Abstract

The output is a creative project exploring eco-feminist perspectives on creature design. Chalmers has produced a sizeable body of creature designs for a variety of commercial opportunities and personal inquiries and wanted to position this alongside select examples by international artists whose work has been crucial to her development.

Research process

Building on an existing body of work on the theme of speculative biology and concerns around biodiversity, Chalmers wanted to position her research-practice in context to internationally renowned feminist concept artists: Terryl Whitlatch, Brynn Metheney, Kate Pfeilschiefter and Iris Compiet.
Research insights

The project is contributing to definitions of Creature Design as a distinct discipline. Drawing on science, art, and design, ex femina inquiries into women’s experience, understanding, and positioning of this practice.

Dissemination

The research was disseminated via peer-reviewed exhibition, ‘Creature Design: ex femina’, at Leeds Arts University Gallery, 29 August – 10 October 2019. Chalmers previously evolved her idea through ‘Women World Builders’, a one-day research forum, also at Leeds Arts University, 21 September 2018.

Keywords

Creature Design, eco-feminism, biodiversity, Speculative Biology, SciArt, word-building, international, science communication, storytelling, believability, worldbuilding

Creators

- Rosemary Chalmers, Academic and Creature Designer, UK
- Terryl Whitlatch, Animal Anatomist, Concept Illustrator, and Creature Designer, USA
- Brynn Metheney, Freelance Concept Artist, USA
- Kate Pfeilschiefter, Lead Creature Artist at ArenaNet LLC, USA
- Iris Compiet, Artist & illustrator of the imaginary, the Netherlands
Output: Capstone Project

Output: Exhibition

Creature Design: ex femina

Blenheim Walk Gallery, Leeds Arts University, 29th August - 10th October 2019

Creature Design: ex femina, 29th August - 10th October 2019. All featured work © Rosemary Chalmers
(unless otherwise stated) All Photographs: Hamish Irvine.
RELATED PUBLICATIONS

Rosemary Chalmers
Creature Design: ex femina

With Terry Whittach, Brynn Methveney, Kate Pleischlheifer and Iris Conpet

Rosemary Chalmers is Course Leader in Comics and Concept Art at Leeds Arts University. Her research explores speculative biology, world-building and believability in creature design with the aim to instill curiosity and concern for biodiversity. She is also interested in the visibility of women in the field of creature design.

Creature Design: ex femina draws together Chalmers' own research-practice alongside internationally-renowned concept artists, Terry Whittach, Brynn Methveney, Kate Pleischlheifer and Iris Conpet.

The exhibition proposes that Creature Design is a distinct discipline, drawing on science, art, and design, ex femina inquiries into women's experience, understanding and positioning of this practice.


29 August – 10 October 2019
The Blenheim Walk Gallery
Leeds Arts University
Blenheim Walk
Leeds
LS2 9AQ
Preview:
6–7pm Wednesday 29 August
Light Night:
Thursday 10 October

Exhibition Poster, Leeds Arts University
Rosemary Chalmers
Creature Design: ex femina

With Terry Whitlock, Bryan Mathew, Kate Plebschaffer and Iris Coupland

Rosemary Chalmers is Course Leader for Concept Art at Leeds Arts University. Her research explores speculative biology, world-building and believability in creature design with the aim to challenge convention and concerns for biodiversity. She is also interested in the visibility of women in the field of creature design.

Creature Design: ex femina draws together Chalmers’orsi work in practice alongside internationally renowned concept artists, Terry Whitlock, Bryan Mathew, Kate Plebschaffer and Iris Coupland.

The exhibition proposes that Creature Design is a distinct discipline, drawing on science, art and design, as features integrate into women’s experiences, understanding and positioning of this practice.

29 August – 10 October 2019
The Blakeham Hall Gallery
Blenheim Walk
Leeds
LS2 9AQ

Preview: 5–7pm Wednesday 28 August
Light Night: Thursday 10 October

Exhibition Postcard (front and back), Leeds Arts University
Rosemary Chalmers

Creature Design: ex femina

Rosemary Chalmers is Course Leader in Comics and Concept Art at Leeds Arts University. Her research explores speculative biology, world building and believability in creature design with the aim to instill curiosity and surprise for loyal viewers. She is also interested in the visibility of women in the field of creature design.

