

IGAD - Visual Arts

Open Day - November 12th 2011

Kim Goossens
Digital Sculpting, Rendering/compositing and Procedural Design

Ronny Franken
Visual Design, World Building and Rendering

Art and Video Games

Art can be anywhere from 70%-80% of a game's total budget



Art and Video Games

Some games are sold primarily on the quality of their art



Art and Video Games

Whatever type of game, strong art skills are required



Art and Video Games

The game industry needs skilled artists

- ☞ Most large game studios continuously have openings for art positions
- ☞ Out of 100 only a few applicants are qualified
- ☞ If you want the job, you must be a skilled artist
- ☞ There is a difference between knowledge of a 3D application like Max or Maya and art skills
- ☞ At IGAD, we teach students how to be artists

Art and Video Games

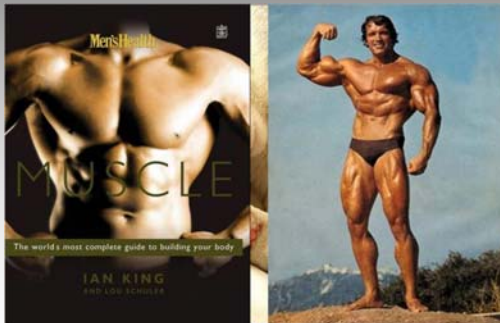
Video Games are a popular career path

- ☞ But only a few applicants are qualified, why?
- ☞ Because they didn't get proper education regarding
 - ☞ Art
 - ☞ Computer Graphics and animation
 - ☞ Developing games

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IGAD is not right for everyone...

- ☞ Sleeping kittens are cute, but lazy students are not
- ☞ IGAD students are expected to work



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How is this possible?

- ☞ By paying attention to what matters



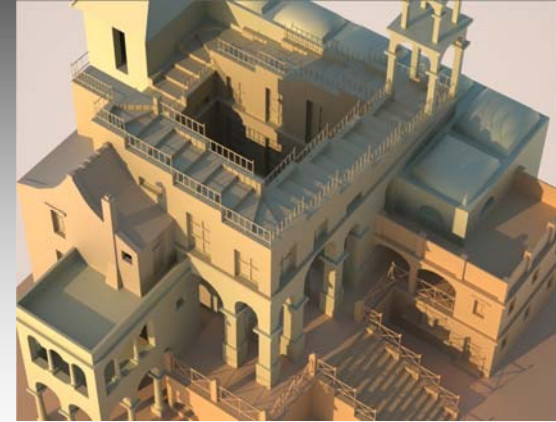
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Visual Arts Curriculum

YEAR 1	A	Modeling (Procedural)	English	
	B			
	C			Game Production
	D			
YEAR 2	A	Animation	Research	
	B			
	C			World Building
	D			
YEAR 3	A	Art and Visual Design	Gamelab	
	B			
	C			
	D			
YEAR 4	A	Drawing Skills		
	B			
	C			
	D			

