GAME ART AT RINGLING COLLEGE

The Game Art and Design major brings Ringling College's feature film aesthetic to games, and is focused on providing students with the professional artistic skills necessary to create compelling and believable interactive experiences. As a Game Art major, you will study the basics of game design-mechanics, meaningful play, interactivity and options for creating and refining game content. Using an understanding of these concepts, as well as the technical aspects of 3D animation software and game engines, you will create texture-rich, visually-sophisticated gaming environments that tell stories, educate, inform, and entertain.

Our program enjoys an incredibly high professional placement rate, and we have one of the few programs out there that focuses on visual art for computer games. The Game Art major is all about designing, creating, and analyzing the visual components of games in a highly-collaborative teaching environment that merges the aesthetic of feature film with today’s most current technology. We focus on developing visual artists that are marketable in the computer gaming industry as well as other areas that use real time visualization.

EMPLOYERS
ACTIVISION
BIOWARE
BLIZZARD ENTERTAINMENT
BLUR
CARTOON NETWORK GAME STUDIOS
CERTAIN AFFINITY
CRYPTIC STUDIOS
DISNEY INTERACTIVE STUDIOS
ELECTRONIC ARTS
EPIC GAMES
FIRAXIS GAMES
GAMELOFT
HARMONIX
HASBRO
INTEL CORPORATION
IRRATIONAL GAMES
JUNCTION POINT STUDIOS
LUCASARTS
MICROSOFT GAME STUDIOS

MICROSOFT 323 STUDIOS
MICROSOFT 323 STUDIOS
PHOSPHOR GAMES
RAVEN STUDIOS
RADIUM/REELFX
RIOT GAMES
REENTRY GAMES
RETO STUDIOS
SLEDGEHAMMER GAMES
SONY COMPUTER ENTERTAINMENT
SONY IMAGWORKS INTERACTIVE
SQUARE ENIX
THEKLA, INC.
UNIVERSAL PARKS & RESORTS
VIGIL GAMES
ZYNGA

INTERNSHIPS
EPIC GAMES
MICROSOFT
SONY ONLINE ENTERTAINMENT
WARNER BROTHERS
RIOT GAMES
BLIZZARD
INTEL
ELECTRONIC ARTS
VOLITION
HAREBRAINED SCHEMES
HASBRO
INSOMNIAC GAMES
MAKERBOT
S2 GAMES
BIOLUCID
VISITING ARTISTS
DAVID INSCORE, SPANKYPANTS GAMES
STEVE HICKNER, DREAMWORKS
JUAN CARLOS LARREA, MICROSOFT 343 INDUSTRIES
MICHAEL CLAUSEN, EPIC GAMES
ANDREW BEDDINI, BLUE SKY
BRYCE MCGOVERN, SONY PICTURES IMAGWORKS
MICHAEL PEDRO, CERTAIN AFFINITY
ERIC DROBILE, REEL FX
VINCE PROCE, VINCE PROCE STUDIOS
TROY ADAMS, RIOT GAMES
RICHARD ROUSE III, PARANOID PRODUCTIONS
KEITH SELF BALLARD, BLIZZARD

CRITIQUES WITH INDUSTRY GIANTS
To further inform the work of our fourth year students, we bring in renowned, successful visiting artists to participate in milestone critiques. Coming from the top studios, brands, and businesses in the industry, our artists offer a relevant, real-world perspective to bring student thinking out of the classroom into the professional arena. This process provides our students with invaluable feedback from the best of the best in the field, which they can immediately apply to their current works in process.

FACILITIES & STUDIO SPACE
The Game Art major is part of the Computer Animation Department, which boasts eight state-of-the-art computer labs in addition to three open labs. Game Art students also have access to a render farm with thousands of cores and are capable of rendering a complete feature film right here on campus.

FACULTY AND STAFF
JAMES MCCAMPBELL
BFA Communication Design
University of Tennessee
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WALA ALHADAD
MFA Visual Development
Academy of Art University
–

DOMINIC AVANT
BFA Illustration
Rhode Island School of Design
–

JASON BENNETT
BFA Computer Animation
Ringling College of Art and Design
–

SCOTT CARROLL
BFA Computer Animation
Ringling College of Art and Design
–

STEVEN KAPLAN
BFA Studio Art
Cooper Union
–

GARY SCHUMER
MFA Painting
Ohio University
–

JAMIE DERUYTER
Computer Animation
Ringling College of Art and Design
–

RYLAND LONCHARICH
BFA Interactive Design/Game Development
Savannah College of Art and Design
–

JOHN WILLIAMS
MFA Sculpture
Maryland Institute of Fine Arts
–

ERIC GINGRICH
BFA Art Video Production
Savannah College of Art and Design
–

MORGAN WOOLVERTON
MFA Studio Arts
University of North Carolina, Greensboro
–

JAMES MARTIN
BFA Illustration
Art Center College of Design
–

DEBORAH HEALY
MFA Filmmaking/Animation
Montclair State University
–

MARTIN MURPHY
BFA Computer Graphics
Art Center College of Design
–

RON ZEITLER
BFA Computer Animation
Ringling College of Art and Design
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