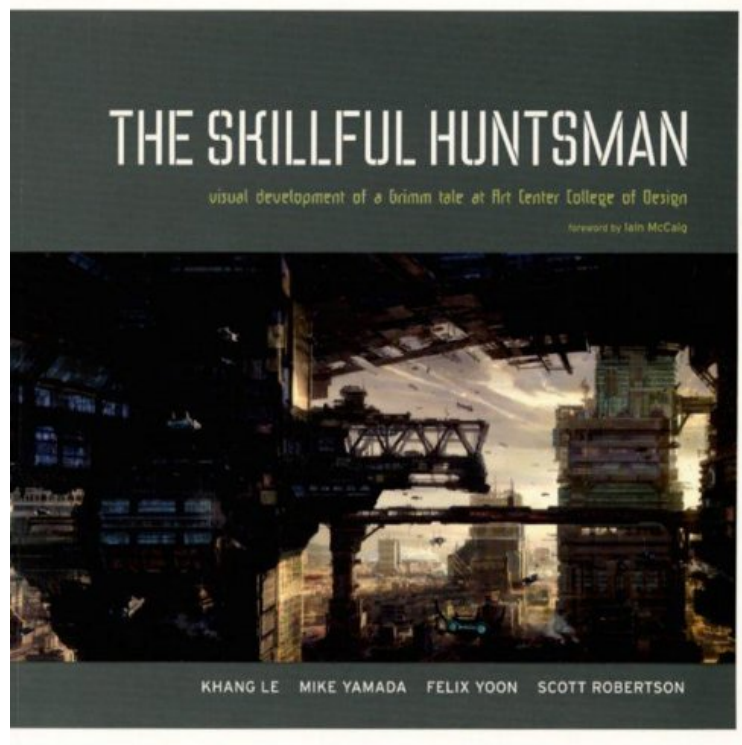


(Download) The Skillful Huntsman: Visual Development of a Grimm Tale at Art Center College of Design

The Skillful Huntsman: Visual Development of a Grimm Tale at Art Center College of Design

Khang Le, Mike Yamada, Felix Yoon

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This version of 'The Skillful Huntsman' is a documentation of the creative thought process in designing for entertainment through the work of three talented artists. Guided by their instructor, the artists create original design solutions for the environment, characters, props and much more.

About the Author **KHANG LE** Khang Le was born in Saigon, Vietnam in 1981. When he was ten, his family moved to Los Angeles, California, and Le immersed himself in the world of comic books. During high school, a friend introduced him to the Art Center College of Design in Pasadena. At the same time, *The Art of Star Wars, Episode I: The Phantom Menace* came out, and making a living as a concept artist for the entertainment industry became Le's aspiration. In 2000, he got accepted to Art Center, where he had the opportunity to refine his skills to freelance for various entertainment mediums, including games, movies, music videos, and publishing. He has recently graduated and is currently traveling the world and considering all of his professional options. **FELIX YOON** Felix Yoon was born in Pennsylvania in 1982, where he spent his childhood, and later relocated to South Korea. He moved to California as he entered high school. It wasn't until senior year when Yoon decided to take art seriously as a possible occupation. After high school he entered Art Center College of Design, where he graduated with honors with a BFA in illustration. He started working as a concept artist for video games and now works as a visual development artist at DreamWorks Animation. **MIKE YAMADA** Michael Yamada was born and raised in Pasadena, California. Originally intending to be a graphic designer, Yamada attended a local community college and changed his course of study after discovering a book of Star Wars production art. He transferred to Art Center College of Design where in 2003 he graduated with honors with a BS degree in product design with an emphasis on entertainment design. He has spent the year after his graduation employed as a visual development artist at DreamWorks Animation, and working on a variety of freelance projects. He also teaches at Otis College of Art and Design.