Student Work

Chris McEntree



Student Work

Rick van den Berg



Student Work

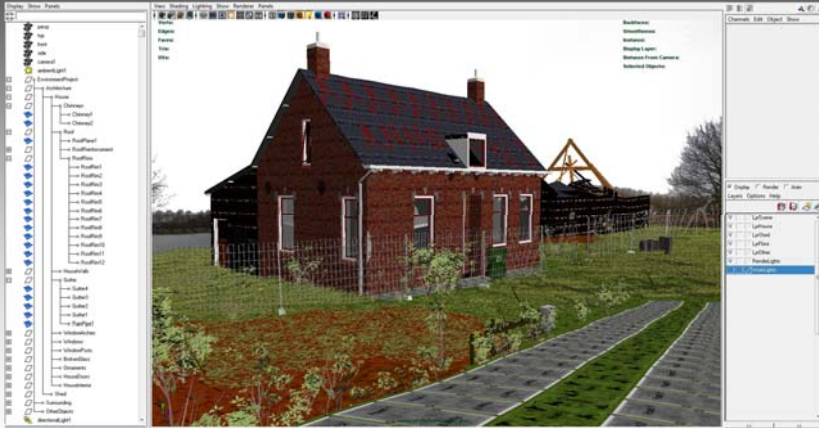
Roel Herrebrugh



STERRENLAAN 3D MODEL
ROEL HERREBRUGH

Student Work

Tom Timmer



Student Work

Mark Knoop



Student Work

Laurens van den Heijkant



Student Work

Robert Joosten and Michael vriens



Student Work

Adam Darozewsky



Student Work

Robert Rooseboom



Student Work

Jeroen Heemskerck



Student Work

Rolandas Jankauskas



Student Work

Stefan Vink and Simon van den Broek



