



NEWSLETTER

June 2023

Congratulations, Class of 2023!



Our Game Artist Class of 23 showed off their final graduation projects at The Arthouse Show 23 in May.

Work was exhibited alongside that of other final year students' in Illustration, Graphic Design, Fine Art and the MA Creative Media. The Show was one of our busiest on record, which was fantastic. Game Art as always was quite a draw with a real variety of work this year encompassing environment art, concept art, UI design and even the burgeoning area of digital fashion.



It was great to see so many visitors to Game Art including our alumni, now working in industry as well as guests from Reality Gaming, V-EX Midland Studios and 3d Total Publishing, as well as all our graduates' friends and family of course.

If you didn't manage to visit the show in person, the Show is available online via <https://www.worcesterdegreeshow.co.uk/23/game-art/>. You can also see our Game Art 'back catalogue'.

The Rookies

The Rookies is a community for non-professional digital artists. They are the self-styled “Artstation **before you go to Artstation”.**

It gives members the chance to build online portfolios and get feedback on their work from professionals while still developing, building exposure, confidence, networking and allows members to see how they compare to others people at their level (benchmarking).

Earlier this year Jacqui met with [Alwyn Hunt](#), one of the founders of The Rookies, to look at ways our school can engage more with this brilliant resource.

Every year, The Rookies run a prestigious international competition and we are happy to see that a bumper number of our final year students have entered the [Rookie Awards 2023](#) awards this year.

Good luck to Jack, Brandon, Iva, Lovro, Elen, Amy and any other of our graduating class that have thrown their hat in the ring!

Finalists are announced on June 30th and the winners will be announced on July 16th.

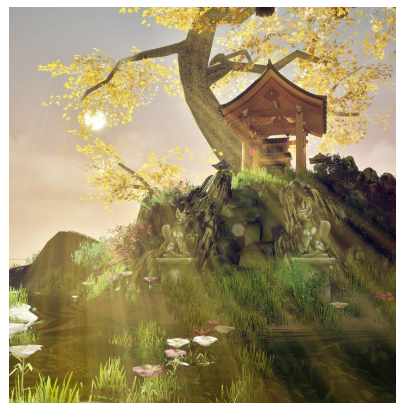
You can see our students' entries below.

- <https://www.therookies.co/entries/23455> **Elen Roberts - Draft Selected!**
- <https://www.therookies.co/entries/23149> **Jack Wade**
- <https://www.therookies.co/entries/25945> **Brandon Keeley**
- <https://www.therookies.co/entries/22269> **Iva Devcic**
- <https://www.therookies.co/entries/23189> **Amy Edney**
- <https://www.therookies.co/entries/23766> **Lovro Fučkar**

To join The Rookies community on discord go to <https://discord.gg/Wt95sGn> and visit <https://www.youtube.com/playlist?list=PLPIJyRFaqogIJNT6CDsgwFD2dTeiGJs16> for more information.

Year Abroad

More students study in Japan!



Credit: Rodrigo Leitao Costa

Rodrigo Costa and **Christian Elliott** completed their studies this year, after a year out last year to study in Nagoya University, Japan. This has been an influential experience and even informed Rodrigo's final project, where he created a Shinto Temple environment (pictured).

We are seeing regular numbers of Game Art students making the most of this opportunity each year, with one of our current second years about to follow in Rodrigo and Christian's footsteps. The Hive runs language modules including Japanese, which students can study to help them prepare. Although study abroad can be anywhere and not just Japan. We have links in Australia, USA, Canada, Korea and many other countries.

Students can also opt to take modules in TEFL (Teaching English as a Foreign Language) which can open opportunities to travel and work after graduation.

<https://www.worcester.ac.uk/life/help-and-support/centre-for-academic-english-and-skills/teaching-english-as-a-foreign-language/>

If you think you might like to take a year or semester abroad, applications will be open for students in the autumn semester.

<https://www.worcester.ac.uk/study/international-students/study-abroad/study-abroad-outgoing-students.aspx>

Artificial Intelligence Conference

The School of Arts recently hosted the Challenges and Opportunities of Artificial Intelligence (AI) for Creative Educators Conference at The Arthouse.



Jacqui, Owen and **Arianne** joined colleagues from our School of Arts, UAL Camberwell and Anglia Ruskin University for a one day event centred around the question of how educators respond to the rapid onset of AI in the creative industries.

The programme included talks from School of Arts lecturers Dr John Cussans, Fine Art and Sam Collett, Graphic Design, as well as interdisciplinary discussion and steps towards an ethical and humanist approach to the use of AI in Higher Education creative subjects, like Game Art.

This is a timely discussion, with recent proposals to amend University policy on the use of generative artificial intelligence with reference to academic integrity.