Creature Design: ex femina draws together Chalmers' own research-practice alongside internationally renowned concept artists, Terey Whitcher, Bryn Metheny, Kate Phillock and Iris Compiet.

The exhibition proposes that Creature Design is a distinct discipline, drawing on science, art and design, as forms in response to women’s experience, understanding and positioning of this practice.
Rosemary Chalmers
Creature Design: ex femina

With Terry Whilatch, Bryn Metheny, Kate Pfeilschifter and Iris Compict

Rosemary Chalmers is Curated Leader in Games and Design at Leeds Arts University. Her research explores speculative biology, world-building and believability in creative design with a focus on how to instil, curiosity and concern for biodiversity. She is also interested in the visibility of women in fields of creative design.

Creature Design: ex femina draws together Chalmers’ own research practice alongside internationally renowned concept artists, Terry Whilatch, Bryn Metheny, Kate Pfeilschifter and Iris Compict.

The exhibition proposes that Creature Design in all its disciplines, drawing on science, art and design, is a practice that makes a meaningful impact on understanding, interpreting and experiencing the world.

3. Iris Compict

As an artist I have always been drawn to creatures, nothing is impossible and inspiration is everywhere. That’s the beauty about creature design, all the ingredients for an exciting design or any other creature I read about in history books are right there, around us. One just needs to look at nature to find extraordinary creatures in our everyday ordinary beings, as a child I’ve always marvelled over the tales of dinosaurs, imagine digging those up and not knowing what they were, how those creatures came from. As a creative designer I try to work with those emotions, as if I’m seeing something for the first time again, where anything is possible. To bring to life something in such a way that it is almost tangible, something that might have been or just might be.

5. Terry Whilatch

The most important thing for me is the portrayal and ongoing study of actual species of animals, both those sharing this planet today, as well as those who lived in times long past. It is real animals who are the life and foundation of all imaginary creature design, and who lend it life and believability. Without real animals, there would be no creature design. They are precious, irreplaceable assets and beings, and we must do all we can to protect and conserve them.

An approach to creature design is simple—I am inspired by life and nature. I have used whatever tools are necessary to do the job in hand, often working in a mixture of media, and mixing traditional and digital techniques together to take advantage of the chosen factor and cultural life inherent in traditional, with the tools and wherewithal of digital effects and clean up.

To sum up: love and observe real animals, both their anatomy and psychology; doing what real animals do, and apply the same to imaginary creatures. That is my simple modus operandi.

6. Kate Pfeilschifter

Kate Pfeilschifter is a concept artist, illustrator and 3D character creature artist, raised in the Pacific northwest and currently living in Baltimore, Washington. Her inspiration is drawn from the gap between science and myth, from mythological themes and storytelling. Kate is interested in both nature and science. She approaches creature design from an ecological perspective, considering a creature’s habitat, behavior and role within its environment when designing its appearance. In essence designing both its world and its tools simultaneously in order to make them and their surroundings feel believable, affecting and occasionally too close for comfort.

7. Rosemary Chalmers

Creature Anatomy Studies (2016)
Graphite on cradled board, coloured digitally.

8. Rosemary Chalmers

Animal Anatomy Studies (2017)
Graphite on paper, coloured digitally.

9. Rosemary Chalmers

The Walkway Spotlight Project (2018)

10. Rosemary Chalmers


11. Rosemary Chalmers

Evolve: Speculative Biology (2009)
Specimen card illustrations for a strategic boardgame promoting ecological awareness. Digital paintings.

12. Rosemary Chalmers

Dual Bird Experience (2019)
Chromolithographs on watercolour paper. Prints on request: www.rosemarychalmers.com

Exhibition booklet, Rosemary Chalmers. Available at:
https://lau.repository.guildhe.ac.uk/view creators/Chalmers,Rosemary.html
SELECTED SOCIAL MEDIA COVERAGE

LAU Library
@LAUlibrarydept

Speculative biology, actual anatomy @RosemaryArtist show in preparation @LeedsArtsUni Gallery. Begin reading up on the future @LAUlibrarydept!

