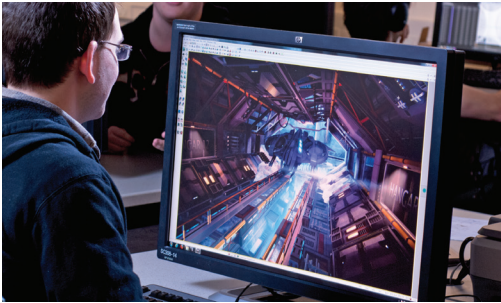


GAME ART



The Game Art major is focused on providing students with the artistic integrity and voice to have a long and durable career in the games industry. As a Game Art major, you learn to make stellar art, study the basics of game design-mechanics and interactivity, as well as be the auteur of your own game world. We embrace the diversity of all of our students and encourage each one to be outrageously themselves in their journey to create an inspiring game experience.

Our program enjoys an incredibly high professional placement rate, with alumni highly ranked in all of the world's most talented studios. The Game Art major is all about learning how to work on yourself as an artist but in a team environment. We believe in hyper marketability, where our students are prepared to succeed with a top rate portfolio and also understand the values that game studios are looking for in the most elite of candidates.

Artwork on cover by: Trent Sivek.

FACILITIES & STUDIO SPACE

The Game Art major boasts eight state-of-the-art computer labs in addition to three open labs. Game Art students are also experimenting with virtual reality 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 & ACCOLADES

