



A KEYWORDS STUDIO

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2D ARTIST - ENTRY LEVEL BENCHMARKS

Description: As a 2D Artist, you will focus on Props and/or Environments, to create unique concept art and assets outside and inside of game engines. Work with a team and under the supervision of the Art Director and Art Leads, to ensure that all models are consistent and meet the quality standards.

Soft Skills: Know how to handle feedback on your work and be motivated to improve. Continuously improve skills and stay up-to-date with the latest techniques, tools and good practices.

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Pipeline:	REFERENCES	THUMBNAILS	LINEART / GREYSCALE	POLISH PASE 1	POLISH PASE 2	
Time:	1 day	1 day	3 days	2 days	3 day	Total Time: 10 days (working days)
Tools:	PureRef	Photoshop Procreate Clip Studio Paint Krita	Photoshop Procreate Clip Studio Paint Krita	Photoshop Procreate Clip Studio Paint Krita	Photoshop Procreate Clip Studio Paint Krita	Learning Resources:
KPIs:	20 refs: • 10 general • 10 details & textures	Thumbnails: • 4 Composition: • Perspective • Atmospheric Depth • Layout • Storytelling	Illustration: • Work on Thumbnail approved • Target Size • 300 dpi Resolution Composition: • Valores Finales • No Final Render / Deatils • No Colors	Focus: • 90% of the final illustration • Color Palette • Basic Shading & VFX • Final Details • Avoid NOT HAVING definition of details and volumes	Focus: • 100% of illustration • Let the work feel alive • Final Shading & VFX File Layers Layout: • Character and/or Prop • Background • Environment • VFX	<ul style="list-style-type: none"> • https://www.youtube.com/@ProkoTV/videos • https://www.youtube.com/@Robotpencildesign/videos • https://www.youtube.com/@Jean-Fraisse/videos • https://www.youtube.com/channel/UCKtu_JtQCY0yryly6zK4ZCg • https://www.youtube.com/channel/UCmRm1xtLlpBhuWjTyD411pA • https://www.youtube.com/@TylerEdlin84 • https://www.youtube.com/@sinixdesign