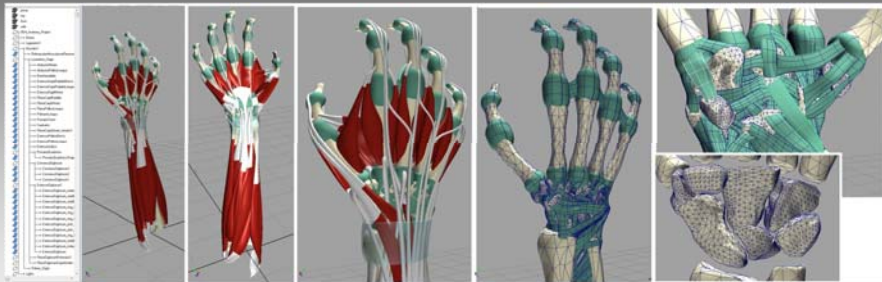
Student Work

Ali Faraji



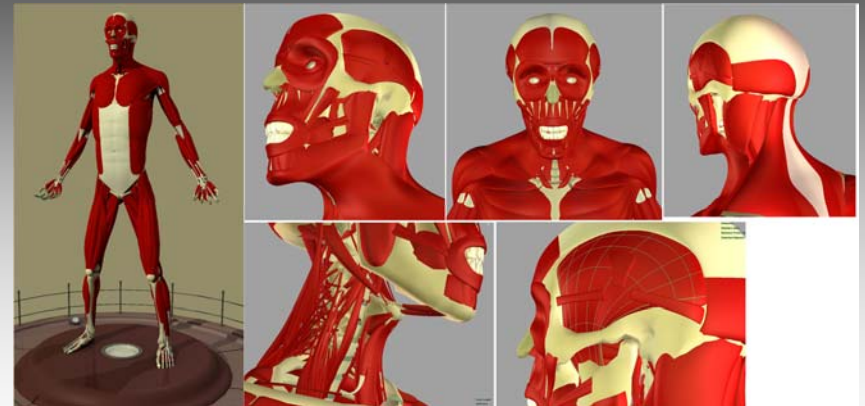
Student Work

Pim Hendriks



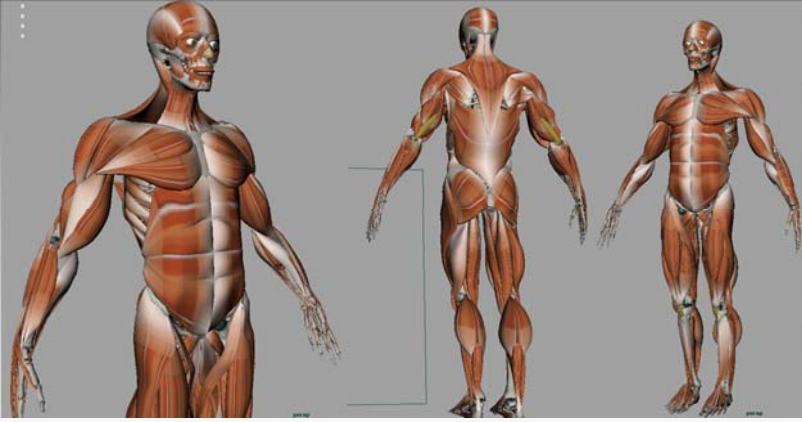
Student Work

Gabrian van Houdt



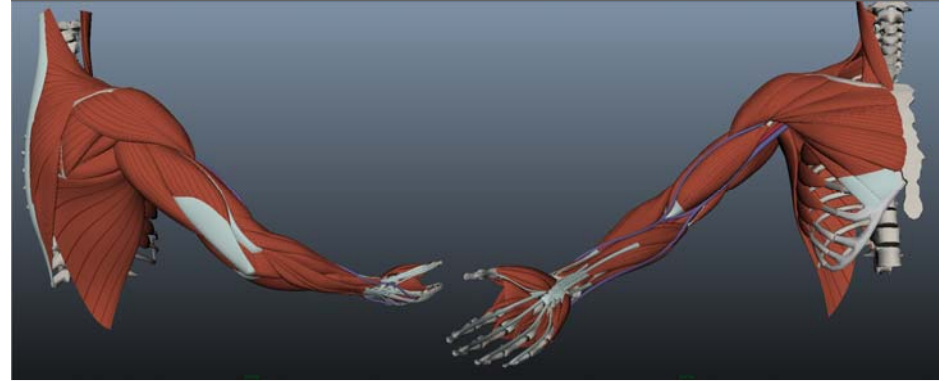
Student Work

Antonio Clariana



Student Work

Matthias Kapuvari



Student Work

Karlijn Konings



Karlijn Konings

Texturing assignment 2009-10

Student Work

Nils Ruisch



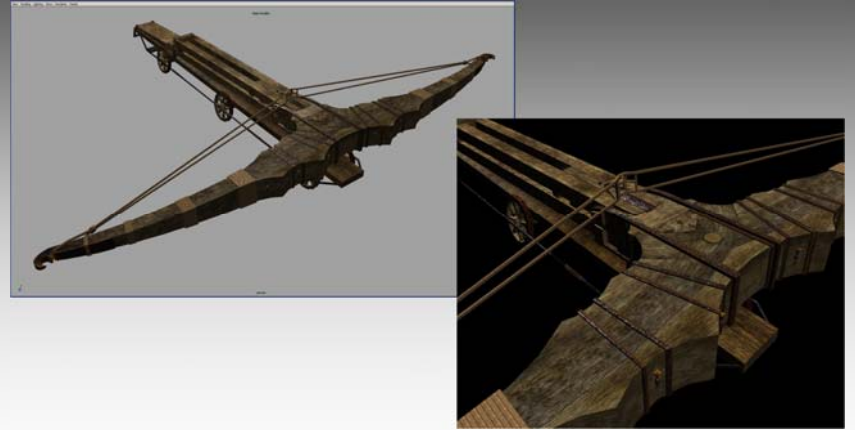
Student Work

Wytze van Balkom



Student Work

