



ACADEMY *of* ART UNIVERSITY®

School of Game Development



STEM
certified school





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Program Overview

We offer two degree tracks—Game Development and Game Programming. Pursue your love for both the art and science of games at the School of Game Development.

OUR MISSION

Don't let the word "game" fool you. The gaming industry is not child's play—it is the largest, fastest-growing media industry in the world. It's bigger than Hollywood, and it dwarves the music business, making more than \$100 billion a year.

As a student in the School of Game Development, you'll experience the entire game development cycle—from creating concept art and UI & UX for games, to writing robust code and artificial intelligence (non-player character behavior). You'll develop specialized skills that prepare you for a career in one of the most vibrant, multifaceted, and expansive industries.

WHAT SETS US APART

- Learn both the art (Game Development) and science (Game Programming) needed to create the games of the future
- We focus on collaboration with outside gaming developers
- During your time in our program you will be encouraged to enter and participate in contests hosted by industry giants
- More than 20 Game development students have been awarded the Blizzard Student Art Award contest since 2012
- You will learn from professionals with industry experience, and every semester, industry creatives will be on hand for guest lectures and presentations
- Graduate with a portfolio or demo reel that showcases your creativity and skill
- We are located in San Francisco—known as a hub for console, PC, and mobile gaming



What We Teach

At Academy of Art University, you will receive a well-rounded education in the arts and sciences, with an emphasis on techniques in game design, game programming, concept art, 3D modeling, and animation.



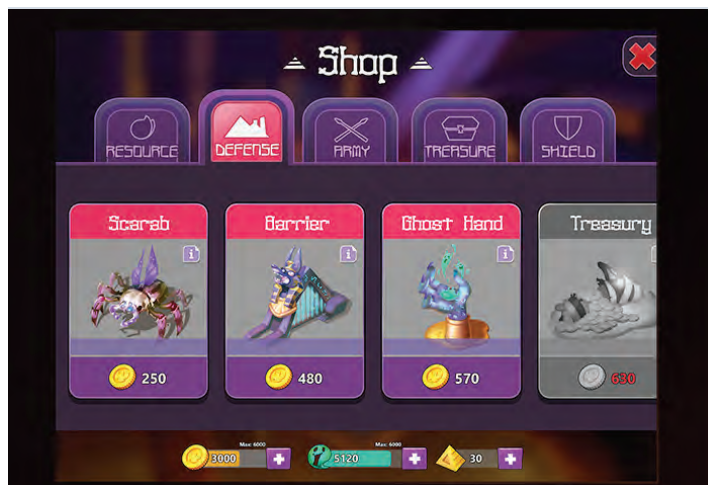
3D ART

Develop high-resolution models of characters and environments to bring your ideas to life. You will also gain a versatile understanding of the tools necessary to create UVs, light maps, normal maps, and textures.



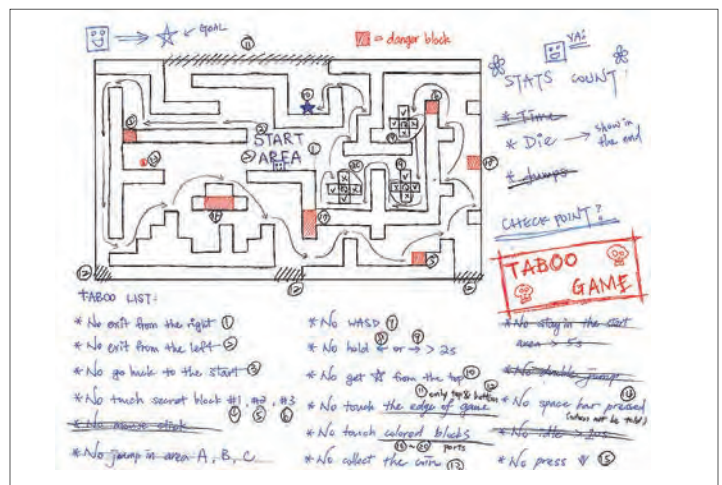
CONCEPT ART

Concept Art is the development of game characters and environments. You will help create the look of the heroes, villains, and environments that they inhabit, including game palette, lighting, and composition.



