

Joshua Garcia

I am an illustrator, 3D modeler, and programmer, who specializes in digital media and character design. I aim to make every piece interesting, unique, and appealing. Most of all, I try to weave together a narrative told visually with every little detail.

My work is inspired by much of the media I have experienced, and stories I have heard throughout my life. Most of my design philosophy is inspired by the methods of storytelling used in animation, visual novels, and video games. These mediums are what I've surrounded most of my life with, and they have played a large role in shaping who I am today.

When I design a character, I always prioritize the visual characterization first, and the aesthetic second, in my eyes, the way a character looks should be a reflection of their personality. I see characters not as simple icons or artwork for aesthetic pleasure, but representations of real and tangible people existing in their own world so their appearance should reflect the life that they live. Many of the most successful designs I have witnessed were not those that were adorned with extravagant and precise detail like that of a master painting, but instead were crafted in a narrative focused manner. This is why I have adopted such a philosophy.

The vast majority of my work strays away from the real world, favoring that of a broad range of worlds and peoples. Most of my characters are non-human by choice, and their worlds are far from traditional Earth. I've found that this separation from humanity, rather than interfere with the connection an audience has to a character, instead strengthens that connection. I juxtapose the non-human elements of my characters with the few human-like elements they share, which in turn highlights those few parts shared between them and humanity. I also try to add smaller, more subtle details into my designs that wouldn't be noticed on a passing glance, but when explored, can add untold elements to a story and possibly alter one's perception of a character entirely. I try to emulate mindsets from all walks of life, including mindsets considered abstract, illogical, or diabolical. Exploring such paths reveals more about humanity both to my audience, and to myself.

My goals in my work are to discover more about humanity, the inner workings of our minds, and how the world affects us. I aim not to lecture on my perception of humanity, but instead I seek to learn more alongside whomever my audience is. I wish for my audience and I to step into worlds unseen, and explore realms beyond our imaginations. Above all else, I aim to create my characters in such a way, that to my audience and myself, it is as if we are meeting them in person for the very first time.