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Sylvain Sarrailh is a game and movie concept artist from South France. Though, all artists start from a certain point of time. Sylvain felt his inspiration and motivation for art when he was a kid. He always practiced scenes and environments. He made his first comic in primary school. From then on, he pushed himself to make his first video game with the company, The Game Factory. During the making of his art, he noticed how school had no benefit to his creativity and growth. Therefore, he couldn't make the effort to learn 3D art. That's when he began to teach himself all the things he wanted to

learn. He felt that self taught gives you more libraries and other beneficial skills. After highschool, he had worked in an architecture studio for two years to make film and 3D

images of different buildings. Three years as a comic artist and motion artist. Lastly five as a concept artist. Along that, he started freelancing illustrations that related to architecture and environmental design.

As he began building his career and own path of interest, he could not find a single challenge due to his open mindset of thinking of every mission; task as a new



beginning or skill. Until, he found his peak. Which was modern sci-fi yet futuristic art. That is when he building his own projects and art for the public. He also started a webcomic that is soon to be released along his game, 'Forest of Liars'. He realized that his love grew more for backgrounds and environments which landed him recognition from other gaming companies. His main muse and influence comes from fellow colleagues and artist who were in the same field as him but he also loved art from Hudson River school.

Some major accomplishments people often recognize him by is the design for the game, "Dark Days" released by oculus rift and parallel studio. The game was a major hit for many game players due to how eerily but beautiful the artwork was. It boosted sylvain's art. It was also one of his favorite

projects since it had the sci-fi fantasy touch he loved. Another accomplishment was



City of love: Paris which he worked with ubisoft. The game turned into a favorite because of how beautiful smooth the art and settings were. It gave me a lot of inspiration and motivation because of how diverse he was in his art.



Sylvain benefits communication design and future illustrators such as me because he tells his audience how important it is to keep your own muse and drive. He believes that keeping your passion throughout higher education and jobs are important because it can take you into greater places. He also mentions companies that various new artists want to work with as a way to show how good it is to get recognition but he also says how it devours students as whole. He states “being those willing slaves ready to accept

any condition to work on a prestigious project, and the egocentric creatives unable to soften to stick to the demands of the industry. The essence of our work is knowing how

to bring new ideas while working together every day. The key is to find your balance on what makes us really happy including what our work involves for the rest of the production chain. We do not have to be consensual to be universal, nor to be cleavable to have an identity.” which gives insight and thought of how those companies truly are with fresh artist.

Citations :

1. <https://www.artstation.com/artwork/zoZKQ> (Art source)
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4. <https://magazine.artstation.com/2017/08/sylvain-sarrailh/>
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