Sebastian Mollet



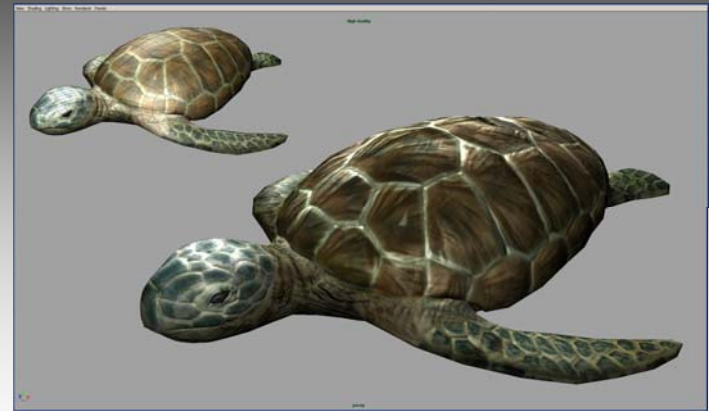
Student Work

Dirk Stoel



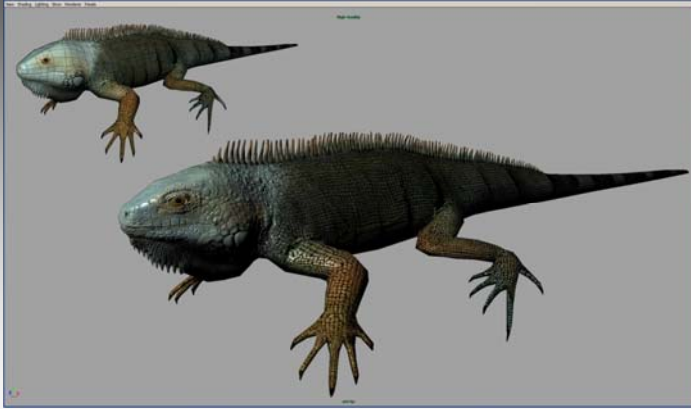
Student Work

Wouter van Vugt



Student Work

Carlo de Heer



Student Work

Simon van den Broek



Student Work

Bram Smulders



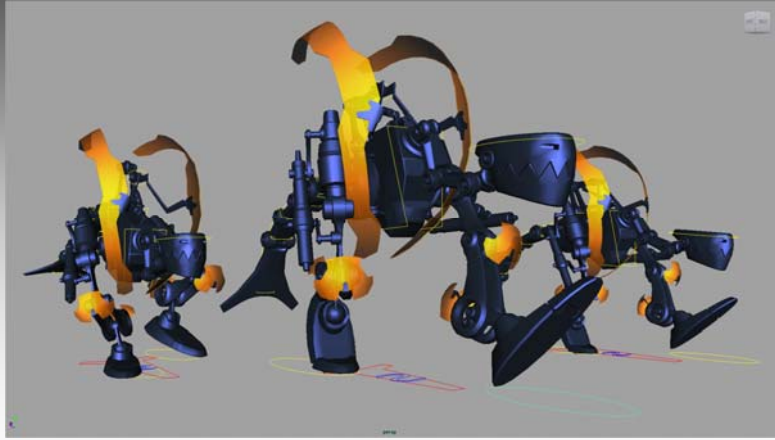
Student Work

Malte Langheim



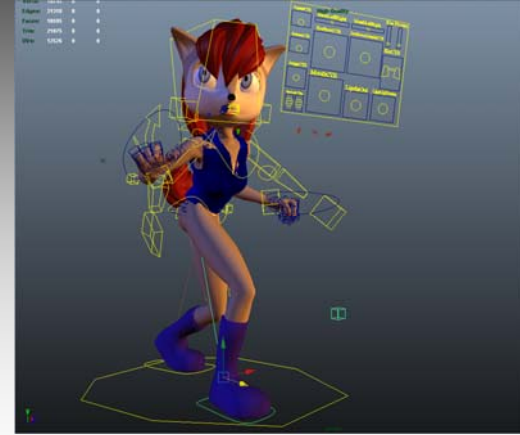
Student Work

Animation



Student Work

Mark Knoop



Student Work

Wouter van Vugt



Student Work

Nils Ruisch



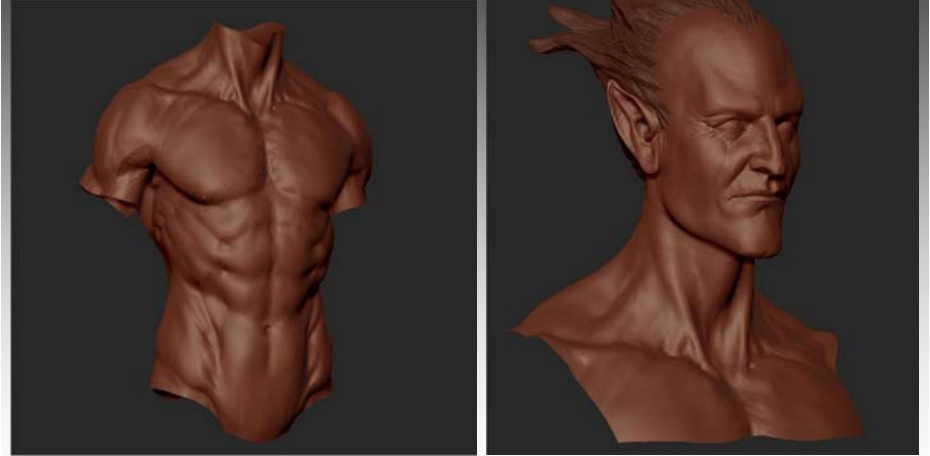