UX/UI

User experience (UX) and user interface (UI) refer to how the player interacts with the game—from simple score and map display, to in-depth character customization. We offer critical training on combining art, design, psychology, visual language, and engineering into a unified interface.



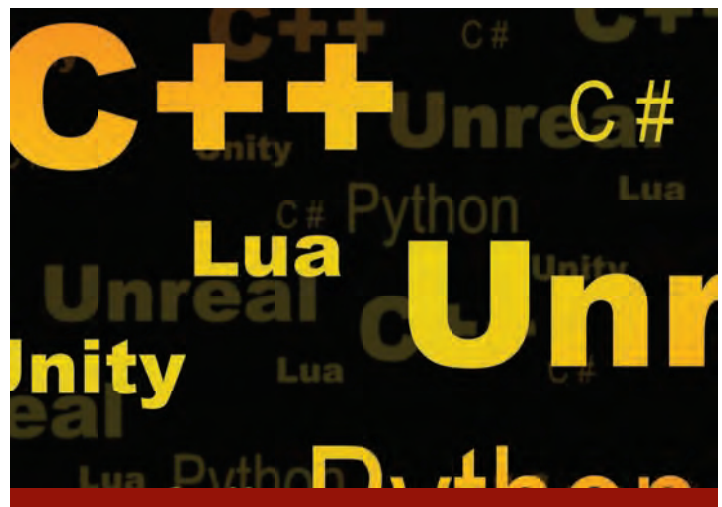
GAME/LEVEL DESIGN

Learn the fun and feel of a game by taking concepts through implementation, execution, iteration, and focus testing. Develop design documentation that will help programmers and artists create a playable and enjoyable video game experience.



ANIMATION VFX

Animation and Visual Effects gives a game it's personality. The most well-designed and crafted character doesn't come to life until someone makes them move and give them some personality. Visual Effects, such as fire, laser blasts, and warp gates, grab the player and transport them to another world altogether.



GAME PROGRAMMING

Object-oriented programming will be emphasized to help you develop strong problem-solving skills and an efficient code style, both of which are essential to gameplay programming and game development.

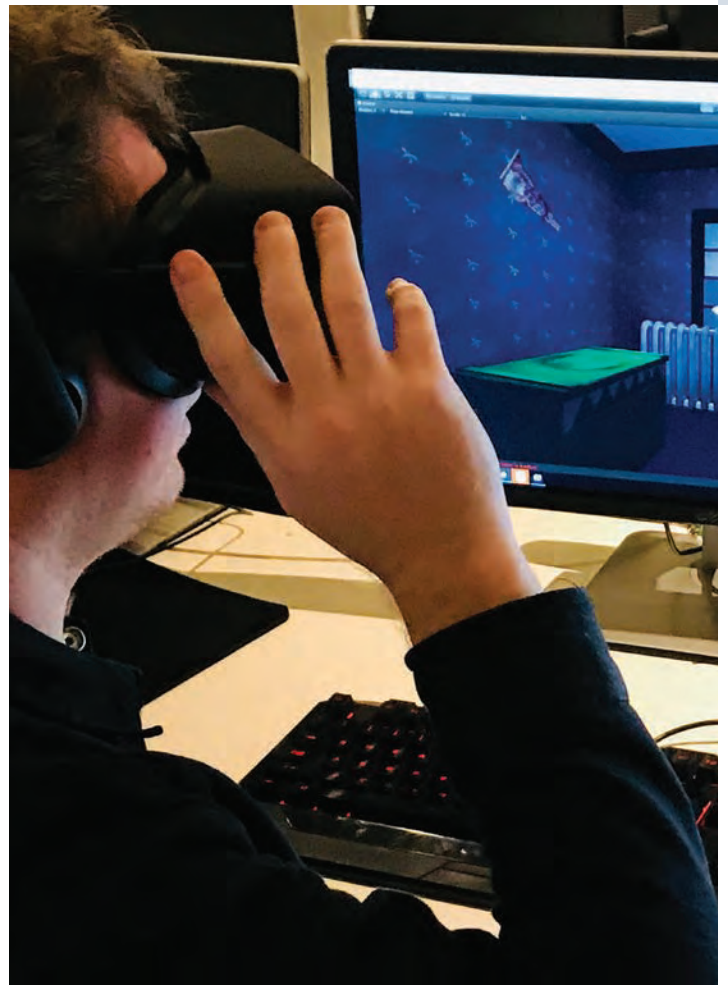
The School of Game Development Difference

