Anya Elvidge

Anya specialises in creating bright, colourful and whimsical environments. Beginning her journey in the games industry as a 3D environment artist on the Total War franchise, Anya has since moved into both concept art and illustration, working in all three disciplines across mobile, indie and AAA titles. She is currently a part of the concept team at Rare Ltd working on Everwild, and freelances for a range of studios such as Supercell, Amazon Games Studios, and more. In her spare time she also loves to mentor other passionate artists hoping to improve their work and find their artistic voice.

Outside of professional work, Anya enjoys painting mysterious lost and abandoned places, visiting them, and sometimes bringing them to life in Unreal Engine.'

https://www.artstation.com/anyatheartist



Gaming Environment Judge







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