As you know, this has already been a regular talking point over the last year within our discord community and in modules. Expect to hear more discussion in September, as we work towards agreeing principles for the use of generative AI content in our modules, and where the games industry stands on this. For our subject, it is way more than just midjourney and ChatGPT, as recent posts from Jacqui in #debate-club shared the work of [Blockadelabs](https://skybox.blockadelabs.com), as well as the controversy around Adobe's generative fill tool. You can see what generative ai can do with skyboxes from Blockade Labs at <https://skybox.blockadelabs.com>.

Graduate News

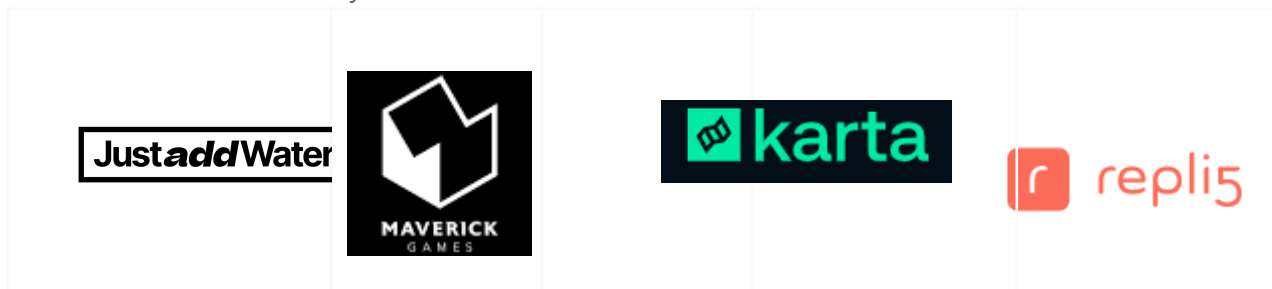
2023 saw more of our graduates get their first industry roles and other alumni moving on to new positions.

Harry Hartwell graduated last summer and within months was snapped up by Karta as a 3d artist. Karta are metaverse experience creators working with major brands on platforms like Roblox and Fortnite. **Shindy Leong**, from our Class of 2021, was hired by Repli5 in Gothenburg, Sweden, as an environment artist for their WorldGenerator platform. **Conor Reilly** also got his break as a Junior Artist at award winning games studio, Just Add Water

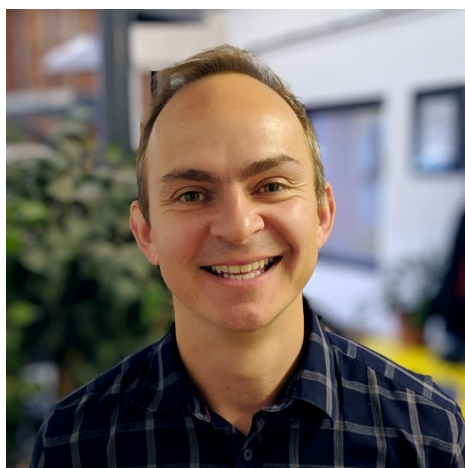
Former lecturer, **Chris Pearce** took on the role of Lead Artist at Reality Gaming last summer, and promptly hired alumni **Andra Moisescu** and **Will Hatch**, from our first ever cohort graduating in 2019. Will and Andra have followed similar career paths as digital artist/illustrators, and kindly did a talk for our third years earlier in the year.

Danni Haynes, also from the class of 2019, has recently moved on to work for Maverick Games in Leamington from her time at NVIZ, working with her class mate **Heather Savage** who is there still doing all manner of cool stuff she can't talk about but will come to a screen near you soon!

Last but not least, we continue to put our money where our mouth is and hang on to talent by hiring our graduates to work at the University of Worcester too! We are thrilled that **Rhiannon Green** became an associate technician for the School of Arts this year and **Graeme Gordon**, an associate lecturer teaching modules in first and second year.



Staff Updates



Owen Simons is already a familiar face in the Game Art team.

Owen has worked as an Associate Lecturer for a number of years, alongside his career in animation and CGI. We are delighted that Owen is now a permanent member of the academic team. Owen is part time and will retain a role at his studio, Sun and Moon Studios in Bristol as a Technical Director.

Owen has worked on a number of games in his time at Sun and Moon, including accessible games with the charity Special Effect, and has a passion for driving games!

You can view some of Owen's work at

<https://www.specialeffect.org.uk/how-we-can-help/eye-gaze-games>

We also look forward to welcoming back Associate Lecturers, **Graeme Gordon** and **Zara Sharma** in September. Zara is an experienced Game Art Lecturer, who also runs her own studio, Dusky Tusk and specialises in environment art.

And finally....

Arianne is busy working with IT to prepare the image for the studio before the summer break.



We have ordered some new kit, and as always will get the latest versions of our software. We will update you on what's new in the Autumn!



We look forward to seeing you all back in September after your Summer adventures and welcoming our new cohort of first year game artists. Whether you are travelling, honing your art skills or catching up with family and friends we hope you have a wonderful Summer. Share some pics of your travels on discord. We will also see our outgoing third year for Graduation in September...mortar boards at the ready!



Editor: Jacqui Edwards, Senior Lecturer in Game Art