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Game Environment Art: A Path to the Games Industry 1st Edition by Alex Damarjian (Author) Be the first to review this itemAuthor: Alex Damarjian. From an art content perspective, your portfolio should show that youre able to do all tasks that are required to work on a game environment: modeling, texturing, composition, level . Caleb has been creating gorgeous interactive environments for over 15 years. Hes shipped 10 games as a key art team member, and contributed to many more as a consultant and technical art .

Majors in fine art, game art, and graphic design are ideal to pursue a career as an environment artist. Exemplary 2D drawing ability is necessary, and sculpting skills are a major plus. You must be proficient with 3D modeling software like 3ds Max, Maya, or Zbrush, and the use of Photoshop. This book is a guide that will take students and professionals from applying to and moving up through each level of the game industry. From student to Art Director the reader will learn about the various positions and skillsets within the game industry as well as how to create the art .

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