With the rise in gaming, there is a significant need for new types of artistry.  Is this something that interests you?  What are all the art forms found in gaming?  Is there one in particular that stands out to you?

Finally, our discussion question for the week is all about creating art and gaming. Is there a relationship between the two? What is the same? What is different? Is the creative process the same or different? Let’s hear your thoughts!

There is so much art involved in gaming—a very different kind of art than most, but similar to cartoons and animation. The art forms in gaming are evolving with time and technology. There has been so much growth in the industry as technology has developed, adding to and enhancing the functions possible in games. I think that the creative process is similar in that when making a piece of art, regardless of the medium, there is an idea that gets turned into a bigger thing (a painting, a song, a sculpture, a game, a movie, a book) the finished piece might be something different than what we would normally consider art, but the creative process is artistic.

I think coding and gaming involve an artistic approach but also a mathematical and structured mindset as well.

I have never been that interested in gaming, but I can absolutely appreciate it. I imagine if I had grown up with the games that are out these days, I would have probably been much more involved.

There is a game that I really like called Monument Valley. It is very abstract and geometric, almost like M.C. Escher. It has a beautiful layout, and the game itself is fun.