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Digital Media Foundation COMD1112 OL07

12/15/2021

### **James Gilleard Research Paper**

Do you ever see someone's illustration and think, "Wow, that's a really cool art style." "I want to see more. " That is what happened to me when I first saw his art posted on twitter.com. When I look at his art, compared to other artists on the internet, there is something different about the pieces he made. I chose to write a paper about him because the art style is unique and full of intricacy. While we don't know much about his biography, and he worked in the media, which I'm heavily interested in.

Jame Gilleard's art style is unique and full of intricacy. His art features a retro-futuristic aesthetic, mixing a distinct feeling of nostalgia with a clear, compelling statement and a distinctively angular yet organic method. The use of simple geometry in his art reflects the simplicity and modernization of the art piece. This contrasted with the 50s, 60s, and 70s era of art and media that he was trying to represent, creating the particular art you rarely see. The



textures he employs in his art pieces add to the work's complexity, with slight variations in texture between pieces. One might have a watercolor texture, while the other has the picture noises that represent the 60s technology. James Gilleard's fully immersive digital graphics and animations take the audience to a nostalgic golden age. While he kept the viewer focused on the main object of the illustration, the emptiness and lack of complex details give the art a liminal space ambience. The physical space in the artwork is the space between the passage of time, between one destination and the next. At the glance of the piece of work, the audience is completely alone.

While we don't know much about his biography, we do know that James Gilleard was originally from the United Kingdom and is now based in Matsumoto, Japan. He loved old cartoons from the 1950s, vintage film posters, pulp comics, past and future predictions, birds, dinosaurs, robots, and 1960s cars. Hence, the art direction he chose to do. He's been in the industry for around 12 years and has worked in TV, film, publishing, advertising, and games. He's always liked to draw and was interested in art, but he started in 2005 and took it seriously in 2010. After working in animation and games, he got an agent for his illustration career.



He worked in the media, which I'm heavily interested in. James Gilleard worked on many illustrations from books (Dinosaur Atlas, Disney's Haunted Mansion, and Saving Species) to advertising campaigns, magazine covers, concept art for TV shows and film, including Netflix, Disney, Dreamworks, and my favorite Studio Trigger. He did the concept art for the Japanese Animation (BNA: Brand New Animal). The book Saving Species by Jess French is about saving animals, which connected to what I already love, zoology. This shows that even though James Gilleard's art style is geometric and rigid, he can still illustrate the most organic of living creatures for future generations in his art.





In conclusion, I chose to write a paper about him because his art style is unique and full of intricacy. We don't know much about his biography, and he worked in the media, which I'm heavily interested in. James Gilleard is one of the artists who heavily inspired me to become a graphic designer and illustrator.

## Citation

Vesna Savić, James Gilleard “James Gilleard’s illustrations” December 5, 2016

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