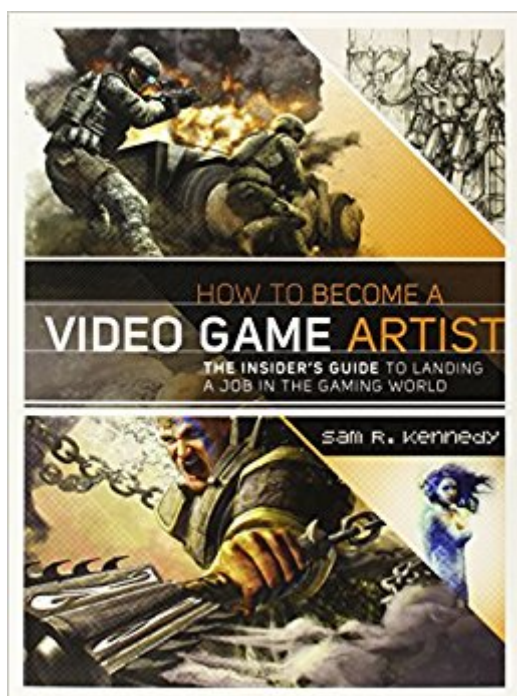


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How To Become A Video Game Artist: The Insider's Guide To Landing A Job In The Gaming World



Synopsis

Become a Player in the Business of Video Game Art Every year video games generate billions of dollars and some of the most dynamic and engaging artwork today. It's an ever-growing field that holds great professional opportunity, but you need the right skills and savvy if you want to stake your claim. In *How to Become a Video Game Artist*, veteran video game designer Sam R. Kennedy provides the inside track on everything you need to forge a career in the world of video game art. Starting with the basics of game creation and a look at the artistic skills necessary to get started, Kennedy spotlights specific, key roles for creators—from concept artists to character animators to marketing artists and beyond. Each chapter features screenshots from popular video games like Tom Clancy's *Ghost Recon* and *World of Warcraft*; interviews with video game art professionals who've worked for top gaming companies like BioWare, Blizzard, and Ubisoft; step-by-step examples of actual game art; and detailed breakdowns of the training and portfolio samples you'll need to make these jobs your own. For anyone who wants to go from gamer to game designer, this book contains all the secrets you'll need to rise to the top of one of the most exciting industries of our time.

Book Information

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Customer Reviews

SAM R. KENNEDY is a freelance illustrator, a graphic designer, and an art instructor, who has held positions at almost every level in the video game art world. A former marketing artist for Ubisoft, Kennedy has worked on a diverse array of games like Tom Clancy's *Ghost Recon*, Tom

Clancy's Rainbows Six, Men of Valor, Teenage Mutant Ninja Turtles, and CyberTiger.

"Video game art is like no other art form. Like movies, video games demand excellent visuals, interesting stories, and compelling animation. Unlike movies, however, video game art is interactive and intertwined with complex and changing technology. A movie audience sees only what is in front of a camera, whereas a video game player is free to walk around the set. Video game artists have to build an entire world for the player's character to live in, not just a set that looks realistic from one angle."

I only have recently become interested in Video Games. I'm truly enjoying this read which is taking me behind the scenes of a totally new world. The book's format is excellent. Each chapter covers a particular expertise needed to build a video game starting with a job description, showing what sort of work is done at each stage of development, explaining the tools used, explaining jargon, all this with lots of excellent illustrations. Then the chapter closes with a wanted ad that gives you an idea of education and skills you will have to bring to the job. Through this book I have acquired a new respect for the people in this industry and I promise I will never again think of them as "dudes wasting their talent and time drawing gore for a living". Although....

This book might sound like many other books that promise too much. I'll admit I was skeptical and didn't have high hopes going in. It was surprisingly refreshing. There was a lot of info in this book. and it really sheds light into the gaming industry and how to break in. easy to follow to. this book really does a good job of breaking things down. the way it breaks down each job describing what it is how its down. and what kind of training is needed. ending each chapter with the background of working professional and then what a want ad for this job would look like. Even if you just know what one job you want to get into it pays to know the other jobs and how they all work together. So it's not like you'll read the one chapter that pertains to whatever job your interested in and throw the book away. Really if you have questions or thinking about going to school. I suggest reading this book. You'll save your self a lot of time.

Definitely a good starting point for anyone interested in the Video Game industry. He outlines each career with an idea of the requirements necessary to obtain the position. It is definitely a grueling process, and I have more respect for video game artists after reading this!

A good eye opener and planning book. Best advice is to never ever give up. That's not in the book but something you must have in your heart. This book is only good to enlighten and show road map but the spirit and guts must come from you.

Useful tips, more useful if you want modern war game type of work but Im more geared towards fantasy. Still helpful and easy to understand

Daughter loves it.

Bought several book for my son, great source of information and inspiration!

Important book for any future computer animator!!!

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