



Game Art

Creating alternate realities.

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.

Facilities and Studio Space

The Game Art major boasts six cutting-edge computer labs, equipped with the latest NVIDIA graphics hardware. This advanced setup empowers students to craft seamlessly stunning visuals that push the boundaries of innovation.

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

Ringling's Game Art major is a top-ranked game development school in Florida by Animation Career Review and The Rookies. Our students and alumni have won Rookie of the Year for Game Development and the E3 College Game Competition.

Visiting Artists

Troy Adams
Riot Games

Michael Clausen
Epic Games

Tim Dean
Turn 10 Studios

Eric Drobile
Reel FX

Hugo Gutierrez '16
Boson VFX

Lucas Hardi
Bethesda Games

Dave Inscore
Sparkypants Studios

Katelyn Johnson '19
Naughty Dog

Juan Carlos Larrea
Microsoft 343 Industries

Bryce McGovern
Sony Pictures Imageworks

Michael Pedro
Certain Affinity

Cliff Schonewell '11
Sony Santa Monica

Keith Self-Ballard
Blizzard Entertainment

Molly Warner '14
Blizzard Entertainment

Kevin Whitmeyer '16
Bungie Studios



Internships

Blizzard Entertainment

Electronic Arts

Epic Games

FXville

Harebrained Schemes

Harmonix

Hasbro

Insomniac Games

Intel

ITEC Entertainment

MakerBot

Microsoft Corporation

OshKosh

Ready at Dawn

Riot Games

Rockstar Games

ShareCare

Sony Online Entertainment

Sony Santa Monica

Turn 10 Studios

Volition

Warner Bros. Games

XBOX Studios

Employers

Activision

Bethesda Game Studios

Bioware

Blizzard Entertainment

Bluepoint Games

Bungie

Certain Affinity

Cryptic Studios

Disney Interactive Studios

Electronic Arts

Epic Games

Firaxis Games

Hasbro

Intel Corporation

Irrational Games

Junction Point Studios

Lightstorm Entertainment

LucasArts

Microsoft 343 Industries

Naughty Dog

Obsidian

Entertainment

Phosphor Games

Raven Software

Ready at Dawn

Red Storm

Entertainment

Reentry Games

Respawn

Entertainment

Retro Studios

Riot Games

Rockstar Games

Sledgehammer Games

Sony Interactive Entertainment

Sony Santa Monica

Square Enix

Suckerpunch Productions

The Third Floor, Inc.

Thekla, Inc.

Turn 10 Studios

Vigil Games

Zynga

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

Learn more about our faculty: www.ringling.edu/faculty



Artwork on cover: *Xibalba*, By Emma Kim '20 and Steven Clark '20

Artwork above: *Glitch Out VR* by Tyler Bivins '20, Connor Solnik '20, Jarod Reizian '20, and Sung Ho Kim '20

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