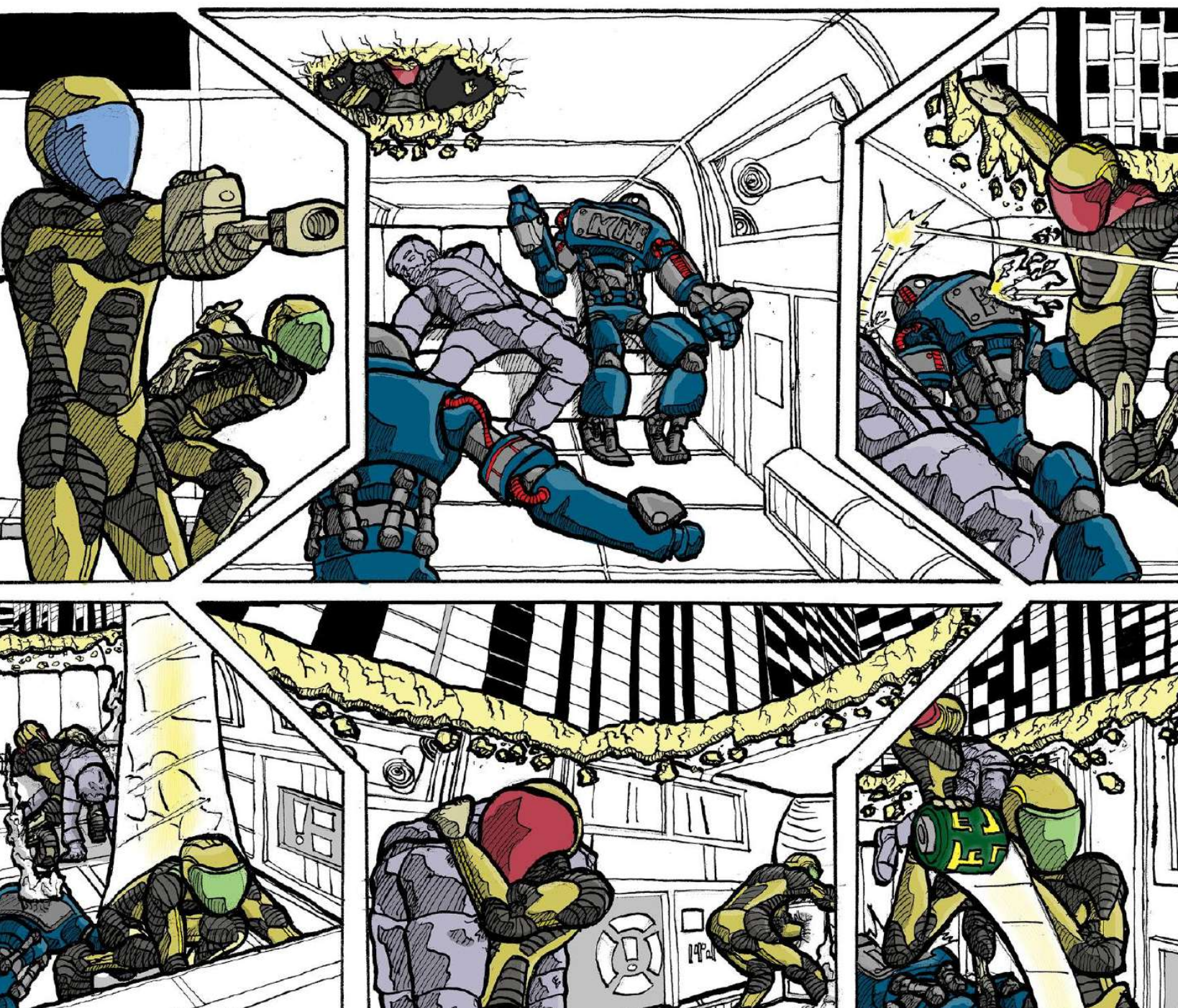




BRIGHT
STARS
FROM
AUSTRALIA

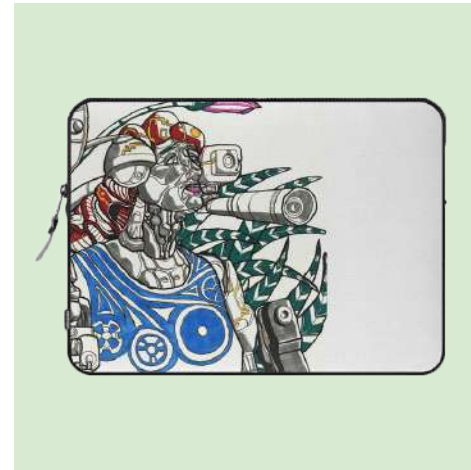
JAMES MATHURIN
DIGITAL ILLUSTRATOR

A★S

★ArtSHINE

James Mathurin

Creative Concepts



About The Artist

When I was a child, I never really saw the appeal of shows and stories set in the real world. There were so many worlds that could be, could have been, or could come to be, that it seemed strange to limit yourself to this one. Now that I'm creating my own stories, I can jump between as many worlds as I can think of (well, as long as I can draw them. A world made purely out of smell would be challenging to get on paper).

I have exhibited in London and Sydney, where I am based. My art practice has influenced and been influenced by my work in Primary and Secondary education, especially my Comic-Book clubs, where I encourage students to find some different worlds themselves, and maybe create their own.

I welcome the opportunity to work with a company who would like to collaborate and use my art and design concept into product and art licensing your art.

*Born in 1979 in London, **James Mathurin** works in a mixture of mediums: traditional pen and ink line work, digital drawing and colouring, photography and various combinations thereof. Having been influenced by comics and nerd culture, the Surrealist, Pre-Raphaelite and Dada movements, James' work uses fantastic narratives to look forwards, backwards and sideways in time. After getting his BA in Visual Communication Design from Middlesex University, James did some freelance advertising work, and after moving to Sydney, he started exhibiting with the Sydney Comic Guild and other groups, and is now the concept artist for the gaming studio Yelkrab Studios.*



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THE GENTLEMAN

I actually got the idea for these at my wedding reception. The venue we were using had several Art Nouveau prints on display, and their style struck me as quite a modern one, and I wanted to try combining them with some of the comic book and sci-fi ideas that I've always been interested in.

I didn't realise that these pictures were telling a story until I was putting together the *Different Worlds* exhibition at the ArtSHINE gallery. A world emerged where, since the Victorian era, mankind has lived alongside intelligent, robotic creatures, known as 'The Mechanicals'.

Despite being recognised as intelligent, feeling beings, machines were very much treated as an underclass in Victorian society. Aware of this, but unsure of how to advance themselves, some remodelled their bodies into imitations of human aristocracy, sometimes even commissioning self-portraits.



Original art



JAMES MATHURIN ART

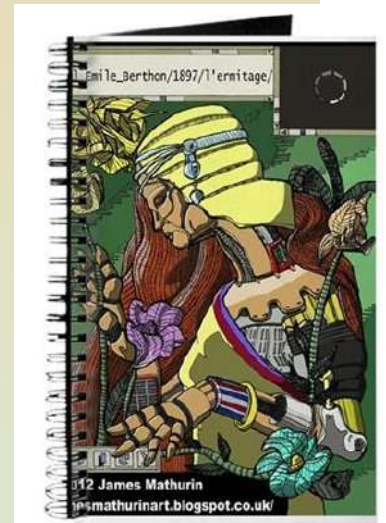
L'ERMITAGE

In an alternate history, Art Nouveau designer Paul Emile Berthon depicts a living mechanical model as he promotes his upcoming show, L'ermitage.



