

Bachelor of Creative Technologies

GAME ART

Bring to life beautiful environments and memorable characters and create immersive experiences to share with the world. Our Game Art degree will enable you to seamlessly enter the industry by developing your skills in a studio-like environment and working with fellow artists and programmers to create a commercially viable game.

WHY CHOOSE A DEGREE IN GAME DEVELOPMENT?

Media Design School was the first school in New Zealand to provide specialised gaming degrees for aspirational game developers.

We're the only school in New Zealand to have partnered with Sony PlayStation's First Academic Development Programme, and we're currently Unity Technology's first and only Training and Certification Partner in New Zealand. All of our Game Development students have the opportunity to graduate as Unity Certified Developers, putting them a step ahead of the competition when they enter the workforce.



PlayStation First



UNREAL
ENGINE



iOS Developer University Program

Game Art

Bachelor of Creative Technologies

NZQF: Level 7 (420 credits), 1.2 EFTS a year

Duration: Three academic years, full time

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 an industry-quality game.

FIRST YEAR COMPONENTS

- **Art and Design Foundation:** Learn to produce traditional artwork to visually communicate, understand form, and articulate your ideas.
- **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.
- **Game Production Foundation:** Utilising game development techniques and tools, students will be introduced to simple coding and will create their own arcade-style games.

- **3D Visual Asset Generation:** Students expand on knowledge gained in the 2D Visual Asset Generation course and utilise industry standard 3D modelling tools and techniques to communicate complex ideas and emotions.
- **Game Studios I:** This course offers an introduction to the study of video games as texts situated within wider cultural and theoretical settings.
- **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.

To find out more about the second and third year course structure of the Bachelor of Creative Technologies, visit mediadesignschool.com/game-art

Please visit mediadesignschool.com for up-to-date and comprehensive course information, entry criteria, intake dates and fees.

CAREER OPPORTUNITIES

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

INDUSTRY INSIGHTS

Globally, the games industry is bigger than the music industry and box office put together, and its influence in New Zealand is rapidly expanding. The NZ Game Developers Association's 2018 report showed a 43% growth in the industry in just one year, with a 10% increase in full time jobs*. A number of prominent studios have cited skill shortages as their biggest barriers to growth, with game programmers and artists being the hardest roles to recruit. This course is designed to respond to those industry-wide shortages, so you're sure to be in demand when you graduate.

*nzgda.com/survey2018/

Apply now @ mediadesignschool.com