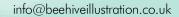Mark was employed as a video games artist for seventeen years, working on projects for Sega, Microsoft and Sony. When he became a parent, Mark re-discovered his love of children's illustration. This inspired him to study traditional art, in 2014 he left the games industry to look after his daughters and improve his skills. Mark works with pencil, paper and brush to create a final digital image.

• Conventional • Digitally Painted