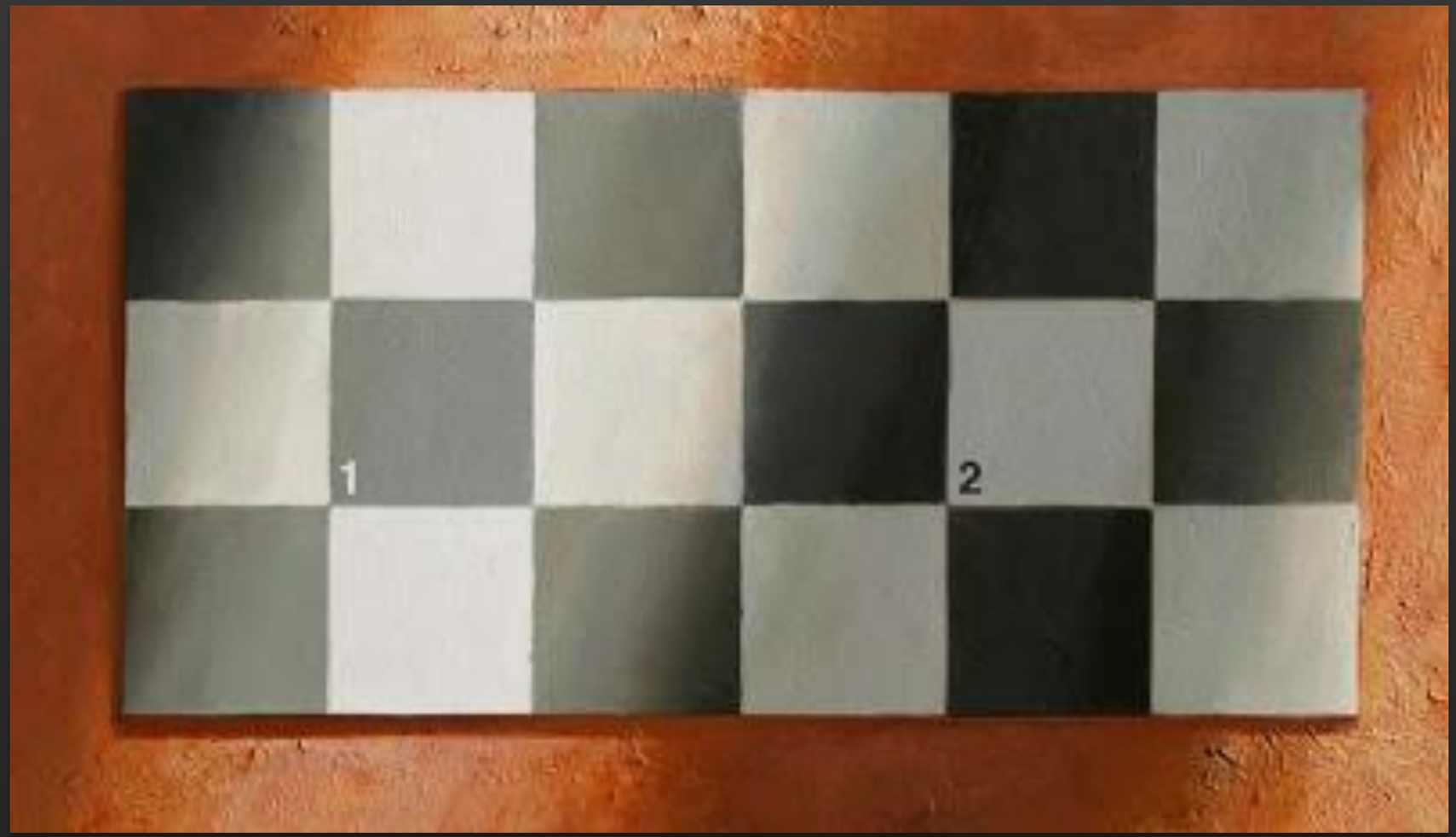
- COLLABORATION
- ASKING QUESTIONS
- TEACHING
- PROFESSIONALISM
- RANGE
- IMPACT

ACCOUNTABILITY

- LEARNING
- EFFECTIVENESS
- CRITIQUE
- CHANGE
- INITIATIVE
- OBJECTIVES
- CRISIS MANAGEMENT

INFLUENCE

ACCOUNTABILITY



A MOMENT OF QUIET REFLECTION

WHAT IF THE REFLECTION IS … MISINTERPRETED?

