

GAME ART



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.

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.

AWARDS AND ACCOLADES

Recent graduate wins the 2017 E3 College Game Competition

VISITING ARTISTS

- KEITH SELF BALLARD, BLIZZARD ENTERTAINMENT
- ANDREW BEDDINI, BLUE SKY STUDIOS
- MICHAEL PEDRO, CERTAIN AFFINITY
- STEVE HICKNER, DREAMWORKS ANIMATION
- MICHAEL CLAUSEN, EPIC GAMES
- JUAN CARLOS LARREA, MICROSOFT 343 INDUSTRIES
- RICHARD ROUSE III, PARANOID PRODUCTIONS
- ERIC DROBILE, REEL FX
- TROY ADAMS, RIOT GAMES
- BRYCE MCGOVERN, SONY PICTURES IMAGEWORKS
- DAVID INSCORE, SPARKYPANTS STUDIOS
- VINCE PROCE, VINCE PROCE STUDIOS

INTERNSHIPS

- | | |
|------------------------|---------------------------------|
| BIOLUCID | MAKERBOT |
| BLIZZARD ENTERTAINMENT | MICROSOFT CORPORATION |
| ELECTRONIC ARTS | RIOT GAMES |
| EPIC GAMES | S2 GAMES |
| HAREBRAINED SCHEMES | SONY ONLINE ENTERTAINMENT |
| HASBRO | VOLITION |
| INSOMNIAC GAMES | WARNER BROS. ENTERTAINMENT INC. |
| INTEL | |



EMPLOYERS

ACTIVISION	SYSTEMS	STUDIOS
BIOWARE	HASBRO	RIOT GAMES
BLIZZARD	INTEL CORPORATION	REENTRY GAMES
ENTERTAINMENT	IRRATIONAL GAMES	RETRO STUDIOS
BLUR STUDIO	JUNCTION POINT	SLEDGEHAMMER
CARTOON NETWORK	STUDIOS	GAMES
GAME STUDIOS	LUCASARTS	SONY INTERACTIVE
CERTAIN AFFINITY	MICROSOFT GAME	ENTERTAINMENT
CRYPTIC STUDIOS	STUDIOS	SONY PICTURES
DISNEY INTERACTIVE	MICROSOFT 343	IMAGEWORKS
STUDIOS	INDUSTRIES	SQUARE ENIX
ELECTRONIC ARTS	NICKELODEON	THEKLA, INC.
EPIC GAMES	ANIMATION STUDIO	UNIVERSAL PARKS &
FIRAXIS GAMES	PHOSPHOR GAMES	RESORTS
GAMELOFT	RAVEN SOFTWARE	VIGIL GAMES
HARMONIX MUSIC	REEL FX CREATIVE	ZYNGA

FACULTY

Our faculty is comprised of seasoned animation industry veterans who are passionate about shaping the next generation of creative leaders through our hands-on studio model of teaching.

JAMES MCCAMPBELL BFA Communication Design University of Tennessee	DEBORAH HEALY MFA Filmmaking/Animation Montclair State University	MICHAEL PHILLIPPI MFA Illustration Savannah College of Art and Design
WALA ALHADAD MFA Visual Development Academy of Art University	STEWART LEITH MFA Animation and Visual Development Academy of Art University	GARY SCHUMER MFA Painting Ohio University
DOMINIC AVANT BFA Illustration Rhode Island School of Design	RYLAND LONCHARICH BFA Interactive Design/ Game Development Savannah College of Art and Design	ANDY WELIHOZKIY BFA Computer Animation Ringling College of Art and Design
SCOTT CARROLL BFA Computer Animation Ringling College of Art and Design	JAMES MARTIN BFA Illustration Art Center College of Design	MORGAN WOOLVERTON MFA Studio Arts University of North Carolina, Greensboro
JAMIE DERUYTER BFA Computer Animation Ringling College of Art and Design	MARTIN MURPHY BFA Computer Animation Ringling College of Art and Design	RON ZEITLER BFA Computer Animation Ringling College of Art and Design
ERIC GINGRICH BFA Art Video Production Savannah College of Art and Design		



**Ringling College
of Art + Design**

James McCampbell
Department Head
jmccampb@c.ringling.edu
www.ringling.edu/GameArt