@LAUlibrarydept, 27th August 2019, Available at: https://twitter.com/LAUlibrarydept/status/1166255419909713921?ref_src=twsrc%5Etfw
Dr Catriona McAra
@CatrionaMcAra

So great to see so many new and returning students and staff visiting @RosemaryArtist exhibition 'Creature Design: ex femina'
@LeedsArtsUni @LAAresearchdept leeds-art.ac.uk/news-events/ev...
Photos: @HamIrvine

@CatrionaMcAra 23rd September 2019. Available at:
https://twitter.com/CatrionaMcAra/status/1176071768588673024?ref_src=twsrc%5Etfw
Dissemination: Opening Night

Creature Design: ex femina

Opening Night, Blenheim Walk Gallery, Leeds Arts University, Wednesday 28 August 2019

Available at:
https://www.leeds-art.ac.uk/news-events/events-exhibitions/rosemary-chalmers-creature-design-ex-femina/

Creature Design: ex femina, Opening Night, 28th August 2019. Featured work © Rosemary Chalmers. All rights reserved. Photograph: Hamish Irvine.
Creature Design: ex femina, Opening Night, 28th August 2019. Featured work © Brynn Metheney. All rights reserved. Photograph: Hamish Irvine.
Creature Design: ex femina, Opening Night, 28th August 2019. Featured work © Iris Compiet. All rights reserved. Photograph: Hamish Irvine.
Creature Design: ex femina, Opening Night, 28th August 2019. Featured work © Kate Pfeilschiefter. All rights reserved. Photograph: Hamish Irvine.
Creature Design: ex femina, Opening Night, 28th August 2019. Featured work © Terryl Whitlatch. All rights reserved. Photograph: Hamish Irvine.
Dissemination: Closing Event

Creature Design: ex femina

Closing Event, Blenheim Walk Gallery, Leeds Arts University, Thursday 10th October 2019

Available at:
https://www.leeds-art.ac.uk/news-events/events-exhibitions/rosemary-chalmers-creature-design-ex-femina/
RELATED PUBLICATIONS

Rosemary Chalmers
Creature Design: ex femina

Closing event: Thursday 10 October from 5pm
Rosemary Chalmers will give a closing lecture at the University titled "Marine birds of the future: what if birds returned to the sea?" The talk will focus on the aquatic birds she creates as well as a further exploration of her working process. The talk is free, family-friendly and there will be an option to contribute to a collaborative drawing activity - for both adults and children!

Creature Design: ex femina draws together Chalmers’ own research-practice alongside internationally renowned concept artists, Tarryl Whitlatch, Brynn Methaney, Kate Pfeilschifter and Iris Compiet.

The exhibition proposes that Creature Design is a distinct discipline, drawing on science, art and design. ex femina inquiries into women’s experience, understanding and positioning of this practice.

Image: Rosemary Chalmers exhibition opening. Photograph by Hamish Irvine.

Further Information

For further information please email us at marketing@leeds-art.ac.uk or phone us on 0113 202 8000.
Marine birds of the future

What if birds returned to the sea?

Rosemary Chalmers, 2019

Available at: https://lau.repository.guildhe.ac.uk/view/creators/Chalmers,Rosemary.html
SOCIAL MEDIA COVERAGE

Dr Catriona McAra
@CatrionaMcAra

Closing lecture by @RosemaryArtist + #exquisitecorpse exercise! So great to see the evolution of her creature design @LAUresearchdept @LAUComicConcept

@CatrionamcAra, 10th October 2019. Available at: https://twitter.com/CatrionaMcAra/status/1182362931855540229?ref_src=twsrc%5Etfw
Related Public Talks: Durham Castle Conference

'Shaped by the past, creating the future'

*Durham Castle Conference 2019, 29 & 30 July, University College, Durham University, UK*

Available at: [https://www.castlemcr.co.uk/academic-conference-2019](https://www.castlemcr.co.uk/academic-conference-2019)

