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## **The Art Directors Guild Curates “Video Games Go Hollywood” Panel and Gives Out Cosplay Awards at 2024 San Diego Comic-Con**

### ***Three Sessions of Portfolio Reviews Round Out ADG Comic-Con Programming***

**SAN DIEGO** – The [Art Directors Guild](#) (ADG, IATSE Local 800) returns to the 2024 San Diego Comic-Con to highlight the contributions of ADG artisans to the genre works celebrated at this annual fan conference.

The ADG’s programming includes a panel discussion with an audience Q&A titled “Video Games Go Hollywood: The Art Department,” a booth on the exhibit floor, three portfolio review sessions and two award presentations at the Masquerade Costume Competition.

Highlighting the growing impact of video game IP on the entertainment industry, the ADG is curating a panel called “Video Games Go Hollywood: The Art Department,” featuring panelists: Production Designer **Howard Cummings** (“Fallout”); Concept Illustrator **Thang Le** (“Fallout”); Production Designer **Marc Fisichella** (“Five Nights at Freddy’s”); Art Director **Mark Terry** (“Five Nights at Freddy’s”); and Production Designer **Victoria Paul** (“Twisted Metal”). The panel will be moderated by Set Designer **Tim Croshaw** (“Guardians of the Galaxy Vol. 3,” “Black Panther: Wakanda Forever,” “Loki”) and offers an exclusive behind-the-scenes look into the art departments responsible for the dreaming, drawing and designing that translates these iconic video game environments into the world of film and television. The panel will take place on **Saturday, July 27, at 4:30 p.m., in Room 29CD.**

The ADG will present two awards during the Saturday evening Masquerade Costume Competition: The Art Directors Guild Cosplay Award for Original Concept Design, honoring a wholly original concept; and the Art Directors Guild Cosplay Award for Best Visual Media Design, honoring the best interpretation of a character or concept from a television show or motion picture. Judges for the 2024 competition are Cummings and Paul. The ADG has presented these awards annually since 2017, with the winners receiving a trophy and cash prize of \$500. The Masquerade Ball will be held in Ballroom 20.

A cornerstone of the ADG’s Comic-Con programming, guild members will meet with aspiring artists for the rare opportunity to receive advice and feedback on their portfolios of design work during three

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portfolio review sessions, with guild members providing feedback:

**Friday, July 26, 4 p.m.**

**Sails Pavilion, Review tables PR1-8**

Ramsey Avery, Production Designer (“The Lord of the Rings: The Rings of Power,” “Guardians of the Galaxy Vol. 2”)

Kristen Davis, Set Designer and ADG Vice President (“GI Joe: Retaliation,” “For All Mankind”)

Scott Enge, Production Designer (“Wonder Man,” “Point Break”)

Jose Iturriaga, Illustrator (“Aztec Batman: Clash of Empires,” “Outer Range”)

**Saturday, July 27, 12 p.m.**

**Sails Pavilion, Review tables PR1-8**

Kristen Davis, Set Designer and ADG Vice President (“GI Joe Retaliation,” “For All Mankind”)

Scott Enge, Production Designer (“Wonder Man,” “Point Break”)

Victoria Paul, Production Designer (“Twisted Metal,” “A League of Their Own”)

Aaron Sowd, Storyboard Artist (“Godzilla vs. King,” “Birds of Paradise”)

**Saturday, July 27, 1 p.m.**

**Sails Pavilion, Review tables PR1-8**

Howard Cummings, Production Designer (“Fallout,” “Westworld”)

Mark A. Terry, Art Director (“The Iron Claw,” “Five Nights at Freddy’s”)

Rounding out its Comic-Con programming, booth 1500 on the exhibit floor serves as a central location for the ADG to provide information about the guild’s membership, initiatives and programming. The booth will also display members’ work, including 3D models and props designed by concept illustrators. Daily giveaways at the booth include prizes such as original comic and fan art pieces created by ADG members, as well as an Indiana Jones Lego set.

For more information on the ADG's Comic-Con programming, please visit

[www.adg.org/events/#comic-con](http://www.adg.org/events/#comic-con).

**ABOUT THE ART DIRECTORS GUILD:**

Established in 1937, the Art Directors Guild (ADG, IATSE Local 800) represents 3,300 members who work throughout the world in film, television and theater as: Production Designers and Art Directors; Scenic, Title and Graphic Artists; Set Designers and Model Makers; Illustrators and Matte Artists. ADG 800’s ongoing activities include a Film Society screening series, the annual “Excellence in Production Design Awards” gala, a bimonthly craft magazine (*PERSPECTIVE*), figure drawing and other creative workshops, as well as extensive technology and craft training programs. For the Art Director Guild’s online directory and resources, please visit [www.adg.org](http://www.adg.org).