Student Work

Jeroen Tanis



Student Work

Jeroen Tanis



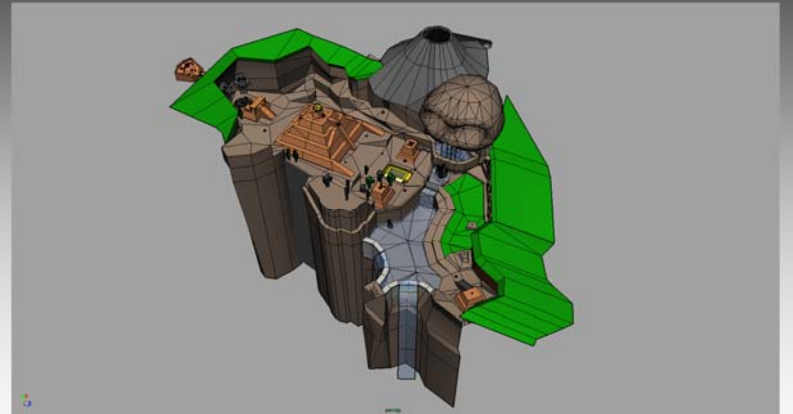
Student Work

Jordy Knoop



Student Work

Sebastian Mollet



Student Work

Daniel van Leeuwen



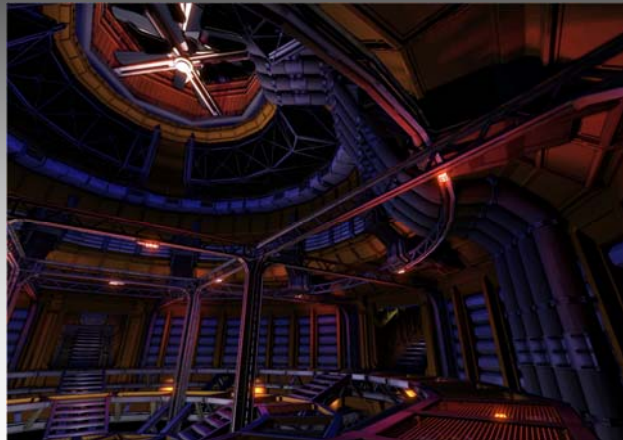
Student Work

Jasper Verbon



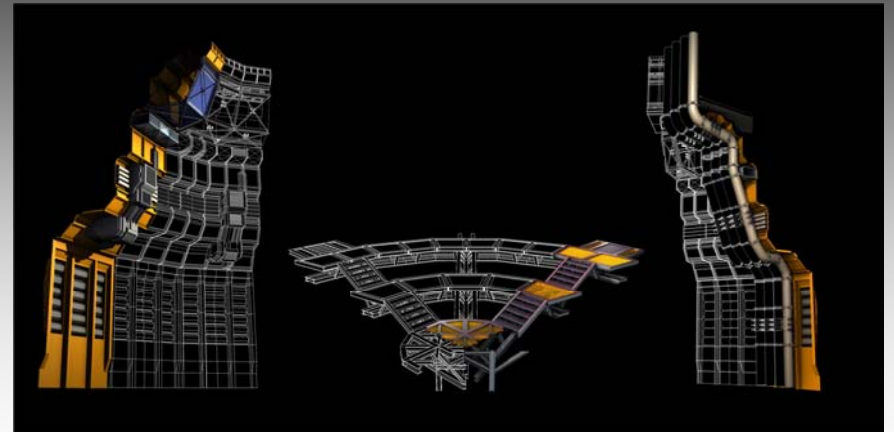
Student Work

Dwight Cornel



Student Work

Dwight Cornel



Student Work

Jenny van Son and Margaret Willemsen



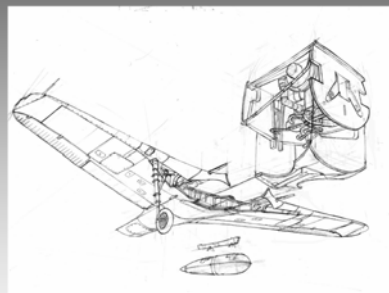
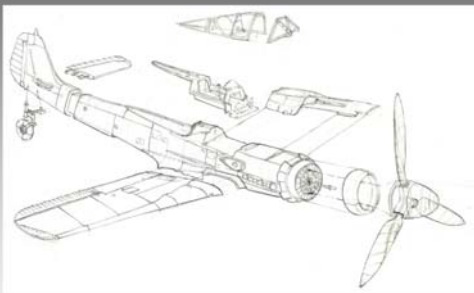
Student Work