KEYNOTE SPEAKER: CONFERENCE ITEM

Available at: [https://lau.repository.guildhe.ac.uk/view/creators/Chalmers,Rosemary.html](https://lau.repository.guildhe.ac.uk/view/creators/Chalmers,Rosemary.html)
Shaped by the past, creating the future. Keynote, 30th July 2019.
Photograph: Castle Middle Common Room (MCR) Durham.
RELATED PUBLICATIONS

Keynote Speakers

Don Pollaco is currently a Professor of Astrophysics at the University of Warwick, previously holding positions at Queen’s University Belfast, Isaac Newton Group (La Palma), Liverpool John Moores University and St Andrews. His research over the last 15 years has been concerned with the detection and characterisation of extrasolar planets, contributing to the WASP Project - the most successful ground-based detection facility and whose planets form the bulk of those with accurately known parameters.

Rosemary Chalmers is the Course Leader for the new BA (Hons) Comic & Concept Art degree at Leeds Art University. She is a fellow of the Higher Education Academy. Rosemary’s research centres on Creature Design, Speculative Biology and Art & Science Collaboration.

In 2017, Rosemary was selected to complete an residency with SciArt Center, New York. As a freelance artist, Rosemary has produced concept art and illustrations for games, animation and publishing.
Thomas Price
@TW_Price5

Great presenting at @DCC_2019 conference. Papers were across multiple disciplines & I had some interesting conversations. Formed a @SHUDocSchool contingent w/ @KathyDavies93 who did an amazing job. Especially loved the work of @RosemaryArtist it was a privilege to see her process.

@TW_Price5, 30th July 2019. Available at:
https://twitter.com/TW_Price5/status/1156251497128169472?ref_src=twsrc%5Etfw
Related Public Events: Summer in the City Festival

The Lambton Worm: an exquisite corpse

Make in Durham, Community Fun Day, Summer in the City Festival, Durham City Council and Durham University, Saturday 22 June 201

Available at: [http://www.summercity.org/event/index.html?eventId=a23](http://www.summercity.org/event/index.html?eventId=a23)
Community Fun Day
Saturday 22 June, 10am to 3pm
In a marquee, Palace Green, Durham
Free Entry*
durham.ac.uk/communityfunday
Follow #FUNinDurham
*Charges may apply for some activities

Live music and theatre
Have-a-go sports
Arts and Crafts
Hands-on science
Try dancing
Refreshments
WORKSHOP

SOCIAL MEDIA COVERAGE

Durham English
@READEnglish

At #FunInDurham @RosemaryArtist and Durham public drawing a looooong Lambton Worm inspired by our @REED_Project North East research community.dur.ac.uk/reed.ne

@READEnglish, 22nd June 2019. Available at:
https://twitter.com/READEnglish/status/1142388334431494144?ref_src=twsrc%5Etfw
**Evolution: Thought Bubble Festival**

**Tooth & Claw: Creature Design Process and Believability**

*Women World Builders Symposium, Thought Bubble Comic Art Festival, Saturday 21st September 2018.*

Available at: [https://www.eventbrite.co.uk/e/women-world-builders-tickets-47106652265#](https://www.eventbrite.co.uk/e/women-world-builders-tickets-47106652265#)

**ABSTRACT**

How do you create creatures that are integrated into their world? How do you give them a sense of purpose and authenticity? We will examine the process of creating believable creatures through exploring real-world habitats and adaptations as starting points for the imaginary.

**CONFERENCE ITEM**

Rosemary Chalmers

Available at: [https://lau.repository.guildhe.ac.uk/view/creators/Chalmers,Rosemary.html](https://lau.repository.guildhe.ac.uk/view/creators/Chalmers,Rosemary.html)
RELATED PUBLICATIONS & SOCIAL MEDIA COVERAGE

Vernon Street Gallery
14 September – 31 October
Preview: 13 September, 6pm – 7pm

**Thought Bubble Comic Art Festival:**
- Make-a-Monster: 29 September 10am – 5pm
  (up to two, £5 per pair)
- Animation Artist Talk: 33 September 1pm – 2pm

**Light Night:**
- 4 October, 6pm – 9pm
- 5 October, 6pm – 11pm

**Halloween Closing Event:**
- Underground Comics Launch and Talk: 3pm –
  4pm
- Art (Graham P. Moray and other legends of
  Underground Comics)

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**Doctor Simpo, The Norms:**

Process and Production

Doctor Simpo (aka Ben Simpox) is a cartoonist using a variety of analogue and digital technologies including: 12mm, lithography, silk screen, letterpress, pencil and ink, modelling clay, interactive art, puppetry and Pantone (his favourite f*ck-up pad). This exhibition will showcase his multifaceted publication The Norms. Realised in 3D as if stepping into his narrative world, the show will re-define a 2D as the dark dimension for Light Night.