Original Artwork

Art © James Mathurin www.jamesmathurin.com



JAMES MATHURIN - BRIGHT SPARK FROM AUSTRALIA

Profile Pic of Sarah Bernhardt

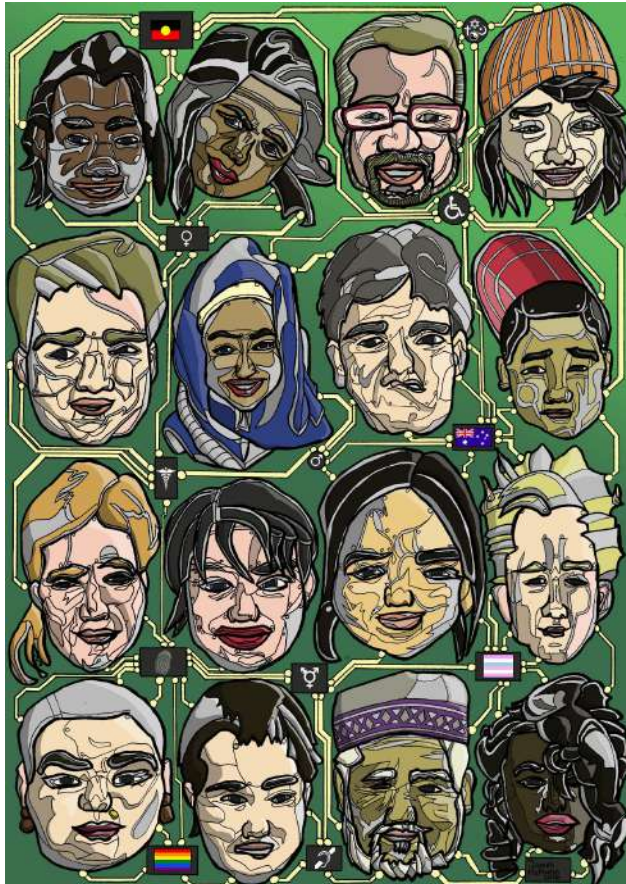
Some Victorian mechanicals recognised that entertainment offered a way to improve their social standing, and sought to remodel and even rename themselves after famous entertainers of the time, such as actor, poet and writer Sarah Bernhardt.



COMPONENTS

This was my winning entry in ArtSHINE Gallery's 2016 "Celebrate Diversity" art competition.

Diversity has always been an important aspect in the background of my work, and making it the focus of this project proved to be quite challenging. The circuit board idea reflects one of the benefits of diversity: the quality of various different 'components' of society forming connections to become more than the sum of their parts. I based this piece on faces from Sydney, or who I thought represented the diverse groups in the city; a mixture of gender, ethnicity, sexuality, physical and mental ability. I composed the machine versions of the faces on Bristol Board with pencil and design pens, and designed the circuitry linking them, then scanned and digitally coloured the image.



Original art

Art © James Mathurin www.jamesmathurin.com



JAMES MATHURIN - BRIGHT SPARK FROM AUSTRALIA

THE BATTLE OF BRICK LANE

As well as my illustration, I've been photographing street art around the world for a few years, mainly in the UK (London, Bristol, Manchester) and Australia (Sydney, Melbourne, Brisbane), but also into places like Paris, Dubai and Tokyo. As well as sharing them on my Tumblr, Stuff Wot I Done, I've been experimenting with using them in my illustration.

An amphibious creature emerged from the sewers beneath Brick Lane, London, panicking local residents yesterday. Patrolling meta-officer, Jacqueline Bambara confronted the creature, and peacefully subdued it. She announced to the press that she plans to train it to fight crime with her.



JAMES MATHURIN ART

CROYDON WANDERERS

This piece was made for the 2015 exhibition *Fantasy and Imagination*, in Sydney., based on the following narrative:

It's been just 18 months since the first of the refugees arrived through the portals. In cities all over the world, people have started to grow accustomed to having neighbours and, increasingly, workmates who would have been the stuff of myths 2 years ago.

While most refugees are reluctant to talk about their experiences, there are rumours circling of harsh and brutal feudal societies, with appalling living conditions. No wonder, many say, that they have been so quick to train and enter the modern workforce, and, where possible, assimilate into 21st century culture.

As they assimilate into our cultures, many off-world refugees gleefully throw themselves into sports. The Croydon Wanderers are an amateur soccer team, composed of humans and other beings. Their games have become popular events for both communities to meet and socialise.



