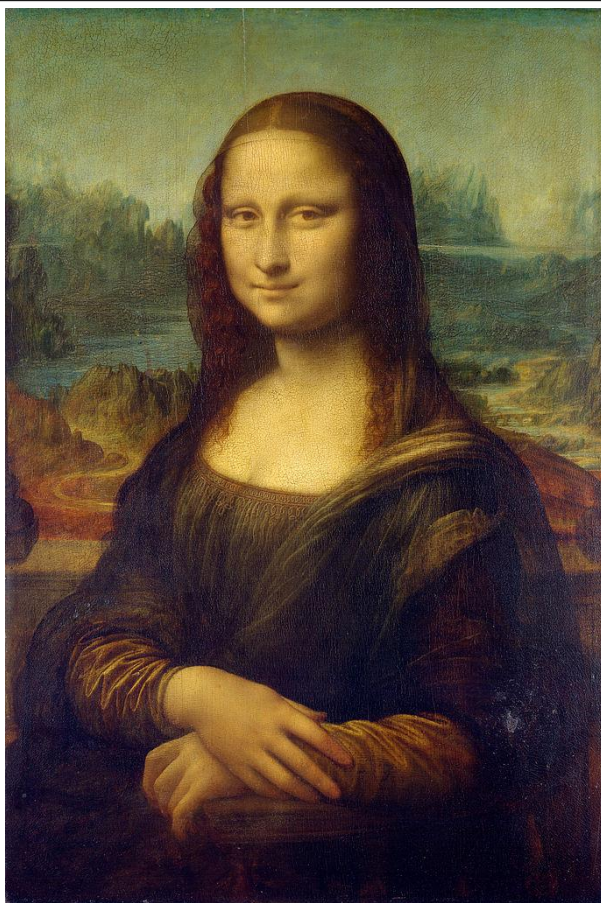


The Problem with Modern Art and Game Design Education

Andrew Williams

Assistant Professor, University of Wisconsin-Stout



Drawing

Digital Narrative

Animation

Painting



That one fucking humanities class

Writing

2D Design

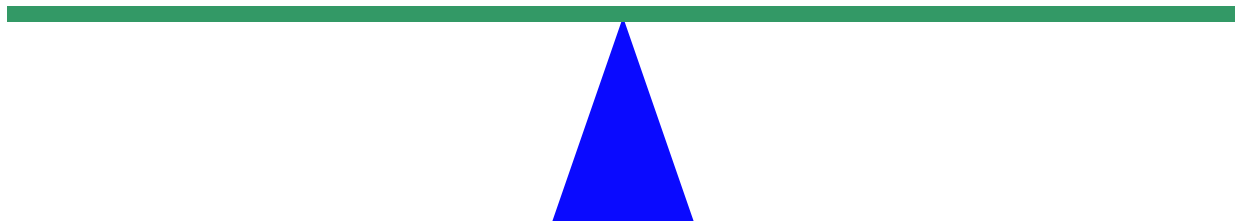
3D Design

Computer Programming

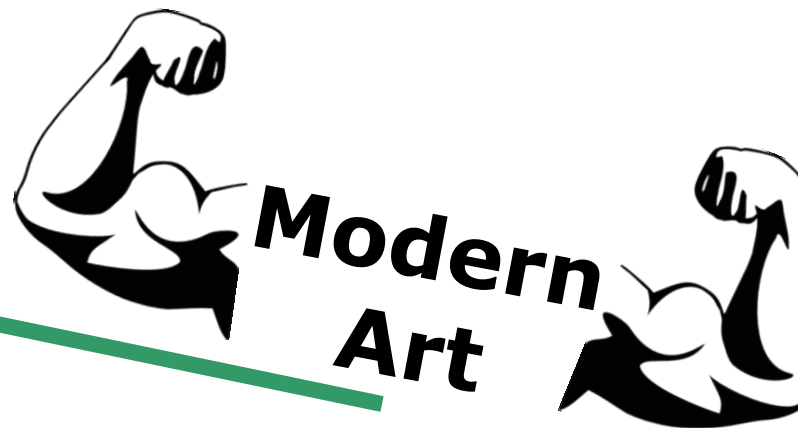