As a student in the School of Game Development, you'll enjoy opportunities that only the Academy of Art University can provide. For example, we are one of the few art and design colleges to be STEM Certified.

VIRTUAL & AUGMENTED REALITY

Rapid advances in both virtual reality (VR) and augmented reality (AR) are creating new and challenging opportunities for developers. These opportunities include everything from developing new languages for describing player interactions, to designing environments that capitalize on the medium's ability to represent more of the human senses.

At the Academy, we use technologies like the Oculus Rift, the HTC Vive, and the Microsoft Hololens to push our understanding of what augmented reality gaming experiences mean to players today, as well as where the medium will take us tomorrow.





ESPORTS

Whether you play casually or competitively, our esports program and active gaming community offers students across campus a place to play video and tabletop games. We host weekly game events and play at least six different tournaments throughout the semester that let you test your skills against fellow classmates. For more competitive students, we offer the opportunity to play for the school in league-based competitions against other universities and colleges in North America.

As the next billion-dollar industry, the esports industry will create careers for more than just the players. For those interested in the production of esports, we offer courses in broadcasting, production, streaming, advertising, social media, and promotion of esports events. Our esports tournaments and weekly events are live-streamed on the internet and run by our students, giving you a real-world experience.



STEM
certified school

Faculty

The instructors at the School of Game Development don't just teach you about the gaming industry, they are part of the gaming industry. Learn what it takes to succeed in this ever-evolving industry.



David Goodwine
Executive Director

David Goodwine has more than 17 years in the entertainment industry and 12 years in game development. He has worked for Double Fusion, Eidos/Crystal Dynamics, Electronic Arts, and PDI/Dreamworks. Credits include *Legacy of Kain: Defiance*, *Lord of the Rings: The Two Towers*, and *Tomb Raider: Legend*.



David "Rez" Graham
Director of Game Programming

An avid longtime player, student, and maker of games, David "Rez" Graham has worked in the industry as an engineer since 2005. Credits include code work for PlayFirst, Slippgate Ironworks, Planet Moon Studios, and, most recently, a lead AI Programmer position on *The Sims* at Electronic Arts.

**Michael Witzel**

Director of Esports

Michael established the ArtU Esports program at Academy of Art University in 2016. On the side, he works as a game designer and scripter. He graduated from Academy of Art and majored in Game Design. Michael is a veteran of the U.S. Marines, where he worked as a technical controller; designing, building, and maintaining communication networks from the ground up.

**Charles Huenergardt**

Online Director

Charles Huenergardt started at Sega in 1996 and worked on PlayStation games such as *God of War*, *The Lord of the Rings: The Return of the King*, *Project: Snowblind*, *Shrek the Third*, *25 to Life*, *Army Men*, *Pictionary for Wii*, and *Spider Man: Web of Shadows* for the XBOX 360.

**Pryce Jones**

Graduate Director

Pryce Jones has spent the past 11 years as an environment artist, concept painter, and art director, working on games such as *Lord of the Rings: The Two Towers*, *Legacy of Kain: Defiance*, *Tomb Raider: Legend*, and *Indiana Jones and the Staff of Kings*.