Koen van der Sommen



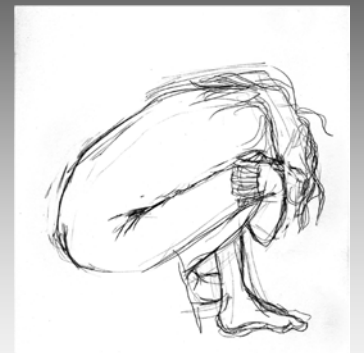
Student Work

Laurens van den Heijkant



Student Work

Elsje Bakker



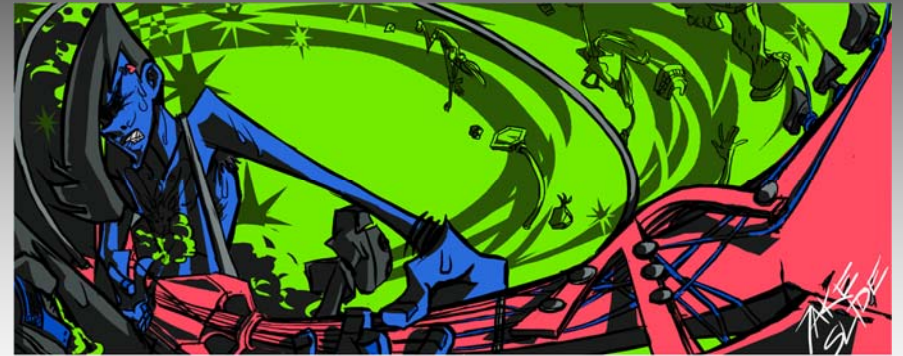
Student Work

Elsje Bakker



Student Work

Elsje Bakker



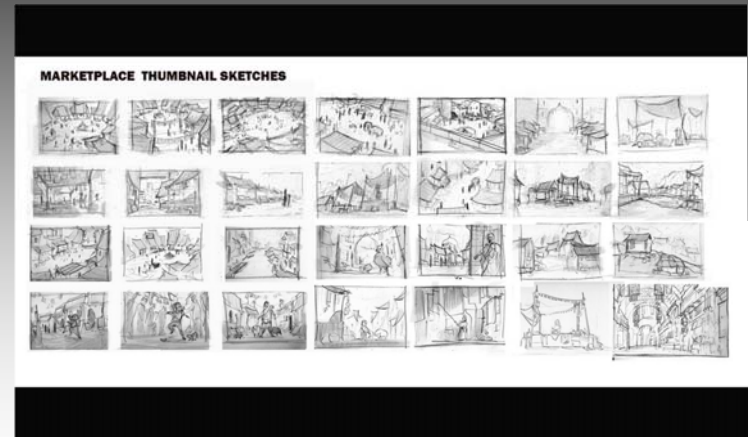
Student Work

Carlo de Heer



Student Work

Kamyar Fadai



Student Work

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Student Work

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Student Work

Malte Langheim



Student Work

Jordy Knoop



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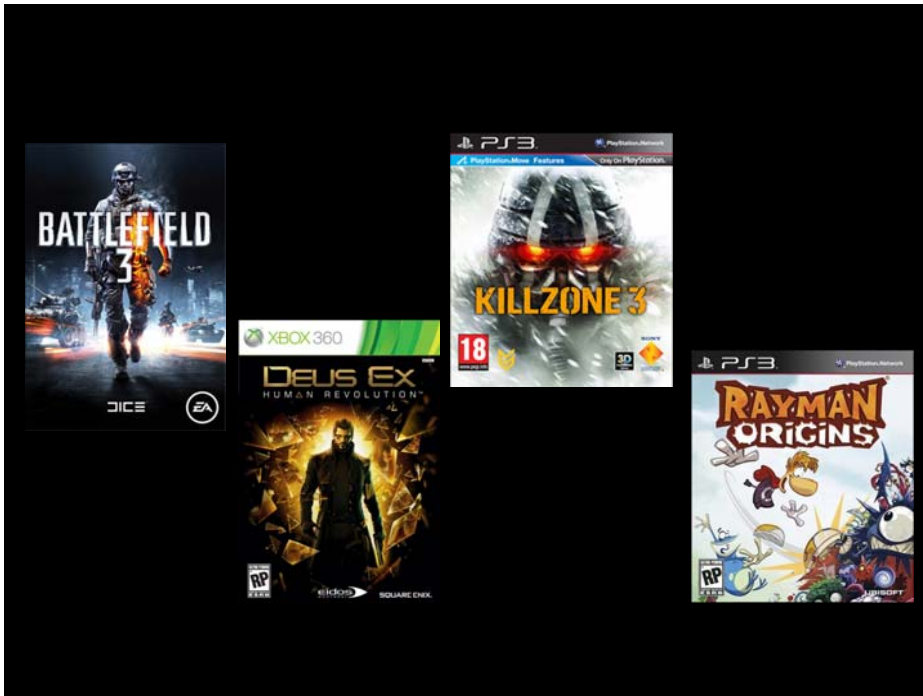
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	B		
	C	Internship	
	D		
YEAR 4	A		
	B		
	C		
	D		

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Internship

- 🎮 Guerrilla Games
- 🎮 Triumph Studios
- 🎮 Vanguard Games
- 🎮 Ronimo games
- 🎮 Codeglue
- 🎮 Outso
- 🎮 Nixxes
- 🎮 Ubisoft, France/Germany
- 🎮 Rebellion, United Kingdom
- 🎮 Lion Head, United Kingdom
- 🎮 DICE, Sweden
- 🎮 Funcom, Oslo, Norway
- 🎮 Snapdragon Games, Hamburg, Germany



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YEAR 3	A	Drawing Skills	
	B		
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	D		
YEAR 4	A	Specialization	
	B		
	C	Graduation	
	D		

Student Work

Arno Schmitz

- 🎮 Graduation Video Reel

International Game Architecture & Design After IGAD

- 🎮 Master Programme
- 🎮 Game Companies
 - Recent graduates joined
 - Guerrilla Games
 - Lionhead studios, United Kingdom
 - Codemasters, United Kingdom
 - Rebellion, Oxford, United Kingdom
- 🎮 Serious games
- 🎮 Simulation and visualization
- 🎮 Animation, motion pictures and commercials

