



Lead Artist

Sue La Rue

Age: 44

£40,000

Sue is an artist with great flair and verve, brimming with imagination – so much so that at times it can be a problem, as it can take a while for her ideas to settle. When they do settle, though, the result is usually something special. She has a very good sense of the visual impact of an image, yet not at the expense of detail. Primarily an environment artist, she is also a competent animator; it's the time it takes to create anything worthwhile in animation that frustrates her, not the practice of animating itself (which she rather enjoys). She particularly likes fantastic and surreal art, and is chomping at the bit to get to work on *Quadrant Q*.

Sue resigned from her previous job without rancour: her husband is an officer in the Royal Navy, who has taken a desk job not all that far from Game Game Game's offices.

A



Lead Artist

Brian O'Ryan

Age: 32

£35,000

Brian is an old acquaintance of yours from your student days. He's a gifted artist, but to be honest his range isn't all that great. Nevertheless, his particular punchy, idiosyncratic style is a good fit with *Quadrant Q*, and you feel confident he'll produce something solid and consistent with the concept. His animation skills are not exceptional, but he has been the lead artist on several well-received projects and is a capable manager of other artists.

Brian broke his arm in a charity bungee jump last year, which put him out of action for a while. When he returned to work, he didn't really feel like he fitted in with the company any more, and decided he needed a fresh start. The moment he heard you'd been appointed senior producer at Game Game Game, he was straight on the phone.

A



Lead Artist

Chlöe Hoey

Age: 28

£30,000

Chlöe went into the video games industry straight from art school. She's not hugely ambitious, but she feels the time is right to advance her career and become a lead artist; she takes the idea of having responsibility very seriously.

Chlöe was knocked down by a drunk driver when she was 7, and has been in a wheelchair ever since. She's quite a perky individual, who seems to get on well with everyone; at the interview, she really hit it off with Lauren Warren.

In terms of her artwork, she has a reasonably good range, tending towards subtlety but capable of in-your-face theatrics if that's what's required. She is also an excellent cartoonist, sketching a very good likeness of you in a few seconds. She's mainly an environment artist, but spent two years doing a part-time MSc in animation to broaden her skills.

A



Lead Artist

Frank Plank

Age: 31

£35,000

Frank's dark, brooding images are immediately recognisable and have won him numerous awards. He takes a holistic view of a project: creating a consistent look and feel that draws the players into the atmosphere he has designed, then, once they understand it, tweaking it in various ways to achieve dramatic effect. He sees the *Quadrant Q* game as having potential to be edgier and darker than it can be on TV, and cites a podcast by the series' creator explaining that this is how it was originally envisioned.

Frank is a very hard worker, and ferociously swift. He runs a very tight ship, however, and although open to stylistic ideas from the other artists to begin with, once he's decided how things are going to be he won't allow much deviation. Frank is looking for a change of job because he thinks he's worth more than his current employer is paying him. He is.

A



Lead Artist

Vaughan Horne

Age: 48

£45,000

Vaughan is author of the book *Animating Life*, used as a bible by animation students throughout the English-speaking world and beyond. He originally took up a job as an animator for a games company as a stop-gap while trying to break into the movie animation business, but discovered that he really enjoyed it. His ability to explain to other animators how they might improve their work meant his rise to lead artist was as swift as it was inevitable.

Vaughan is passionate about his work, and sees himself as an advocate for the animator's art. He is not dismissive of static artwork, and is indeed a fine draughtsman and first-class concept artist himself; it's just he loves bringing things to life.

His high salary demand is because he is quite happy where he is at the moment, and this is what it would take to lure him away.

A



Lead Artist

Deb Webb

Age: 28

£35,000

Deb was working with Joy Foy until recently, when the company they were at (Audiovideo Studios) made them (and 22 other artists) redundant. Despite the fact that they know they're both applying for the same job, they speak very highly of each other.

Deb is first and foremost an animator; ironically, if she hadn't made the leap to lead artist, she would probably have kept her old job at Audiovideo – they did retain the best of their animators. Deb is particularly good at imbuing personality into her creations, which is a major form of self-expression for her – she can be a little quiet at times. For any project she works on, she likes to try to envisage the personality of the game as a whole, and, once she's captured it in her mind, imbues it in all the concept art she creates. Her former colleague, Joy, says she's particularly good at this, and that the environment artists find her approach very helpful.

A



Lead Artist

Joy Foy

Age: 27

£30,000

Joy was with Deb Webb at Audiovideo Studios when almost their whole art department was offloaded. As a former graphic designer, Joy's flair is in environmental art; she can switch styles in an instant and has a tremendous range – Deb readily admits that Joy is better at static art than Deb herself is at animation, although Joy counters that Deb is better at environment art than she, Joy, is at character art.

Joy has only been lead artist on two projects before, and one of those was the one she was working on when Audiovideo's art department was hit with the big stick. She acknowledges that she is lacking experience, but she's full of enthusiasm and, despite her carefully-fashioned appearance, is actually something of a workaholic if Deb's account is to be believed.

A