**Brian Hess**

Associate Director

Brian Hess is a freelance artist for Beneville Studios, creating commissioned artwork and one-of-a-kind objects for exclusive clientele. Previously, he worked at Thrasher Magazine, Atlantis Resorts, Zynga, TinyCo., and most currently Action Lab Comics.



Degree Options

GAME DEVELOPMENT DEGREES

ASSOCIATE OF ARTS (AA)

Learn fundamental concepts of game development in multiple disciplines, giving you a strong foundation for advanced BS and BFA degree programs.

BACHELOR OF FINE ART (BFA)

Students learn techniques for 3D modeling, animation, and lighting in video game production while gaining a solid grasp of game engine technology and pre-production and production methodologies.

MASTER OF ARTS (MA)

Learn to synthesize traditional art and design fundamentals with today's groundbreaking technologies. You will be equipped with skills gained through hands-on prototyping of game mechanics and art creation and will showcase those skills by creating an industry-quality portfolio.

MASTER OF FINE ARTS (MFA)

Learn game art skills and techniques including texture and light; game and level design with vector and 3D technology; animation of characters, environments/props, or VFX; and modeling of both environments and characters. Gain an understanding of movement, proportion, and functionality of designs.

GAME PROGRAMMING DEGREE

BACHELOR OF SCIENCE (BS)

Develop strong problem-solving skills, learn to write efficient code, and collaborate with artists and designers to provide optimized solutions for game design. The BS in Game Programming curriculum emphasizes the data structures, algorithms, and software architecture techniques used by the industry to create innovative games.

Our Facilities

Bring your ideas to life in real-world development environments using industry-standard tools, full production facilities, and client pitch rooms. Our collaboration war rooms are open to students campus-wide.



CROSS-DEPARTMENTAL WAR ROOMS

Designed to expose you to a real-world work environment, you'll collaborate with students from Schools of Music, Illustration, Animation and more in these designated work areas.

VR & AR

Test and preview games using two-camera tablets equipped with virtual reality (VR) and augmented reality (AR) smart technology.

THE GAME ROOM

There's time for fun too, as all students are welcome to participate on our vibrant and growing esports teams with a dedicated room that has a variety of consoles and PCs.

CINTIQ LAB

Draw effortlessly in a digital format using Wacom Cintiq tablets—available for both in-classroom and lab-based projects.



Student and Alumni Testimonials

Our 50,000-plus Academy alumni are some of the most successful and sought-after professionals in art, entertainment, and design today. But we're just getting started. Our current pool of creative and innovative students are preparing to redefine the future.





"I chose the Academy because it seemed like it would provide me with the most hands-on experience. From very early on here, I was making games. I love being able to work on collaborative projects with other students. I'm currently leading a 20-person team, which is very rare at other universities."

Riley Cox

Game Development student



"The opportunities at the Academy are amazing. I've worked on so many collaborative projects covering the gamut of the game development production pipeline. It's great!"

Salvatore Riniolo III

2016 Game Development BFA student



"What I like best about the School of Game Development is that the instructors don't just teach—they constantly provide resources and opportunities for active learning."

Fei F. Ou

2015 Game Development BFA student



"I chose Academy due to its location. We have teachers from all over the industry who are still working in the field, and they bring that to us. When I got to the School of Game Development, I wasn't segregated into one speciality or track. This allowed me to build skills in all sort of areas. Now I have training in art, coding, modeling, and producing."

Victoria "Via" Pruitt

Game Development student

Partnerships

Our campus is located in the San Francisco, one of the capitals of art and design, and the global hub for traditional and mobile gaming. In fact, our location offers some of the most exciting and sought-after educational experiences in the United States.

SLEDGEHAMMER GAMES

Benefiting from the Bay Area's robust game industry, the School of Game Development created the Presidential Advisory Board, which features high-profile game veterans Glen A. Schofield, co-founder and CEO of Sledgehammer Games, and Lee Petty, art director and project lead at Double Fine Productions. Students gain important skills from these and other companies that regularly hosts panels and critiques.

