

Bachelor of Creative Technologies

GAME ART

CAREER OPPORTUNITIES

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

You will find our Alumni at: **Activision Blizzard, Splash Damage, Hi Rez Studio, Playside, Grinding Gear, PIKPOK, Sledge Hammer, Torn Banner** and many more...





GAME ART

Become an arbiter of creation and destruction. A god among mortals. Breathe life into NPCs, form beautiful environments and memorable storylines, and combine them to 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. Leave the number crunching to your fellow programmers and create a commercially viable game. With your powers combined, you will become Captain Game-Dev.

WHY CHOOSE A DEGREE IN GAME DEVELOPMENT?

Have you heard of Rocketwerkz? Pik-Pok? Outerdown? We hope so, because when you study at Media Design School, you'll be hearing a lot from them. As a disciple from Media Design School, you will be among the first choice of game studios to fill the void in the New Zealand market.

You'll learn in an environment that won't just build your technical prowess, but will foster the essential soft skills needed to make it as a successful game developer. Being a game developer is surprisingly social, as you'll be working in teams, be that 4 or 400, so we'll grow you by throwing you into the deep end with mock interviews and presentations, and in your third year you'll work with your classmates to create a real game that could end up on Playstation, Steam, Apple and beyond. We're not saying the road will be easy, but you're used to grinding exp. Right?

SOFTWARE YOU'LL LEARN

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

INDUSTRY PARTNERS:



MDS is the only school in New Zealand where students can develop games for the PlayStation platform and for iOS devices.



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!



Fork Knights

Winner of the Student Video Game Award at Chromacon

Artists: Alex Ujdur, Jason Harris, Sam McFetridge
Programmers: Sebastian Tengdahl, Madelene Day, Lance Chaney

Brought to you by Screenshock Games, Fork Knights is a light-hearted 2-4 player brawler that lets you choose your unique food fighter and dash your way through imaginative settings.

This game was created by a talented team of Game Development students. Having been accepted into MDS Studios the Screenshock team are preparing to release Fork Knights on Steam in the near future.

Check it out at forkknights.com

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 their Visual Asset Generation knowledge and utilise industry standard 3D modelling tools and techniques to communicate complex ideas.

Game Studies 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, and for up-to-date and comprehensive course information, including dates and fees, **visit mediadesignschool.com**.