Original art

Art © James Mathurin www.jamesmathurin.com



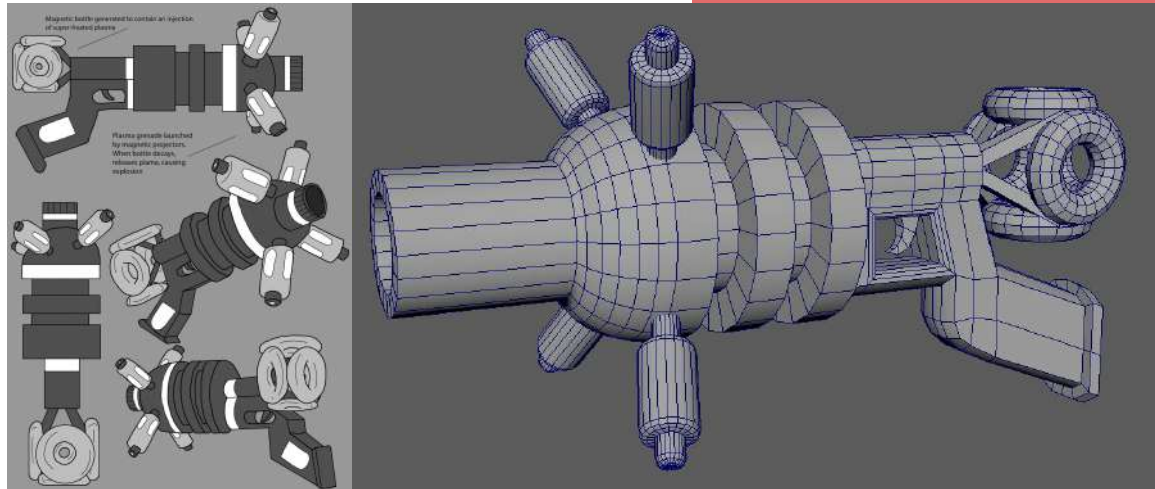
JAMES MATHURIN - BRIGHT SPARK FROM AUSTRALIA



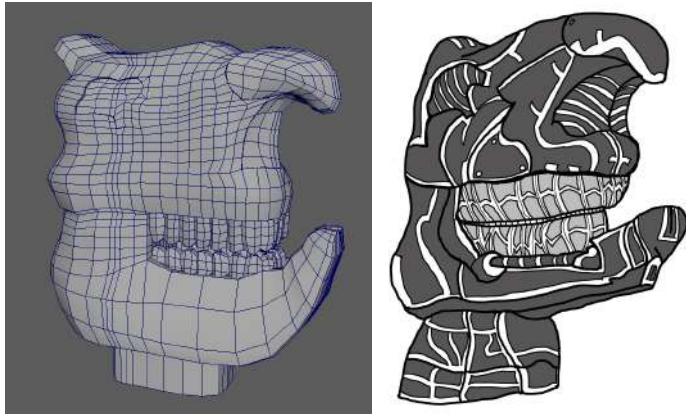
PRIMAL : KHAOS

I have been working for **Yelkrab studios**, doing concept art for a Third-Person multiplayer arena shooter currently under development, under the working title of *Primal Khaos*. The project is being developed alongside ArtSHINE Industries, who put me in contact with Rob from the studio, thinking that some of my character design work and other projects made us a good fit for each other.

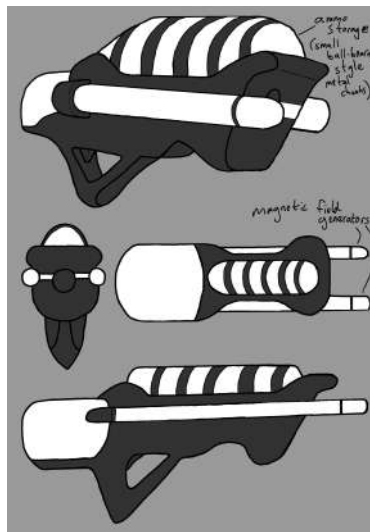
I've been given free rein with my designs, and have been developing them completely digitally, after which they are developed into the Unreal Engine by the rest of the team.