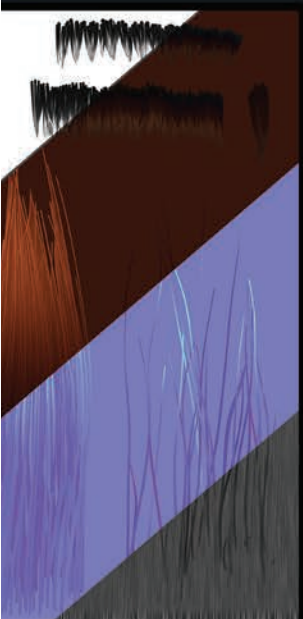
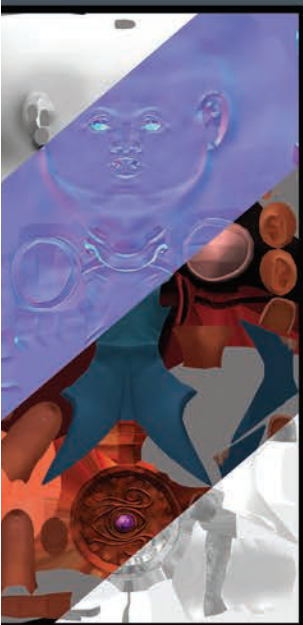
RIOT GAMES

Riot Games has been a longtime partner to the school. Creatives have spoken on campus, enthusiastically reviewed student portfolios, and advised school leadership on the creation of specialized classes that directly address the needs of the Riot Games production pipeline.



BLIZZARD ENTERTAINMENT

Blizzard Entertainment has been a partner to the School of Game Development at Academy of Art University since 2010. Top company creatives have delivered in-class lectures and reviewed countless student portfolios throughout the years. Several of our students have participated in and won the annual Blizzard Student Art Contest.



Career Paths

At the Academy, you will connect, interact, and network with industry leaders. Hiring companies provide special workshops, training presentations, and industry events—all preparing you for an incredibly successful career

CHARACTER & ENVIRONMENT CONCEPT ARTIST

Design and create the characters for interactive games, and the environments they live in. You'll imagine the visual look of interactive characters with contextual details to bring them to life, and learn all aspects of environmental design, from small props to full culture kits.

GAME DESIGNER

Balance gameplay elements to keep games engaging. You will improve systems, contribute to features, and participate in testing to create immersive worlds and evoke emotions.

GAME PROGRAMMER

Work in the heart of the game development process as you create the computer code that runs and controls the game. Test the code, fix bugs, and develop customized tools for use by other members of the development team.

3D CHARACTER & ENVIRONMENT ARTIST

From conceptual models, you'll use your skills to bring video game characters and their environments to life with 3D modeling techniques.

UI/UX DESIGNER

Use your knowledge of game features, design, motion graphics, and user paths to create an immersive experience.

WHO IS HIRING OUR ALUMNI

Arena Net
Blizzard Entertainment
Crystal Dynamics
Electronic Arts
Riot Games
Sony Computer Entertainment
Telltale Games
Zynga



Additional Learning Experiences

Academy of Art University has a hands-on program for every interest at every level. If you are looking to upgrade your career, explore something you have never tried before, or hone existing skills, we have a program for you.



PRE-COLLEGE ART EXPERIENCE (Pcae)

This dual-scholarship program allows current high school students to take art and design courses at no tuition charge. In addition, they earn scholarship dollars towards future undergraduate studies at Academy of Art University.

Visit <https://www.academyart.edu/academics/pre-college-art-experience/> or call 415.274.2200 for more information.



CONTINUING EDUCATION

Time for a career upgrade? Want to follow your passion? Learn, be inspired, and expand your creative potential by taking hands-on courses from industry-experienced faculty. Flexible art and design courses are available online and in San Francisco.

Visit <https://www.academyart.edu/academics/continuing-education/> or call 415.274.2200 for more information.