As an ‘ideas man,’ Simpo celebrates eighteen years since he studied at Leeds Arts University, The Glasgow School of Art, The Pratt Institute and The Royal College of Art.

Doctor Simpo will be ‘holding court’ on specific dates through-out the course of the exhibitions run and will also be curating a symposium on the theme of ‘Women World Builders’

**Women World Builders Symposium** (Part of the Thought Bubble Comic Art Festival)
Friday 21 September, 1pm – 5pm, Vernon Street Lecture Theatre
- Louise Curtis (Musician, Performer and Composer)
- Rosemary Drummond (Creature Designer, Leeds Arts University)
- Vicky Keets (Director Animator)
- Ria Summeers (VR World Builder and Animator)

Free but ticketed:
www.eventbrite.co.uk/e/women-world-builders-tickets-97106699246

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Leeds Arts University, Exhibitions, July - December 2018, pp. 8-9. Available at:
https://issuu.com/leedscollegeofart/docs/exhibitionguide_jul-dec18_web/4
Leeds Arts University is proud to be involved in this year’s Thought Bubble festival. We have a number of free events running during the festival, suitable for comic art fans of all ages.

**The Norms: Process and Production**
An exhibition charting the entire creative cartooning process from initial sketch to finished cartoon and everything else in-between and beyond! There is something for everyone, especially if you are nostalgic about the 1980s, from vintage seaside joke shops to fully moon saloon etc. Lots and lots of drawings. It will be both fun and bizarre, with the chance to enter the cartoon world of Doctor Simpo never seen before quite on this scale...

Saturday 22 Sep, 10-3.30pm
Artist Talk at 12:30pm
Leeds Arts University, Vernon Street

**Young Creatives**
Our Young Creatives programme for children will be running free 30 minute taster sessions for young people between 7 to 18 years old, giving a taste of illustration and character-making in an art school environment. To book: www.leeds-art.ac.uk/thoughtbubble2018
Saturday 22 Sep, 10-3.30pm
Leeds Arts University, Vernon Street

**Make A Monster Workshop**
If your young ones fancy getting creative with google eyes, brightly coloured pipe cleaners and modelling clay then why not pop along to the ‘drop-in’ Make-a-Monster workshop as part of Doctor Simpo’s exhibition. Places are limited so to avoid disappointment arrive early. The best monstrous creation wins a prize which will be announced on the Sunday at Thought Bubble Suitable for 3-8 years.
Saturday 22 Sep, 10-3.30pm
Leeds Arts University, Vernon Street

**Create Your Own Superhero Workshop**
Join some friendly students from the Leeds Arts University Illustration degree to design and create your own awesome superhero! This experimental workshop will focus on colour, texture and collage and materials will be provided. Suitable for children of all ages.
Saturday 22 Sep, 10-3.30pm
Leeds Arts University, Vernon Street

**Women ‘World Builders’**
A series of practical based talks by four successful female creatives ranging in expertise from concept art to music to animation. Come along and learn about how worlds can be formed, built and shaped from those who are already successfully making a living from doing what they love.
Speakers include: Louise Curtis (Musician, Performer & Teacher), Rosemary Chalmers (Creature Designer), Virpi Ketta (Director-Animator) and Rosie Summer (Virtual Reality Specialist). Booking is advised as places are limited, recommended age 14+. To book visit: www.leeds-art.ac.uk/thoughtbubble2018
Friday 21 Sep, 1-3pm
Leeds Arts University, Vernon Street