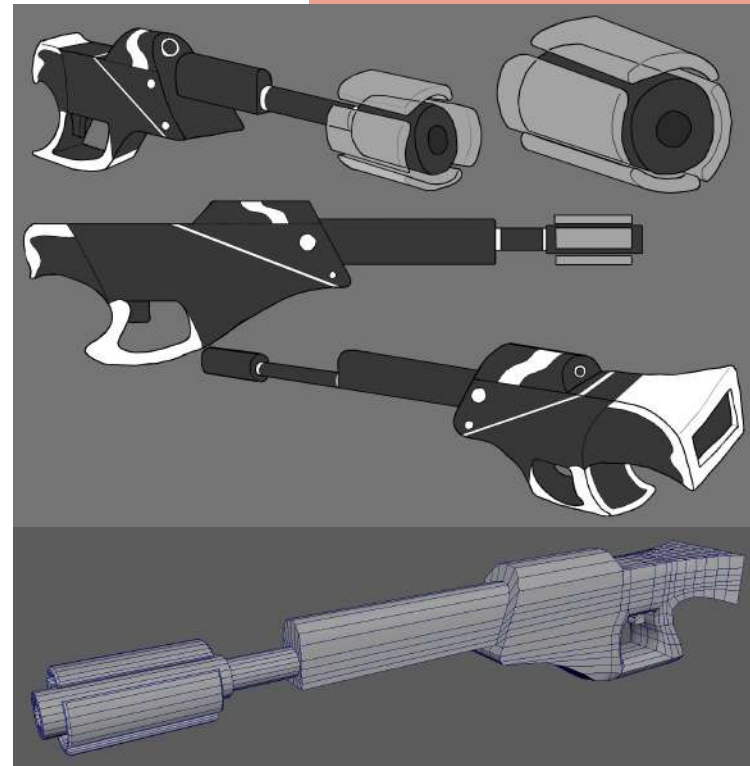
Design and 3D model for plasma grenade launcher



Design and 3D model for the helmet of the Boarak, one of the races in *Primal:Khaos*