STUDY ABROAD

One of the best ways to learn about the world is to see the world. Take advantage of one or all of these exciting Study Abroad opportunities.

The Liberal Arts Seminar in Europe is a three-week intensive traveling course visiting some of Europe's greatest cities and collections.

The Fine Art Intensive in Italy takes you to Florence, Italy, for seven and a half weeks during Summer semester.

The School of Fashion offers awards scholarships to study in Paris with Studio Berçot and L'École de la Chambre Syndicale de la Couture Parisienne.

The Illustration Department also has a summer semester in Florence emphasizing cultural awareness in painting and drawing.

For more information about these Study Abroad opportunities, including cost and visa matters, visit www.academyart.edu/academics/study-abroad



Awards and Accolades

Academy of Art University is committed to the highest standards of achievement in art and design. Here's a small sampling highlighting some recent accomplishments of our outstanding students, faculty, and alumni.



FIND YOUR PLACE. MASTER YOUR CRAFT.



#3 BEST ONLINE ART PROGRAMS IN AMERICA *

**9 YEARS WORKING
WITH NASA**

**RANKED IN TOP FIVE 3D MOTION
GRAPHICS SCHOOL IN THE WORLD ***

RED DOT RANKS
SCHOOLS OF GRAPHIC
DESIGN AND
INDUSTRIAL DESIGN
TOP 10
SCHOOLS FOR DESIGN
7 YEARS IN A ROW

ONE OF THE
TOP 5 BEST
CREATIVE MEDIA &
ENTERTAINMENT
SCHOOLS WORLDWIDE *

**BEST ONLINE
MASTERS
PROGRAM
IN 2019 FOR
ART HISTORY ***

★ ★ ★ RANKED IN THE ★ ★ ★
**TOP 10 BEST
PHOTOGRAPHY SCHOOLS ***

**TOP ANIMATION
& VFX SCHOOL
IN THE UNITED STATES ***

#1 BEST DIGITAL ILLUSTRATION *
SCHOOL IN THE UNITED STATES

* Rankings provided by The Rookies, Animation Career Review, Hollywood Reporter, OnlineMasters.com, The Art Career Project, and topteny.com *

Online Education

Take any online course at the Academy, and experience the visual, interactive, and dynamic courses we're known for. You will have the same quality instructors, the same hands-on learning opportunities, and the same attentive support as our onsite students. The difference? The flexibility to earn your art and design degree on your terms.

ONLINE BENEFITS

- A support staff of over 100 Academy of Art employees offers 900+ online courses and 1,500 instructional videos per semester, spanning 35 online majors, and teaching students from 50+ countries
- Course content is proprietary, created in-house by industry experts, and exclusive to the Academy
- The classes are a mix of lecture content, video, written content, recorded audio, interactive slide-shows, and hands-on work
- The innovative curriculum is created by instructional designers and industry professionals
- A student-run Facebook group, AAUHOO, has more than 4,000 members and invites you to join this thriving online community
- We're constantly building new courses, reworking old ones and adding features to our LMS based on student feedback

Visit academyart.edu or call 415.274.2200 for more information.

“Taking classes online really benefited me as a student in allowing me to hone in on each of my skills and develop them before I got a job in the industry.”

— Mark Cofer
Graduate School of Music Production &
Sound Design for Visual Media Alumn 2014
Hollywood Film Composer and Academy of
Art University Instructor



Academy Life

A substantial part of an artist's growth and inspiration occurs outside the classroom or studio. At Academy of Art University, we understand this. Here are some resources and opportunities that are available to all students.





ACADEMIC CLUBS

Join students with similar interests to discuss ideas, promote your work, form collaborations, and share information.

FITNESS & RECREATION

Campus Recreation classes and workshops—and access to our free gym, pool, basketball courts, and skateboard ramp—will help you stay active healthy.

VIRTUAL BOOKSTORE

All required textbooks are available at our virtual bookstore.

