



GAME DESIGN, ART, RESOURCES, RESEARCH,
CRITICISM, TUTORIALS & STUFF BY ANJIN ANHUT.



, August 18, 2010 [<http://howtonotsuckatgamedesign.com/?p=907>] by Anjin Anhut.



Emlan is young swedish illustrator and pixel artist. Her inspiration comes from the japanese game scene, which becomes quite obvious in her colorful and lively character designs. Her galleries do not only feature fan art. Be prepared for tons of original designs and charming reinterpretations of popular gaming franchises.

The interview:

• Who are you? Where are you from, and what do you do?

Emlan here! I'm a swede currently just working at a local cemetery over the summer, not quite sure where I want to head after that...I just wanna live a normal low-key life where I can happily keep on drawing on all my spare time.

• Where can we find you and your stuff online?

I use my [DeviantArt](#) as main gallery but store all my pixelart on [pixeljoint](#).

• Three games that rocked your world:



Beautiful sumi-e flavored Okami is my all time favorite, but Final Fantasy IX and the Phoenix Wright series are close runner ups. All very userfriendly games with colorful and creative worlds filled with fun characters. PW especially goes all out on the character front with ridiculous designs and awful pun-names, I love it. Like many others I also have fond memories of FFXVII but I fear I'm too blinded by nostalgia to rate it accurately...hahaha.

• Three things you love about your craft:

Being able to present an idea or design without relying on anyone else is a great feeling, even if the end result didn't turn out as mind-blowing as originally pictured. Finishing something always gives a bigger or smaller sense of accomplishment even if it's just a little sketch, a feel good boost that one can get for free. Most importantly; It's just plain fun.

• Three things you keep in mind when doing what you do:

I actually think a little less than I actually should before I draw something, I just go at it full-speed and hope for the best. I've learned that a nice trick to get even plain pictures to look more interesting is to add a small contrasting color detail or accessory that really pops though. I tend to go with quantity over quality since there is just so many ideas or jokes I wanna get out of my system fast.

• Three things to keep in reach in your working place:

Radio, TV-show streaming sites + the [Let's Play Archive](#), having something playing on half the screen while working on something else on the other side keeps me from getting sidetracked, even if the drawing area gets painfully small.

• Three things to carry in a space mutant zombie vampire ninja pirate orc apocalypse:

Knowing myself I'd probably be one of those hysterical girls that gets eaten/zapped/trapped under falling rocks right away, no time for heroic item usage!

• Three things you want current game developers to know:

Please cut down on your cutscene lengths and stop over-designing characters. Randomly pasting all kinds of things onto your dudes does not make for a good outcome most of the time. See also: Beat'em Up ladies in sky high heels. Gotta say the Not-Really-That-New quicksave feature is the best thing since sliced bread though.

• Three blogs, online galleries, feeds you can recommend:

[James Jean](#). I daresay it is literally impossible not to get inspired one way or another after browsing his works.

[Luxirare](#). When making art or crafts it's easy to end up forgetting the importance of actually presenting the end product

properly. Luxirare makes a fantastic point to illustrate how even the most basic food ingredients or items can be showcased with a beautiful and almost dreamy feel to it.

[Achewood](#). If anything, this very clever and fun webcomic shows that even with very basic art, good writing and strong personalities can take you a long way!

Thanks for sharing your thoughts on your art and games, Ems. And to everybody a big recommendation to check out Emlan's galleries. An insane amount of colorful and funny characters awaits you.

Excerpts from her [deviantArt gallery](#):

ポケモンイケメン擬人化 シンオウ地方編







And some samples of her pixel art, too:





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