Armour and weapon designs for *Primal:Khaos*



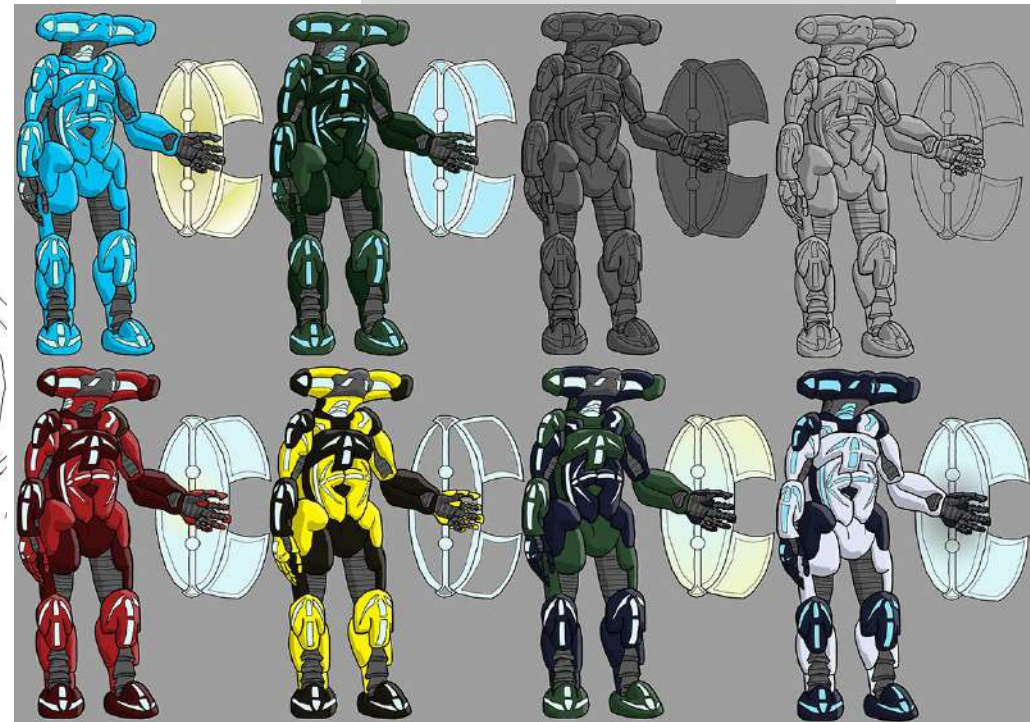
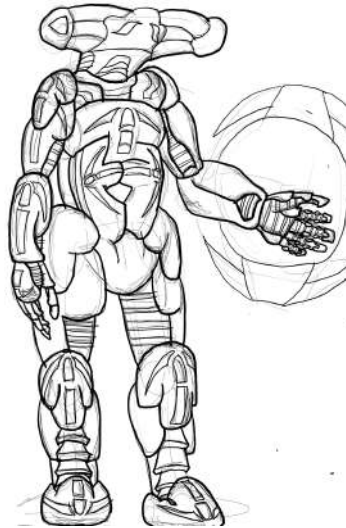
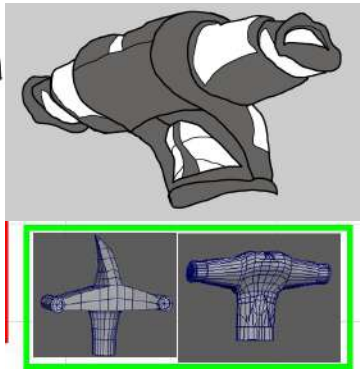
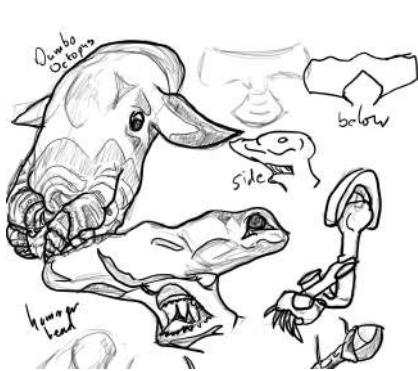
Design and 3D model for a sniper rifle

