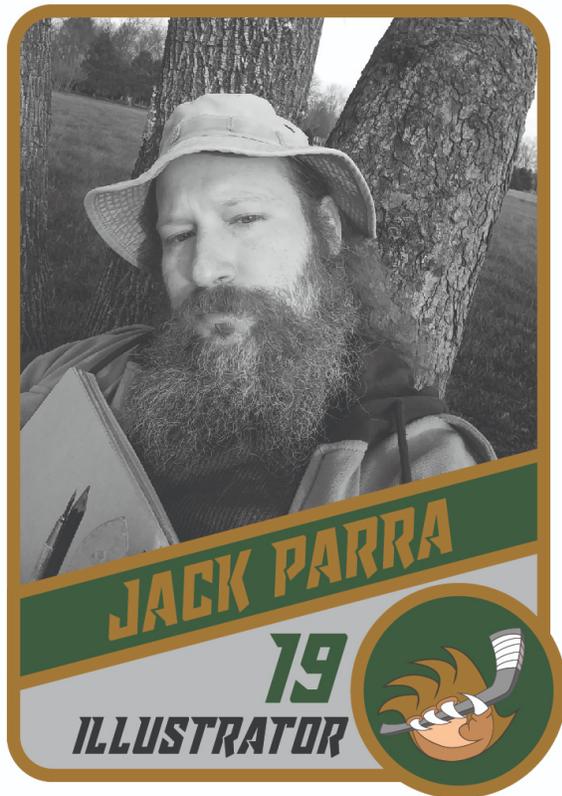




EP 21 - Live Interview: Jack Parra - Working With Artists

About Today's Workshop Guest



Jack Parra

Illustrator of roleplaying games, card games, novels, guidebooks, and CD jackets. His work spans all different mediums and genres but leans towards fantasy and science fiction.

His heaviest influences are the works of Alan Lee, John Howe, Jason Chan, Joaquim Dos Santos, and Terry Moore. He received his bachelor's degree in Illustration from Montclair State University. Since then, he continues to hone his skills by taking courses at the Ducret School of Art, The Kubert School, SVA, and the Museum of Comic and Cartooning Art in Manhattan.

- [Jack's Website](#)

Key Elements of our Discussion

- Make it easy:

- Provide blurbs
- Video chats to review design choices
- Be responsive
- Start new ideas/concepts off a base of known skills & objects (hockey padding from medieval armor)

Perspective

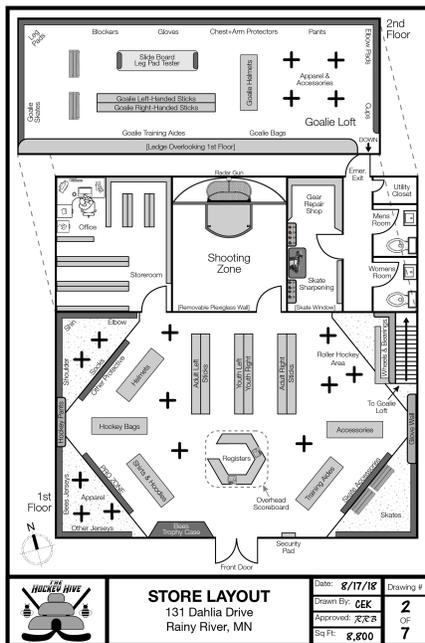


Illustration: Chris Kreuter
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Artist: Jack Parra
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[Link to summary of art perspectives](#)

Photo reference can be paired with physical examples to help understand how something should look

Incorporating hand-drawn & digital

- Focus on digital coloring is a difficult: hard to make a living unless you're working for major publishers
- But was a beneficial way for Jack to learn digital coloring skills
- Comparison of the 3 RRB covers:



Artist: Jack Parra

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Process for drawing a person

1. Thumbnails - figure out the desired pose
2. Mannequin-style under drawing (curved lines & cylinders)
3. Full anatomy on top of that
4. Clothing & accessories

If you're hiring an artist, it's nice if you know things like:

- Visual understanding
- Ability to give firm approval before going to inking stage
- Understand different mentality between pencils & ink
- Reference chart of pencil harnesses:

									
9H	8H	7H	6H	5H	4H	3H	2H	H	F
									
HB	B	2B	3B	4B	5B	6B	7B	8B	9B

- You're not just paying the artist for the piece you're commissioning: Their rates are based off years of skill acquisition to attain a speed & level where they can achieve your vision
- Arbitrary deadlines are unnecessary

Skills that helped Jack become a better artist

- 4 years of college
- Continuing education classes
- Color theory
- Anatomy

The challenge of being an artist in today's culture

- Value: People unwilling to pay for what you're worth
- Artists aren't computers
- AI is leveraging the work of artists who have spent many lifetimes honing various styles - often with no attribution
 - [Link to Deviant Art issue](#)
- Artists are often discovered through platforms, but many of the platforms exploit the artist
- Pandemic was a major hit since a lot of work came through face-to-face interactions at conventions

Links & Resources

- [Jack Parra](#)
- [The Rainy River Bees](#)
- [Masquerade Games](#)
- [Intergalactic Hockey Showdown](#)
- [**THE GRAPHIC ARTISTS GUILD HANDBOOK: PRICING & ETHICAL GUIDELINES**](#)
- [Frank Falotico - Du Cret School of Art - Plainfield, NJ](#)
- [PhilCon](#)