IS THERE A BETTER WAY TO GUIDE OTHERS?

ASSOCIATE

MID

SENIOR

WHAT HAPPENS WHEN YOUR NEXT TITLE IS ALWAYS YOUR NEXT GOAL?

HOW IS IT GOING TO FEEL WHEN YOU REACH A PLATEAU?

ARE TITLES/ACHIEVEMENTS MORE IMPORTANT THAN VALUES?

WHAT WOULD A VALUE-DRIVEN CAREER FEEL LIKE?

WHAT TYPES OF VALUES SHOULD WE EMBRACE?

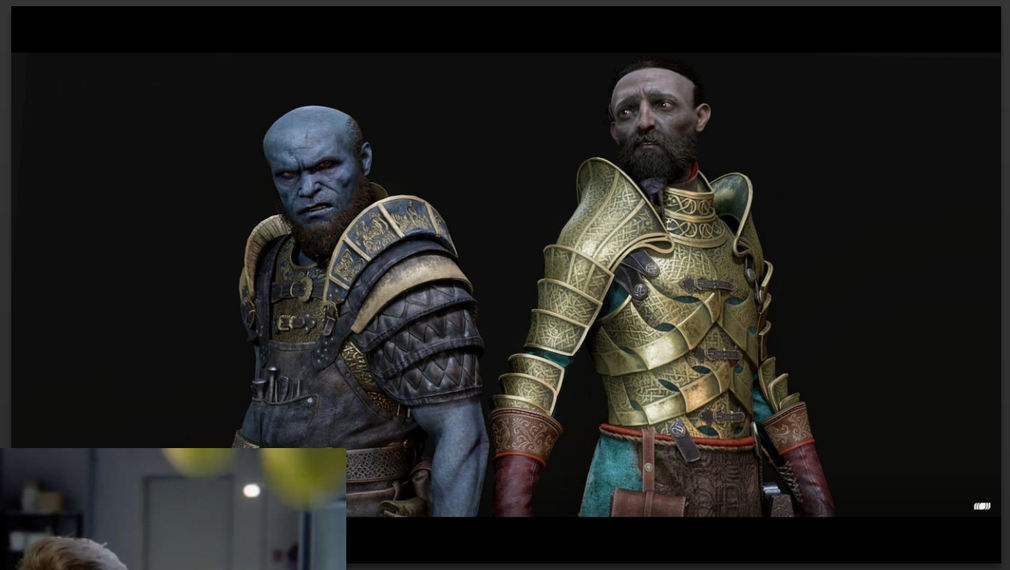
TECHNICAL KNOWLEDGE

PROTOTYPING / EXPERIMENTATION

RESILIENCE

WHAT TYPES OF VALUES SHOULD WE EMBRACE?