JAMES MATHURIN
MATHURIN ART

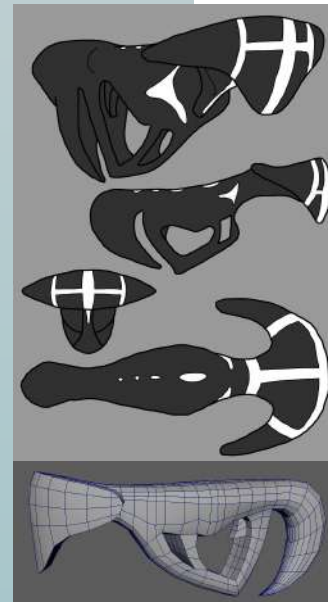
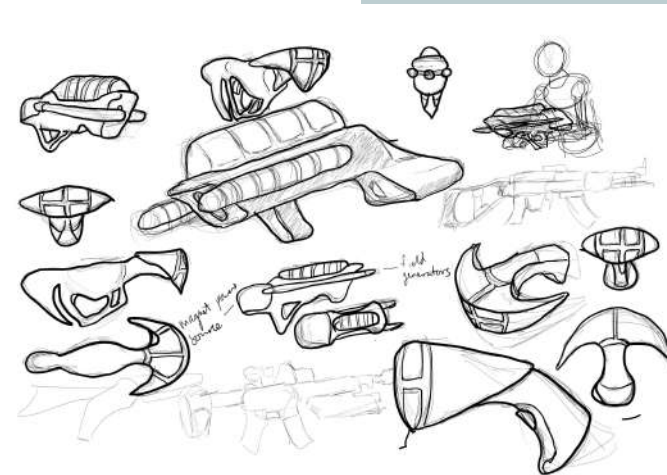
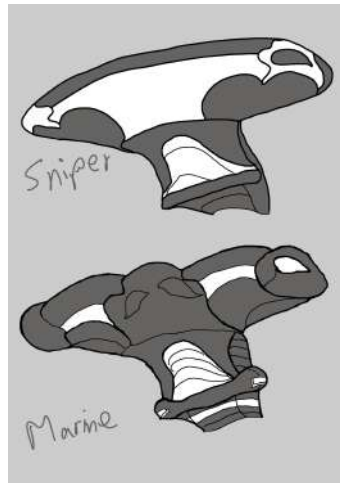
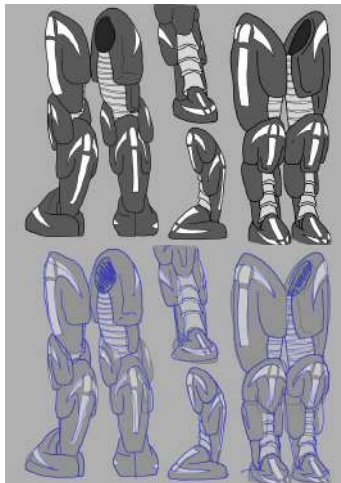
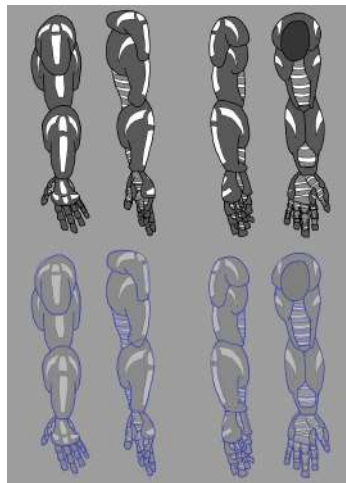
PRIMAL : KHAOS

