Henry Morris Memorial Trust Project Report

This project was inspired by and used Displate, a metal poster company that allows members to create and print their own designs onto large metal sheets that can be magnetically attached to walls. I had come across them through promotional content as part of games and esports I watched. Since being very young, I have always had a passion for video games, and in the last two or so years especially in esports. My plan originally did not have a basis as to what I would design on the poster. However, I soon thought I could design the poster using content from one of the esports games that I play, Rocket League. I thought I may be able to create multiple designs to sell myself or give away to friends who I also play with, as well as developing my research and artistic skills. I was never very good at art as a child, so I did not take it at GCSE or A-Level. However, during lockdown I discovered I could replicate line drawings very well when drawing characters, from a different franchise.

I faced a multitude of problems throughout this project, the first of which being the quality and size of the image uploaded to Displate. If I wanted to sell my art or buy it for myself, I would need it to be a much higher quality than I could get. I solved this problem by researching how to expand image size and eventually settling on using a microsoft application that helped me to fix this issue. Secondly, in my opinion, the quality of my line drawings were good, but not good enough for me to want to display them on a large scale poster on my walls. Furthermore, some of these files have been lost (and are in the process of being recovered) which meant this was not an option if I wanted to purchase them for myself. This part of the project definitely developed my skills and confidence in line drawing, and will allow me to pursue it more in the future.

Finally, I came up with the idea of cinematic photos. Within a few of the games I play, there is a replay or photo option. I used this to save replays of games or take photos of iconic moments in my gameplay or in the middle of impressive shots in Rocket League, and to get some unique photographs in Forza Horizon 4. Furthermore, I progressed my skills in image editing by researching tutorials and tips on editing, to enhance the quality and visuals of my photographs. This route worked incredibly well as I think the finished pieces turned out amazing, and as long as the quality is good enough, would be very suitable for wall art.

I think my project met almost all of the aims I set out for it to achieve. Even though most of the routes I took were not able to make a final product, they were still a part of the process in reaching the end goal, and enabling me to develop skills I wouldn't otherwise have as part of my studies. I am extremely pleased with the result and hoping to purchase at least one in the future.