

# Game Art

BACHELOR OF CREATIVE TECHNOLOGIES

## CAREER OPPORTUNITIES

- Game Artist
- Modeller
- Texture Artist
- Technical Director
- Art Director
- Animator

You will find our alumni at: **Activision Blizzard, PikPok, A44 Games, Weta FX, Outerdawn, Grinding Gear Games, Hi-Rez Studios, PlaySide, Sledgehammer Games** and many more...







## GAME ART

From 2D platformers to 3D brawlers, you'll be devising and creating your own interactive stories, digital illustrations, concept art and games that will be viewed by an international audience of game enthusiasts.

Within the first sixteen weeks of your first year, you'll have created your very own 2D game and, by the time you've finished your degree, you'll have collaborated with other game artists and programmers to develop a game ready for release. Thanks to our Girls in Games events, we'll make sure that everyone gets a fair shot at achieving their dreams, with close to 50% of our year 1 cohort identifying as female in 2022!

## SOFTWARE YOU'LL LEARN

- Autodesk Maya
- Autodesk Max
- Game Maker
- Photoshop
- Quixel
- Substance
- Unity
- Unreal
- Zbrush
- XNormal



**"I WOULD SAY THAT MDS IS THE BEST PLACE AVAILABLE IN NZ TO STUDY GAMES. THE PROGRAMME WAS REALLY THOROUGH AND DEFINITELY INTRODUCED A LOT OF KNOWLEDGE THAT I DON'T THINK YOU'D NECESSARILY GET IF YOU WERE TRYING TO STUDY AND LEARN THE STUFF ON YOUR OWN."**

Calliope Ryder, Lead Game Producer at Wētā Workshop

## INDUSTRY PARTNERS:



Grow your skills with the most popular game development platforms



Media Design School is an Adobe Creative Campus which comes with a variety of incredible benefits for our students including your own Adobe Creative Cloud Pro license for the duration of your studies!



## Bronzebeard's Tavern

### Mermaid MenZ

#### Artists:

- Darren Contreras
- Christian Logoia
- Ethan Buot

#### Programmers

- Ethan Uy
- Wilbur Arnott

Bronzebeard's Tavern is a goofy and playful restaurant manager sim where up to 8 players co-operate as a team of dwarves to try and keep an underground tavern together. Customise your character, menu, upgrade your tavern and dive into a chaotic experience to serve a diverse cast of interesting customers delicious Dwarven cuisine for as long as you can!

"I took a big risk moving to Auckland to study game art at MDS. I was often told to keep any creative ambitions as just a hobby and because of that I was very hesitant. But after my first year in MDS I can wholeheartedly say that I'm glad I took the risk," said Ethan Buot, Environment Artist for Bronzebeard's Tavern.

Bronzebeard's Tavern is available to play on Steam, with the team planning on expanding the game further. Follow the QR code to give it a go and support these young developers!



## SOME OF WHAT YOU'LL STUDY

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### Art and Design Foundation

Draw, paint, sculpt and practice life drawing to visually communicate, understand form, and articulate your ideas.

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### 2D Visual Asset Generation

Explore digital painting techniques through the creation of character concepts, environmental design and user interfaces. Students will also be introduced to game-specific techniques such as pixel art, sprite sheets and animation.

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### Game Production Foundation

Utilising game development techniques and tools, students will be introduced to simple coding and will create their own arcade-style games.

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### 3D Visual Asset Generation

Utilise industry standard 3D modelling tools and techniques to create props, environments, and characters of your own creation.

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### Game Studies I

Study the history of the video game industry, analyse classic video game design, their context and evolution.

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### Game Design Principles

Learn principles of game design including rules, progression and balance by collaborating in teams to ideate and create both physical and digital games.

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To find out more about the second and third year course structure of the Bachelor of Creative Technologies, and for up-to-date and comprehensive course information, including dates and fees, [visit mediadesignschool.com](http://mediadesignschool.com).

