



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 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 and Accolades

Ranked #3 Game Development School in Florida

by *Animation Career Review*

2017 graduate won the 2017 E3 College Game Competition

Student won 2018 "Rookie of the Year" for Game Development

Ranked #7 in the world for Game Design and Development

by *The Rookies*

Visiting Artists

Troy Adams
Riot Games

Andrew Beddini
Blue Sky Studios

Michael Clausen
Epic Games

Eric Drobile
Reel FX

Lucas Hardi
Bethesda Games

Steve Hickner
DreamWorks Animation

Dave Inscore
Sparkypants Studios

Juan Carlos Larrea
Microsoft 343 Industries

Bryce McGovern
Sony Pictures
Imageworks

Michael Pedro
Certain Affinity

Vincent Proce
Vincent Proce Studios

Richard Rouse III
Paranoid Productions

Cliff Schonewell
Sony Santa Monica

Keith Self-Ballard
Blizzard Entertainment

Kevin Whitmeyer
Bungie Studios



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 343 Industries
 Microsoft Game Studios
 Naughty Dog
 Nickelodeon Animation Studio
 Phosphor Games
 Raven Software
 Reel FX Creative Studios
 Reentry Games
 Retro Studios
 Riot Games
 Sledgehammer Games
 Sony Interactive Entertainment
 Sony Pictures Imageworks
 Square Enix
 The Third Floor, Inc.
 Thekla, Inc.
 Universal Parks & Resorts
 Vigil Games
 Zynga

Internships

Biolucid	Insomniac Games	S-One Holdings
Blizzard Entertainment	Intel	ShareCare
Electronic Arts	ITEC Entertainment	Sony Online Entertainment
Epic Games	MakerBot	Volition
FXVille	Microsoft Corporation	Warner Bros. Entertainment Inc.
Harebrained Schemes	OshKosh	XBOX Studios
Harmonix	Riot Games	
Hasbro	S2 Games	

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

Wala Alhadad

MFA Visual Development
Academy of Art University

Scott Carroll

BFA Computer Animation
Ringling College of
Art and Design

Eric Gingrich

BFA Art Video Production
Savannah College of
Art and Design

Joe Jobst

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

Ryland Loncharich

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

Michael Phillippi

MFA Illustration
Savannah College of
Art and Design

Cesar Rodriguez

BFA Computer Animation
Ringling College of
Art and Design



Artwork on cover: *Xibalba*, By Emma Kim and Steven Clark
Artwork above: *Glitch Out VR* by Tyler Bivins, Connor Solnik, Jarod Reizian, and Sung Ho Kim

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

2700 N Tamiami Trail
 Sarasota, FL 34234
 941.351.5100
 www.ringling.edu