

1. Ted Kim, Lead Concept Artist or friendly neighbourhood LCA
2. I own the sharpest blue pencil in the company - Producing 2D conceptual designs and steering other concept artists in keeping with the vision of the almighty Art Director.
3. Life imitates art - I blow up management's cars and say, "What? It's research." Actually, seeing concepts come to life in 3D is a very satisfying experience and is a reminder of how great things can happen with teamwork.
4. For the most part we've all seen games that sacrifice interactivity for pretty graphics. We've also seen games with fully interactive environments at the cost of low polycount. With Full Auto we get the best of both worlds, translation? Destruction has never looked so beautiful - until now.
5. I hope that Full Auto will excite racing fans and bring in non-racing gamers into the fold. In the past it's been all about the driving. Now, the environment and how you use it can change the course of a race. This evens out the playing field between a skilled racer and a skiller shooter. Oh yeah, it doesn't hurt to have a missile launcher strapped to your hood either.
6. Once you move forward it's hard to go back. Gamers have come to expect a certain degree of interactivity within a game environment. Gamers have exquisite tastes and standards, next-gen is all about full immersion and an interactive environment is a big factor.
7. Just one?! The weapon-mounted cars. The cars are gorgeous and the weapons are a thing of beauty. When you see that, you know you're about to witness something deadly.

ART questions:

1. Pre-visualizaion sketches are sent with photo references and a write-up of each car. They're sent off to the contractor (John Hull) and in return we receive a gorgeous piece of art which makes you ask, "Dude, where can I buy this car?!"
2. Sometimes what looks good on paper doesn't always look good in real life. In other words, sometimes ideas can be lost in translation from 2D to 3D. Revisions are the norm but what matters is that the spirit of the concept remains in tact. It usually ends up with even better results when all's said and done.
3. Hmm, me artist, me draw...me draw good.