Armour designs for the 'Chordir' species, and various armour and weapon designs for *Primal:Khaos*.

The first stage was the helmet, which was developed from animal sketches, specifically a Hammerhead Shark. I designed different classes of the helmet, which then were developed into 3D models by Yelkrab Studio.



Colour experiments for the 'Chordir'



From the original concept of the helmet, I developed Chordir weapons and then a full suit of armour. In both cases, I used the hammerhead shape as a repeating motif, which led me to a distinctive rifle design, and a cohesive design for the armour.

Because the armour needs to be customisable, I did some colour experiments to create some default colour schemes that can be altered by players.

JAMES MATHURIN - BRIGHT SPARK FROM AUSTRALIA

João Barkley Interior design with my art

João Barkley, a Sydney-based interior designer has been working with images I've created in designs for, "a conceptual design for a Game Studio-GameSHINE Studio- at one of the Central Park areas."

The GameSHINE studio is one of the schemes run by ArtSHINE, which got me involved with Yelkrab Studios, and the Primal:Khaos project.



ArtSHINE AUSTRALIA

ACCELERATING AUSTRALIAN ART

ArtSHINE licensing (a division of ArtSHINE industries) is a Sydney based licensing agency representing a diverse, fresh, and on trend portfolio of Australian based creative industry professionals.

Providing support and expertise for artist and clients alike, ArtSHINE showcases a carefully curated range of styles, skills, subjects, and specialties for manufacturers and licensees to choose from.

With an extensive, and constantly growing, collection available for immediate licensing, ArtSHINE works in close partnership with our artists & designers as we collaborate with manufacturers & licensees to create successful product lines.

Our ArtSHINE licensing artists & designers can design to specification, modify existing art, and create commissioned works in your style and to your specification.

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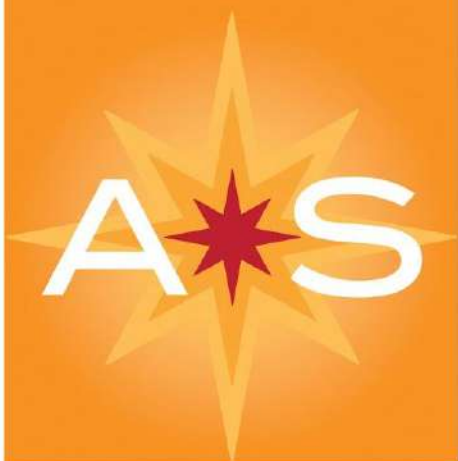
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