

Sources (slideshow and handout)

[Cult of the Lamb](#)

[On Shape and the Computability of Emotions.](#)

[Shape Language In Character Design - YouTube](#)

[Adobe Learn - Illustrator](#)

[James Pearmain Interview - YouTube](#)

[James Pearmain - LinkedIn](#)

Similar Artists/Games

[Scott Benson's Art in Night in the Woods](#)

[Nicholas Kole - Spyro Reignited Trilogy](#)

[Massive Monster Game Portfolio](#)