**Buy our students’ illustrations**
Our BA (Hons) Illustration students have a table of books, art and ideas for sale in the Millennium Square marquee. Come and say hello:
Saturday 22nd – Sunday 23rd Sep
Comic Con, Millennium Square, Leeds

www.leeds-art.ac.uk
With so many fantastic events for children & families, extend the fun of summer into term time at Thought Bubble's 2018 Festival & Comic Con! Tickets on sale now [bit.ly/2BhPLTO](https://twitter.com/ThoughtBubbleUK/status/103071923968346880?ref_src=twsrc%5Etfw)
Women World Builders Symposium (2018)

@ThoughtBubbleUK, 30 July 2018. Available at: https://twitter.com/ThoughtBubbleUK/status/1023887350978498561?ref_src=twsrc%5Etfw
I loved the talk by @RosemaryArtist about her process for creating strange but believable creatures. It’s got me itching to give it a go myself!
Evolution: Animex Festival

Drawing for creature design: theory and practice

Animex International Festival of Animation and Computer Games, Teesside University, Wednesday 24 May 2017.

Available at: https://animex.tees.ac.uk/archive/animex2017/speakerProfile.cfm?speaker_id=618

WORKSHOP ABSTRACT & ITEM

This workshop provides an introduction to creature design and will cover theory and practice with an aim to create a believable creature concept. Rosemary will demonstrate the principles of creating imaginary animals based on the anatomy of real animals. Topics covered will include: finding inspiration and reference, consideration of behaviour and habitat, and practical guidance on combining animal features through drawing. Throughout the workshop, you will be given guidance and feedback on the creation of your own hybrid creature design.

Available at: https://lau.repository.guildhe.ac.uk/view/creators/Chalmers,Rosemary.html
RELATED PUBLICATIONS

Animex Workshops

Our intensive workshops and masterclasses give you a unique opportunity to learn from highly respected professionals in the animation and games industry. Roll up your sleeves and dive in!

Animex Workshops

Wednesday 21st May

9.30am - 10am

Digital lighting the fundamentals of environments, set design & visual aesthetics.

10am - 11am

On set visual effects:

12 noon - 1pm

Creative graphics: focus on 3D

1.30pm - 2.30pm

Innovative lighting and colour.

2.45pm - 3.45pm

Lighting techniques for animation and games.

3.15pm - 4.15pm

Lighting the foundations of environments, set design & visual aesthetics.

4.30pm - 5.30pm

Creative graphics: focus on 3D

5.15pm - 6.15pm

Innovative lighting and colour.

6.30pm - 7.30pm

Lighting techniques for animation and games.

Speakers

Matt Estela

Peter Dodd

Stuart Penn

Collins McCrory

Chris Wyatt

Peta Bailey

David Hoppstead

Bradley Floyd

John Sun

Dorane Fox

Patrick Bremer

Stuart Somida

Robert Dressel

Stuart Somida

David Paget

Sarah Perry

Rosemary Chalmers

Anna Ross

Rhian Thomas

Chris Walter

Louise O'Connor

Anna Kiplin

Emily Padgurnal

Gary Napper

Matt Baithin

Assoc. Professor

Animex International Festival of Animation & Computer Games (2017)

Animex, Programme, 22-26 May 2017, pp. 14-17

Ana Maria

Art Director

University of Sydney

University of Technology Sydney

University of Technology Sydney

University of Technology Sydney

University of Technology Sydney

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The Animex International Festival of Animation & Computer Games (2017)

PUBLIC REVIEWS

Austin Whitmarsh and Leon Thomas, 24th May 2017. Available at: https://youtu.be/hLmZ6gnGw74?t=41

Leela Taylor, 30th May 2017. Available at: http://papertalesofnorthyorkshire.blogspot.com/2017/05/creature-design-workshop-at-animex.html?m=1
Links

Contributing Artists

Rosemary Chalmers:

- https://www.rosemaryartist.com/

Terryl Whitlatch:

- https://www.membership.creativetalentnetwork.com/terryl-whitlatch

Brynn Metheney:

- https://www.brynnart.com/

Kate Pfeilschiefter:

- http://www.katepfeilschiefterart.com/

Iris Compiet:

- https://www.iriscompiet.art/

Photographer

Hamish Irvine:

- https://hamishirvine.com/