INTEGRITY

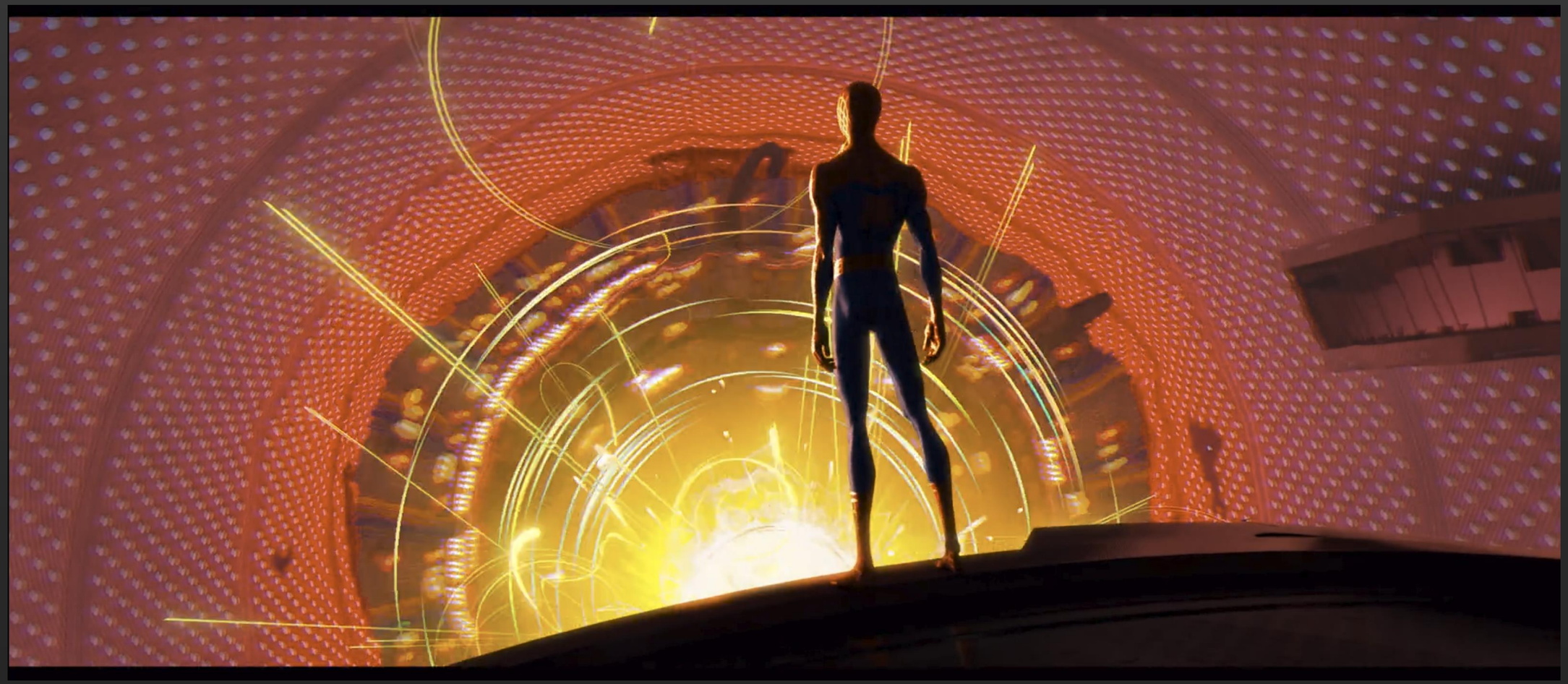


CRAFT

LEARNING NEW THINGS

NOT SURE WHERE TO START?

NOT SURE WHERE TO START?

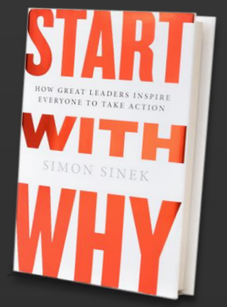


WHERE WILL YOUR VALUES TAKE YOU?

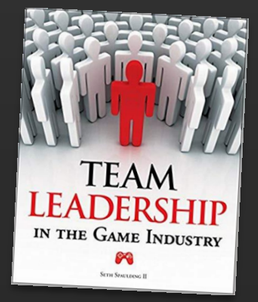
CLOSING THOUGHTS…

THANK YOU

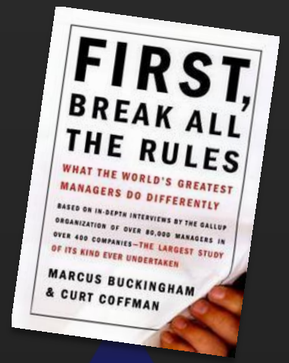
QUESTIONS? (continued reading)



Start with Why
Sinek, Simon (2011)

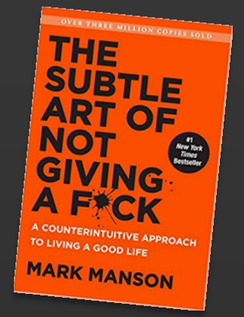


Team Leadership in the Game Industry
Spaulding, Seth (2009)

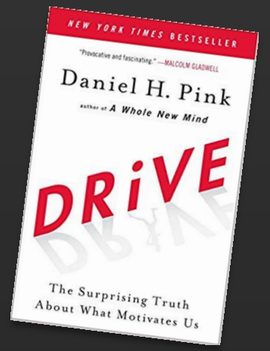
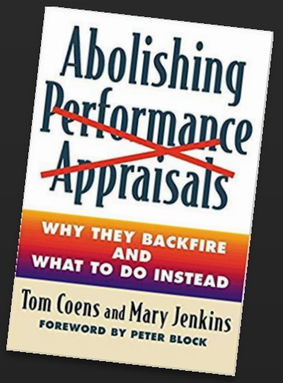


First, Break All the Rules
Buckingham & Coffman (1999)

*The Subtle Art of Not Giving a F*ck*
Manson, Mark (2016)



Drive
Pink, Daniel (2011)



Abolishing Performance Appraisals
Coens & Jenkins (2002)