The Playground of Art History

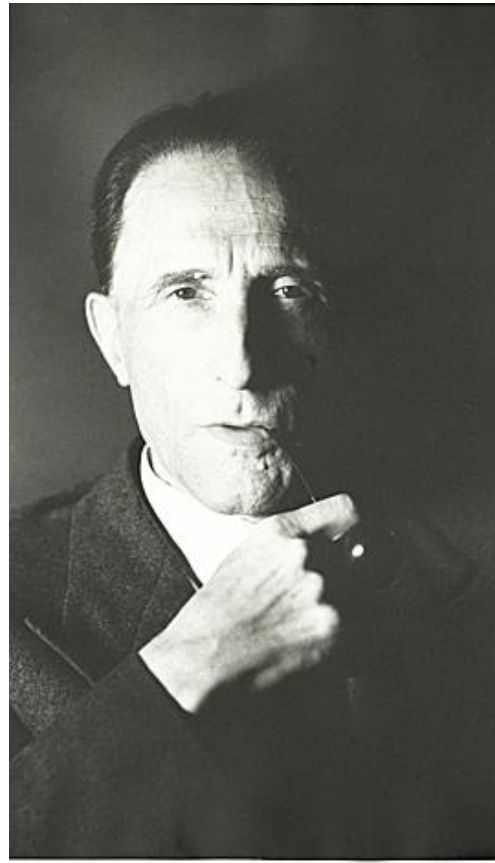
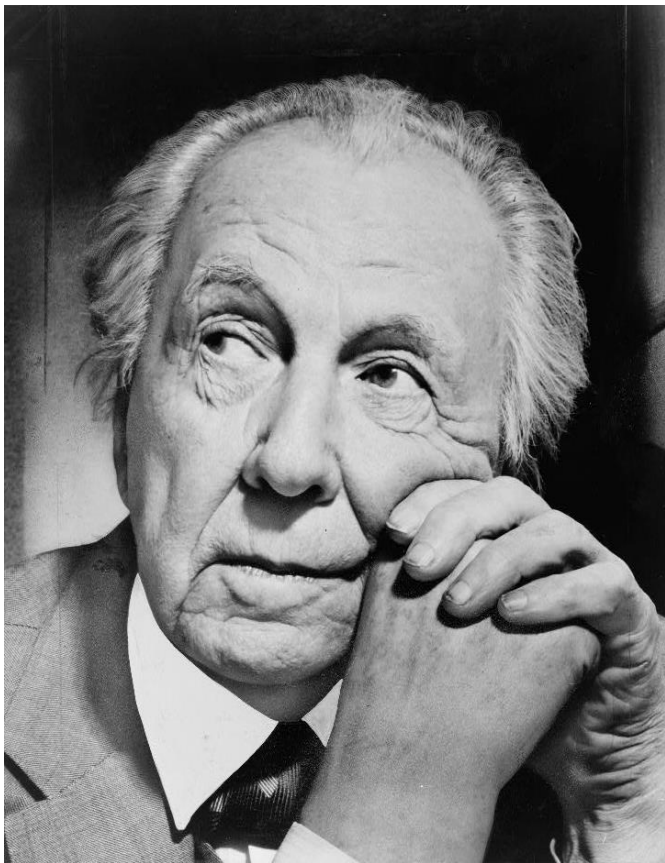
Everything
Else

Modern
Art



The Playground of Art History





Using the Right Tool for the Job

- What Modern Art Does
 - ~~Realistic Nakedness~~
 - ~~Realistic Representations of Space~~
 - Purity
 - Intangible Subject Matter
 - *Avant-garde* Aesthetics