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IGAD Visual Arts students

- 🎮 Intake is around 75 students
- 🎮 All 1st year students will be selected by staff

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Successful IGAD Visual Arts students

- 🎮 Good academic record at previous school
- 🎮 Good study habits
- 🎮 More interested in art than games
- 🎮 Courteous to others

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We are looking for students...

- ☞ Which are dedicated and ambitious
- ☞ That show interest in art, architecture, engineering, history, general science, math, physics and industrial design
- ☞ With good observation skills, and aptitude for and preferably experience with drawing, painting, and design
- ☞ That have a professional attitude
 - ☞ Although we are not looking for professionals!
- ☞ We are foremost looking for students that show potential

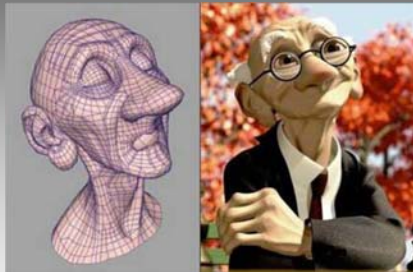
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How to prepare?

- ☞ Exercise drawing, sketching and design will likely improve your observation and visual communication skills
- ☞ Try to develop a sense for what is considered to be beautiful or at least try to point down your own preferences
- ☞ All classes are taught in English, so it is wise to improve your English as much as possible before applying
- ☞ Having experience with computer graphics has proven to be a poor indicator of success at IGAD, obtaining basic knowledge beforehand however is welcome
- ☞ Improve your knowledge regarding math
- ☞ Pay attention to how you present yourself

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Questions?



End of presentation