

Leading-Edge Studio Artists Reveal Their Creative Processes

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Dear Sales Team,

"My goal is to inspire a team of 3D artists to do their best work and strive for a visual aesthetic that is unique, functional, highly believable and fun."

That's the mission of Shaddy Safadi, the art director at One Pixel Brush, which provides concept art services for gaming studios and independent developers as part of the \$82 billion video game industry.

Find out what goes into the creative process of Safadi and other leading-edge artists when you [download](#) **Raising their Game**, a new complimentary whitepaper.

Why should deans, academic officers and curriculum directors care about this?

Because, when you [download](#) this whitepaper, you'll:

- Learn about the tools and techniques used by these artists to create visually stunning work—and how that knowledge can help you prepare your students for new careers
- Discover how they design systems that result in true-to-life interactions—and how you can hone the skills of budding designers on campus
- Hear how these artists are taking stylized art and realistic graphics to new heights—and how your institution can guide students with similar passions

Colleges and universities like yours excel at teaching students about the arts and technology. [Download](#) this whitepaper, and you'll get ways to build on those fundamentals from artists at the top of their game.

Sincerely,

The eCampus News Team

P.S. The consumer demand for video games has dramatically surpassed movie-ticket sales. It's both an art form and a technology that will only grow. Stay on top of this trend with insights from these first-class visual artists and craftsmen.

[Download](#) your whitepaper now.