

A Painting From A Game Designer

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As an artist, I achieve a juxtaposition of dark and light, with imagination involved, meaning it is up to the audience to determine their own assertions when viewing my work, whether fantastical or realistic. My art makes viewers confront the realities of what they are scared to see or refuse to acknowledge. I rather not create art with a certain audience in mind because this can limit the amount of people who might appreciate my work and experience it for what it is. My method allows for anyone to see something of themselves in my work, thus providing reflections on who they are.

With the piece pictured, I wanted to show a part of history that most are aware of but few experienced directly. Created in 2018, this untitled painting depicts an old man of the Jewish faith cowering in shock, hugging a wall during The Holocaust. The remnants of a tower can be seen in the back of the painting, implying a war-torn city. His expressionless face suggests his shell-shock during a tumultuous time that can not be understated. I wanted all viewers to feel sympathy and garner an emotional response.

I used various techniques that were common during the Classical/Baroque period of art. One of which being underpainting, which is the use of dark browns to coat the canvas, this allows for harsher shadows, and build up of light. This leads to another method I use, which is Chiaroscuro (harsh light on harsh dark), this provides a dramatic atmosphere in a piece. Using darker colors also gives the painting a more depressing and dark tonal feel, and is a technique being something I have used throughout my fine art pieces. My methods and techniques, while classical in style, give me the opportunity to convey emotion to a newer and fresh audience.