Using the Right Tool for the Job

- What Game Art Typically Does
 - Often Represents a Space or Place
 - Relatable Characters (if present)
 - Reinforces Narrative/Thematic Aspects

Round Pegs and Square Holes



Drawing

Digital Narrative

Animation

Painting



Human Stuff...(sure whatever)

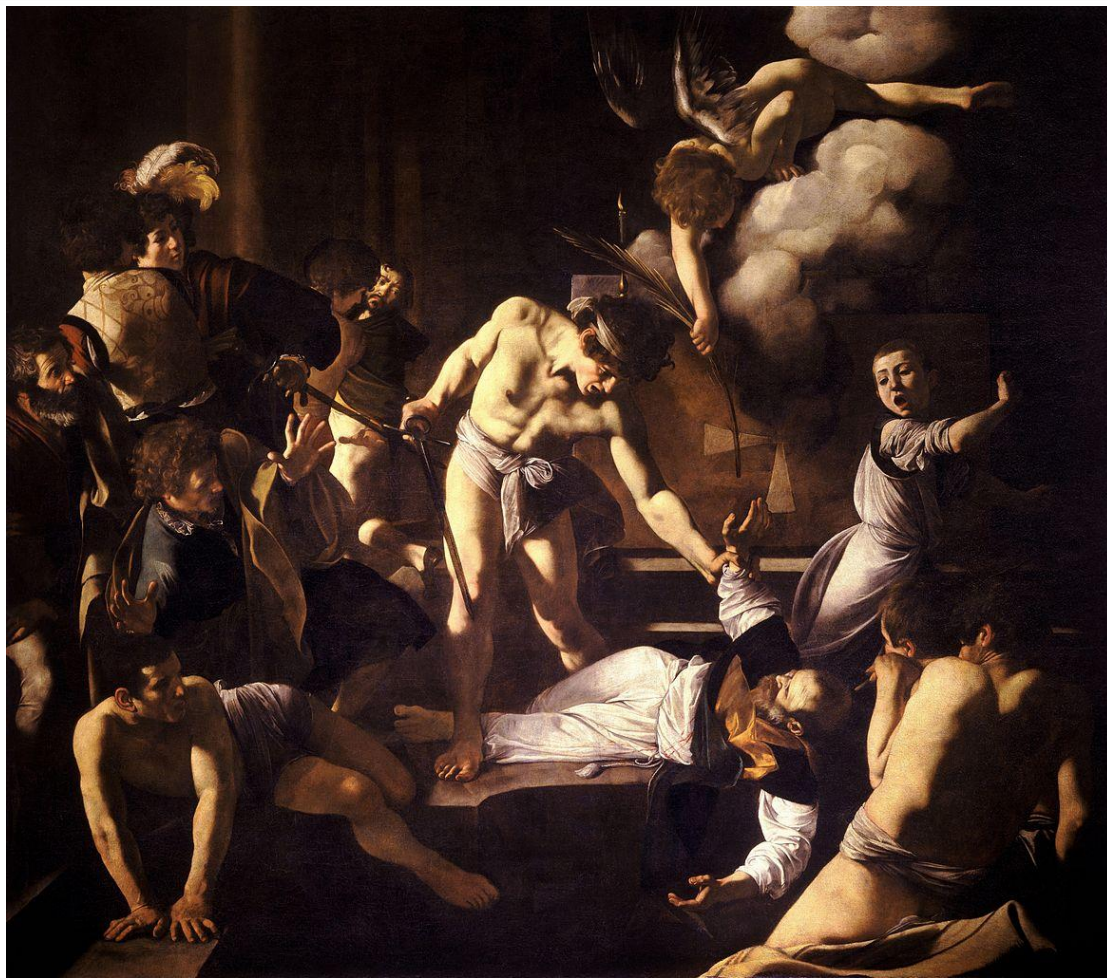
Writing

2D Design

3D Design

Computer Programming





Problem? What Problem?

Thank You

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