

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...



**Media
Design
School**
at STRAYER™



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.

Our games degree is really like no other, which makes it no surprise that our graduates make up approximately 25% of the games industry in New Zealand.

In the first year of Game Art, you will hone your fundamental skills, ranging from low poly modelling to concept design. You will practice the necessary perspective and volume drawing skills, learn about human anatomy, and delve into scripting and game creation.

In the second year, you will be moving to Next Gen high poly modelling and texturing practices which are more advanced rigging and start making games in teams.

All of this set our students up for the third year of 32-week-long production. A sequence of papers that guide the students in the creation of their own game in teams of artists and programmers.

So why wouldn't you start your journey in game development with a school that specialises in Games?



“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

Student work: Ben Drury

SOFTWARE YOU'LL LEARN

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

INDUSTRY PARTNERS:



Grow your skills with the most popular game development platforms.



MDS 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

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. You 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, you'll be introduced to simple coding and will create your 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 with students studying the Bachelor of Software Engineering to ideate and create both physical and digital games.

Technical Art I

Learn fundamentals of engines of Unity and Unreal, along with lighting, scripting, materials, and VFX.

To find out more about the Bachelor of Creative Technologies, get in contact with our team at domestic@mediadesignschool.com or international@mediadesignschool.com for international students.

For up-to-date and comprehensive course information, including dates and fees, visit mediadesignschool.com.



PART-TIME LEARNING

Reduce your workload to enable you to work while you study, by taking our Bachelor of Creative Technologies part-time.

If you choose the part-time study option, we'll work with you to create an individual study plan and map out together the courses you'll take in each semester and year.