

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, Splash Damage, Hi Rez Studio, Playside, Grinding Gear, PIKPOK, Sledge Hammer, Torn Banner** 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 an industry-quality game. 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



“HONESTLY, THE STUDENT GAMES HERE AT MDS ARE JUST SO GOOD. I’M BLOWN AWAY. GIVEN THEY WORK ON THEM FOR ABOUT 7 MONTHS, ITS VERY VERY IMPRESSIVE. THAT’S A TESTAMENT TO THE STUDENTS HERE AND THE LECTURING FACULTY GETTING THEM ALL ACROSS THE LINE.”

Ben Carnall, CTO, Rocketwerkz

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!



Pneuma

Team Panda

Artists:

- Jordan Lusi
- Caga Wiharja
- Tyler Laing
- Bronwyn Woodhead

Programmers

- Rowan Moss
- Sebastian Valentine
- Ayden Lim-Yip

Pneuma is a first-person spell slinger roguelike game with a whimsical spirit. The player will adventure through a world visually reminiscent of a comic-book, inspired by games like Borderlands.

Fight your way through various dungeons to reach higher levels, using an array of elemental attacks to ensure your success. You can look to experiment with elemental combinations to devastate your enemies, creating powerful effects such as laser beams, acid clouds, explosions and more.

“During my studies at MDS, what I learnt and the experience I gained was nothing like anything I would have expected. My journey at MDS was the core stepping stone for what I would become to the gaming industry. The biggest part that I most enjoyed was by far learning not just art but all aspects - even coding,” said Jordan Lusi, now a Technical Artist 3at Outerdown.

Pneuma is available to play on itch.io, 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

Art and Design Foundation

Draw, paint, sculpt and practice life drawing 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

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

Game Studies I

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

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](https://www.mediadesignschool.com)**.

