



Game Art

Creating alternate realities.



Ringling College
of Art + Design

Here's a sneak peek →



The Game Art major prepares artists to build careers at the intersection of creativity and real-time 3D technology in games and well beyond. Our alumni work at top studios worldwide, and also bring their skills to virtual film production, architecture, themed entertainment, and healthcare simulation.

The market for game artists today spans AAA studios, indie teams, and a growing number of industries that run on real-time 3D. Whether you're shipping a major title, building your own game, or creating immersive experiences for film or brand, the foundation is the same: strong art, technical fluency, and a portfolio that turns heads.



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.

Visiting Artists

Troy Adams

Riot Games

Michael Clausen

Epic Games

Eric Drobile

Reel FX

Hugo Gutierrez '16

Boson VFX

Lucas Hardi

Bethesda Games

Dave Inscore

UX

Katelyn Johnson '19

Naughty Dog

Juan Carlos Larrea

Halo Studios

Bryce McGovern

Sony Pictures Imageworks

Michael Pedro

Certain Affinity

Cliff Schonewell '11

Sony Santa Monica

Keith Self-Ballard

Blizzard Entertainment

Molly Warner '14

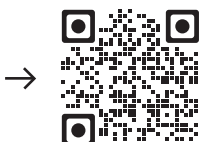
Blizzard Entertainment

Kevin Whitmeyer '16

Bungie Studios

Scan And Try It Now

To explore games created by our Game Art students and alumni, visit our STEAM page.



GAMES

Rockstar Games
Blizzard Entertainment
Epic Games
Riot Games
Naughty Dog
Sony Santa Monica
Insomniac Games
Bungie
Sledgehammer Games
Halo Studios
Bethesda Game Studios
Mojang Studios
Square Enix
Respawn
Retro Studios
Gearbox Software
Sucker Punch Productions
Avalanche Software
NetherRealm Studios
Cloud Chamber / 2K
Studio Wildcard

VIRTUAL PRODUCTION & FILM

Halon Entertainment
Lightstorm Entertainment
NBC Universal Telemundo
The Third Floor
Sony Pictures Animation
Storyvox

THEME PARK

Falcon's Creative Group
Universal Creative

ARCHITECTURE & VISUALIZATION

AECOM
GM2 Associates
Imerza

HEALTHCARE & SIMULATION

Amgen
Arthrex
Booz Allen Hamilton
Index AR Solutions
Sharecare

CONSUMER PRODUCTS

Hasbro

TECHNOLOGY

Apple
Google DeepMind
Meta
Tesla

Enhance your education with minors and certificates

Our students gain every advantage by pairing their degree with our minor in VRD, certificate in Virtual Production, or certificate in Creative Technologies. The artists who thrive are the ones who can move fluidly across industries. We're here to make sure you're one of them.

Professional Opportunities

Real-time interactive 3D is becoming a big deal outside of games and movies, with industries like architecture, virtual production, theme park design, healthcare, simulation, consumer products, and technology using it for design, training, and simulations. Ringling Game Art grads are finding more and more opportunities in these areas, where creative tech skills really stand out.

Alumni Spotlight



Sergio Soriano – Index AR Solutions

Sergio Soriano shows how Ringling College Game Art skills open doors far beyond entertainment. As a 3D Modeler at Index AR Solutions, he brings his artistry to industries like energy, healthcare, defense, and education. Index AR develops augmented reality mobile apps, eBooks, and training tools that help workers learn, perform, and stay safe on the job.



Erisa Liu – Snacko

Before the current wave of indie games, Ringling alum Erisa Liu was already leading the way. After graduation, she launched her own project, Snacko, a cozy cat-themed farming adventure. With support from an Epic MegaGrant, her vision became a published title enjoyed by players worldwide. Erisa's story shows how the creativity and independent spirit of our major prepares students to embrace today's golden era of indie games.

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