RANKED #1 GAME DEVELOPMENT SCHOOL IN THE U.S. BY THE ROOKIES, NUMBER THREE IN THE WORLD

2017 GRADUATE WON THE 2017 E3 COLLEGE GAME COMPETITION

RANKED #5 GAME DESIGN PROGRAM IN THE SOUTH BY ANIMATION CAREER REVIEW

RANKED #15 GAME DESIGN PROGRAM IN THE U.S. BY BESTCOLLEGES.COM

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

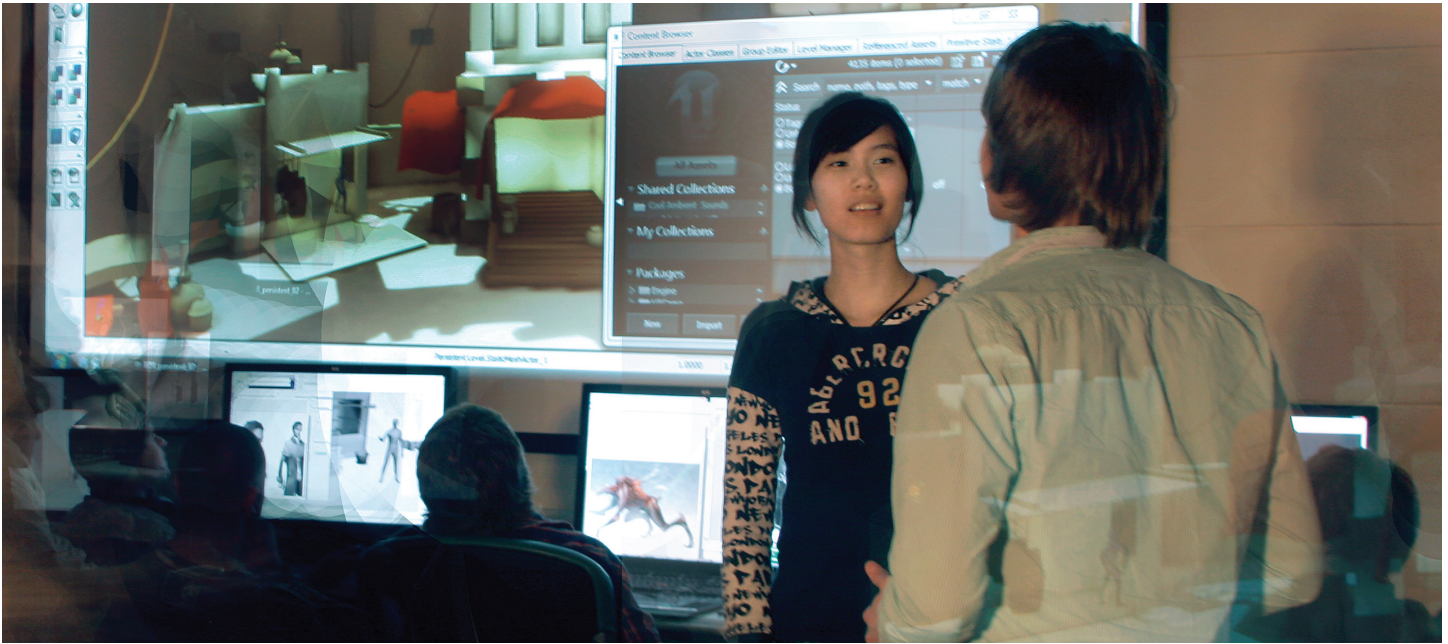
DAVE INSCORE, SPARKYPANTS STUDIOS

VINCENT PROCE, VINCENT PROCE STUDIOS

KEVIN WHITMEYER, BUNGIE STUDIOS

CLIFF SCHONEWELL, SONY SANTA MONICA

LUCAS HARDI, BETHESDA GAMES



EMPLOYERS

ACTIVISION
 BIOWARE
 BLIZZARD
 ENTERTAINMENT
 BLUR STUDIO
 CARTOON NETWORK
 GAME STUDIOS
 CERTAIN AFFINITY
 CRYPTIC STUDIOS
 DISNEY INTERACTIVE
 STUDIOS
 ELECTRONIC ARTS
 EPIC GAMES
 FIRAXIS GAMES
 GAMELOFT
 HARMONIX MUSIC
 SYSTEMS

HASBRO
 INTEL CORPORATION
 IRRATIONAL GAMES
 JUNCTION POINT
 STUDIOS
 LIGHTSTORM
 ENTERTAINMENT
 LUCASARTS
 MICROSOFT GAME
 STUDIOS
 MICROSOFT 343
 INDUSTRIES
 NAUGHTY DOG
 NICKELODEON
 ANIMATION STUDIO
 PHOSPHOR GAMES
 RAVEN SOFTWARE
 REEL FX CREATIVE

STUDIOS
 RIOT GAMES
 REENTRY GAMES
 RETRO STUDIOS
 SLEDGEHAMMER
 GAMES
 SONY INTERACTIVE
 ENTERTAINMENT
 SONY PICTURES
 IMAGEWORKS
 SQUARE ENIX
 THEKLA, INC.
 THE THIRD FLOOR, INC.
 UNIVERSAL PARKS &
 RESORTS
 VIGIL GAMES
 ZYNKA

INTERSHIPS

BIOLUCID
 BLIZZARD
 ENTERTAINMENT
 ELECTRONIC ARTS
 EPIC GAMES
 FXVILLE
 HAREBRAINED
 SCHEMES
 HARMONIX

HASBRO
 INSOMNIAC GAMES
 INTEL
 ITEC ENTERTAINMENT
 MAKERBOT
 MICROSOFT
 CORPORATION
 OSHKOSH
 RIOT GAMES

S2 GAMES
 S-ONE HOLDINGS
 SHARECARE
 SONY ONLINE
 ENTERTAINMENT
 VOLITION
 WARNER BROS.
 ENTERTAINMENT INC.
 XBOX STUDIOS

PROFESSIONAL OPPORTUNITIES

Wet Dog Corp.

Ringling Game Art students worked with a professional game developer in Dallas, TX to create and launch Wet Dog Corp. The result is a simulator-style game set within a megacorporation that pays you to wash dogs - it sounds easy...until it's not! Mentored by the award-winning team at Flight School Studio, students created the game while learning the essentials of pre-production, asset creation, and game design. Ringling students in other majors, such as Business of Art and Design and Virtual Reality Development, also collaborated on the project.

FACULTY

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

MORGAN WOOLVERTON
 MFA Studio Arts
 University of North
 Carolina,
 Greensboro

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

ANA CAROLINA PEREIRA
 BFA Game Art and Design
 The Art Institute of
 Houston

WALA ALHADAD
 MFA Visual Development
 Academy of Art University

JOE JOBST
 BFA Illustration, 3D
 Animation, Fine Art
 Columbus College of Art
 & Design

MICHAEL PHILLIPPI
 MFA Illustration
 Savannah College of Art
 and Design

RENEE BATES
 BFA Illustration
 Brigham Young University

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

CESAR RODRIGUEZ
 BFA Computer Animation
 Ringling College of Art
 and Design

SCOTT CARROLL
 BFA Computer Animation
 Ringling College of Art
 and Design

MARTIN MURPHY
 M.Ed Instructional
 Technology
 University of Southern
 Florida

DAVID DANNELLY
 MFA Emerging Media
 University of Central
 Florida

Morgan Woolverton
 Interim Department Head
 mwoolver@c.ringling.edu
 www.ringling.edu/GameArt