CULTURAL CLUBS

Everyone needs a break from the studio. With dozens of clubs and organizations, find a new creative outlet and build lifelong relationships.

ESPORTS

Our active gaming community hosts and attends regular gaming events for both casual or competitive players.

EVENTS

Campus Life is designed to inspire, educate, and promote fun. Our events are created in coordination with student-run groups and organizations. Make the most of your university experience: grow, learn, laugh, and run with us.

Visit <https://www.academyart.edu/campus-athletics/clubs-organizations/> for more info.

URBAN KNIGHTS RADIO

Listen live online to our athletics teams, hear unique talk shows, and dance to your favorite tunes on UrbanKnightsRadio.com, an iHeartRadio partner.

HOUSING

Housing is guaranteed for all new, full-time onsite students. We have 17 different housing options to choose from located in the heart of San Francisco.

DINING

Stay healthy with delicious and filling meals in one of our dining halls with flexible meal plans and Knight Kash. Use the Knight Kash on your student ID for dining on campus and at select off-campus vendors.



San Francisco

Academy of Art University is an extraordinary place to be a college student. One of the world's great creative capitals, San Francisco has been our home since 1929. Our neighbors include giants in everything from advertising, animation, and architecture to communications, game development, and web design.





MUSEUMS

Academy of Art University Auto Museum
 Legion of Honor
 de Young Museum
 Asian Art Museum
 San Francisco Museum of Modern Art (SFMOMA)
 California Academy of Sciences
 Yerba Buena Center for the Arts
 Cable Car Museum
 Palace of Fine Arts Theatre
 Exploratorium
 Walt Disney Family Museum
 Museum of Performance & Design
 Museum of Craft & Design
 Museo Italo Americano
 Cartoon Art Museum
 Museum of the African Diaspora
 Galería de la Raza

TRANSPORTATION

MUNI
 AC Transit
 BART (Bay Area Rapid Transit)
 Cal Train
 Golden Gate Transit

THEATRES & VENUES

The Fillmore
 Bill Graham Civic Auditorium
 The Warfield
 Bottom of the Hill
 Rickshaw Stop
 Alamo Drafthouse
 Great American Music Hall
 The Independent
 The Fox Theatre
 SHN Orpheum Theater
 The American Conservatory Theater
 The Castro Theatre
 SFJAZZ
 San Francisco Conservatory of Music
 San Francisco Opera
 San Francisco Symphony
 San Francisco Ballet
 Oracle Park



Athletics

We are the Urban Knights—the only higher arts education institution in the U.S. to have an NCAA athletics program. Competing specifically within NCAA Division II and the Pacific West Conference, the Urban Knights are made up of 14 collegiate sports teams dedicated to distinction, sportsmanship, pride, teamwork, credibility, and creativity.

The Academy is one of the unique places in the world where students can find a beautiful balance for their artistic and athletic passions.

Our student-athletes have told us that as they gain art and design skills, they become better athletes; and as they improve their athletic abilities, their art is augmented. You can pursue your love of art, and your love of sports, and you can be successful in both.



WOMEN'S

Basketball
Cross Country
Golf
Soccer
Softball
Tennis
Track & Field
Volleyball

MEN'S

Baseball
Basketball
Cross Country
Golf
Soccer
Track & Field

NCAA PROGRAM

Join one of our teams or come out and support your fellow artist-athlete. We play in great venues throughout San Francisco, including Kezar Pavilion, Paul Goode Field, SF Bay Tennis Club, and Presidio Golf Course, among others. Let the Fan Bus take you to the games.

The NCAA is a trademark owned by the National Collegiate Athletic Association.

ARTIST ATHLETES

The Urban Knights have quickly made a name for themselves with numerous conference and national accomplishments including 10+ NCAA championships. We are the first athletic program to win two NCAA National Championships (indoor and outdoor women's track & field) in our first year of postseason eligibility. We have made over 40 postseason appearances in men's and women's cross country, women's basketball, men's indoor and outdoor track and field, men's and women's golf, and women's tennis. Go Urban Knights!



