

Ringling College of Art + Design



GAME ART AT RINGLING COLLEGE

The Game Art 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
NICKELODEON ANIMATION STUDIOS
PHOSPHOR GAMES
RAVEN STUDIOS
RADIUM/REELFX
RIOT GAMES
REENTRY GAMES
RETRO STUDIOS
SLEDGEHAMMER GAMES
SONY COMPUTER ENTERTAINMENT
SONY IMAGEWORKS INTERACTIVE
SQUARE ENIX
THEKLA, INC.
UNIVERSAL PARKS & RESORTS
VIGIL GAMES
ZYNGA

INTERNSHIPS

BIOLUCID
BLIZZARD
ELECTRONIC ARTS
EPIC GAMES
HAREBRAINED SCHEMES
HASBRO
INSOMNIAC GAMES
INTEL
MAKERBOT
MICROSOFT
RIOT GAMES
S2 GAMES
SONY ONLINE ENTERTAINMENT
VOLITION
WARNER BROTHERS



FACILITIES AND 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 are also experimenting with VR technology using the Oculus Rift and the HTC Vive.

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 and 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.

FACULTY AND STAFF

JAMES MCCAMPBELL

BFA Communication Design
University of Tennessee

–

WALA ALHADAD

MFA Visual Development
Academy of Art University

–

DOMINIC AVANT

BFA Illustration
Rhode Island School of Design

–

SCOTT CARROLL

BFA Computer Animation
Ringling College of Art and Design

JAMIE DERUYTER

BFA Computer Animation
Ringling College of Art and Design

–

ERIC GINGRICH

BFA Art Video Production
Savannah College of Art and Design

–

DEBORAH HEALY

MFA Filmmaking/Animation
Montclair State University

–

STEWART LEITH

MFA Animation and Visual
Development
Academy of Art University

VISITING ARTISTS

BLIZZARD: KEITH SELF BALLARD

BLUE SKY: ANDREW BEDDINI

CERTAIN AFFINITY: MICHAEL PEDRO

DREAMWORKS: STEVE HICKNER

EPIC GAMES: MICHAEL CLAUSEN

MICROSOFT 343 INDUSTRIES: JUAN CARLOS LARREA

PARANOID PRODUCTIONS: RICHARD ROUSE III

REEL FX: ERIC DROBILE

RIOT GAMES: TROY ADAMS

SONY PICTURES IMAGEWORKS: BRYCE MCGOVERN

SPANKYPANTS GAMES: DAVID INSCORE

VINCE PROCE STUDIOS: VINCE PROCE

AWARDS AND ACCOLADES

RECENT GRADUATE WINS THE 2017 E3 COLLEGE COMPETITION

RYLAND LONCHARICH

BFA Interactive Design/Game
Development
Savannah College of Art and Design

–

JAMES MARTIN

BFA Illustration
Art Center College of Design

–

MARTIN MURPHY

BFA Computer Graphics
Art Center College of Design

–

MICHAEL PHILLIPPI

MFA Illustration
Savannah College of Art and Design

GARY SCHUMER

MFA Painting
Ohio University

–

ANDY WELIHOZKIY

BFA Computer Animation
Ringling College of Art and Design

–

MORGAN WOOLVERTON

MFA Studio Arts
University of North Carolina,
Greensboro

–

RON ZEITLER

BFA Computer Animation
Ringling College of Art and Design

JAMES MCCAMPBELL

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