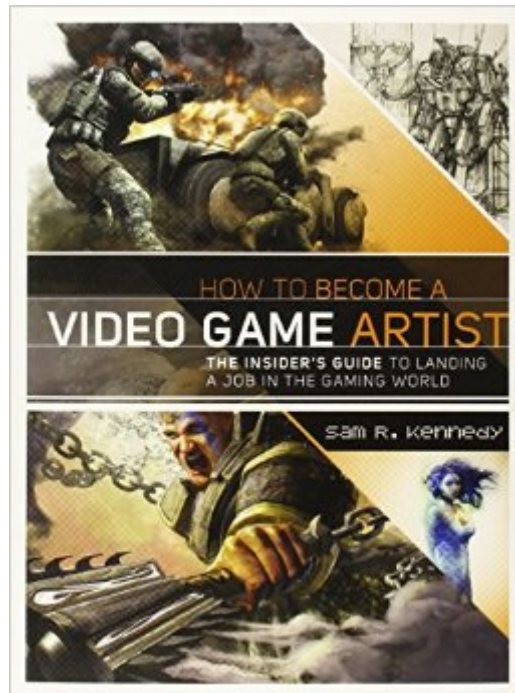# How To Become A Video Game Artist: The Insider's Guide To Landing A Job In The Gaming World

Synopsis

Become a Player in the Business of Video Game ArtEvery year video games generate billions of dollars and some of the most dynamic and engaging artwork today. Itâ ™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 creatorsâ "from concept artists to character animators to marketing artists and beyond. Each chapter features screenshots from popular video games like Tom Clancyâ ™s Ghost Recon and World of Warcraft; interviews with video game art professionals whoâ ™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 youâ ™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 youâ ™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

So I am actually not looking to try to break into the game industry as an artist. Why did I read this book? Well, I am very much interested at upping my game when it comes to real-time graphics and content creation as a hobby. Computer graphics are just fascinating to me, and the best engine and

shaders in the world will not save a shabby piece of art. This book seemed like a good way to get into the artist mindset. To top things off, the sticker-price was a palpable $12 dollars and the cover art looked great (important when taking art direction).Basically what the book amounts to is a series of chapters, each one describing a particular game art profession. Some of the jobs detailed include: concept, environment, character, ui, and marketing artists. Every chapter includes a job description, explanation of the process or workflow, example images, an artist profile, and finally a mock â œhelp wantedâ • ad that could be for the position. The format is informative, and I think would be very helpful for a student looking to get into the industry as an artist. Certainly, you donâ ™t have to be a student to find worth in this book and I personally feel it is a great choice if you are at all interested in video game art.The author, Sam R. Kennedy, is a game artist himself and shares a some of his (quite impressive) work within these pages. Nicely, the photos on the Kindle e-book were in color. This is quite important, and in my research I did stumble upon some game art instruction books from people with questionable artistic ability. Of course, you donâ ™t need to be da Vinci to make a 3d model (especially not when working from good photos or concept art) but I canâ ™t help but wonder what Iâ ™m doing taking advice from an amateur. That was not the case with this text.

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