Apply Today at academyart.edu

Apply year-round, and begin taking classes in Fall, Spring, and Summer semesters. Our Admissions Representatives will help you every step of the way. They want to help you succeed, and are trained to make sure your application best reflects your abilities. Apply today!

HOW TO APPLY

Apply online at academyart.edu

Or call 1.800.544.2787

Or apply in person in San Francisco
(Monday-Saturday)

79 New Montgomery St. San Francisco, CA 94105

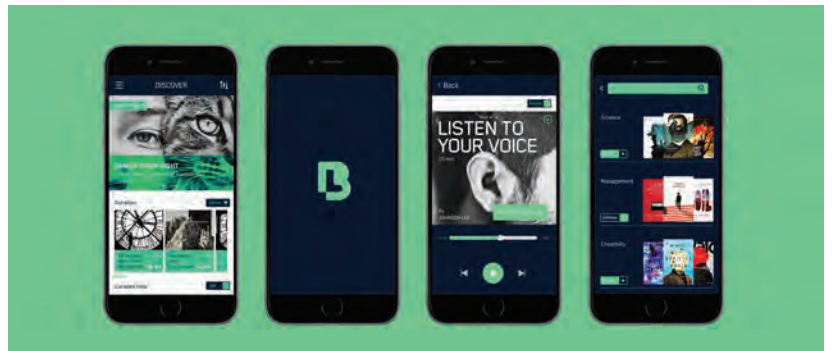
YOUR COMPLETED APPLICATION MUST INCLUDE:

- \$50* application fee (\$150 international)
 - \$95* enrollment fee
 - International applicants require a \$300* international student service fee
 - Fees can be paid by MasterCard, Visa, Discover.
By mail: check or money order
- *all fees are non-refundable, non-transferable



TRANSFER STUDENTS

1. Complete the application
2. Submit electronic transcripts to:
transcripts@academyart.edu
Or mail transcripts in a sealed envelope to:
Academy of Art University
Attn: Undergraduate Admissions Office
79 New Montgomery St.
San Francisco, California 94105



Master Your Craft

Academy of Art University is looking for dedicated students who want to become the great innovators, storytellers, collaborators, and problem solvers of tomorrow.

Our curriculum is rigorous—taught by some of the finest minds working in today's creative and innovative industries. We help you master your craft as you prepare for roles as professional artists and designers. You will be challenged.

But it's worth it.

Our students and alumni have made an impact on the world. They are Oscar and GRAMMY winners, animators, illustrators, and photographers. They make award-winning Super Bowl commercials, help create top-grossing movies and video games, and design some of the hottest fashion in the world. They are professional stylists, sculptors, actors, musicians, web designers, broadcasters, advertisers, screenwriters, architects, educators, transportation designers, bloggers and tattoo artists.

They are game changers—creative entrepreneurs who bring their magic, hunger, and work ethic to the world every day.

Isn't it time you joined them?





ACADEMY *of* ART UNIVERSITY®

Academy of Art University is located in downtown San Francisco and provides instruction around the world through its online campus.

We offer training in many specialized creative disciplines:

Acting*
Advertising
Animation & Visual Effects
Architecture
Art Education
Art History
Communications and Media Technologies
Fashion
Fine Art
Game Development
Graphic Design
Illustration
Industrial Design*
Interior Architecture & Design
Jewelry & Metal Arts

Landscape Architecture
Motion Picture & Television
Music Production & Sound Design for
Visual Media
Photography
Visual Development
Web Design & New Media
Writing for Film, Television & Digital Media

Academy of Art University
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www.academyart.edu

Accredited Member WSCUC, NASAD, CIDA
(BFA-IAD, MFA-IAD), NAAB (B.ARCH, M.ARCH),
CTC (California Teacher Credential).

*The following degree programs are
currently not offered 100% online:
Acting and Auto Restoration.