

BOLU

We are Simplifying How Artists Get
Hired

LS

80 Level is the best source of information for digital technology, art and talent

We gather and illustrate best practices from developers, publishers, creators, and middleware providers in exclusive articles that focus on bringing the best technology insights from game developers across the globe.



80 level content

Aimed at highlighting new interesting workflows, that show different ways of creating high-quality game content

Creating a Magical Library at Ringling College of Art and Design

Ezri Sullivan
Technical Artist



Theodore McKenzie
Interviewed by



Published
26 May 2023

Tags

Interviews

Unreal Engine 4

Maya

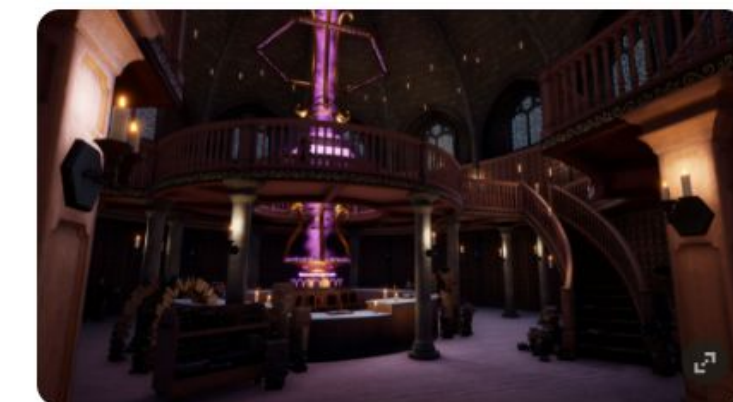
ZBrush

Substance 3D Designer

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Ezri Sullivan told us about the Booking It project, discussed the challenges behind it, and shared the working process at Ringling College of Art and Design.



Introduction

My name is Ezri Sullivan and I am currently a senior at Ringling College of Art and Design majoring in Game Art and minoring in Creative Writing. I will also be graduating from Austin Community College with an AAS in Programming at the same time.

While I enjoy most areas of game development, I specialize in technical art. Over the past year, I've focused on expanding my skills in tools and pipelines, shaders, optimization, and some dabbling in rigging for the production of my senior thesis, Booking It.



It seems unbelievable to me now that, prior to coming to Ringling, I hadn't even heard of most of the programs I use today. In fact, my entrance to the art world happened entirely by chance – a mere scheduling conflict that landed me in art class. I have to thank my teacher, Jon Hanna, for encouraging and inspiring me to keep up with it. Through my years studying traditional art, my lifetime of playing games, and my tendency towards technical areas, I thought that game art would be a perfect choice. I attended Ringling's Pre-College program to confirm my interest, and quickly fell head over heels for it. Almost all of the skills I learned were trained and refined over years of time here.



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80 Level Provides Great International Reach



1.5m

Website monthly visits



5.9M

Monthly Posts Impressions



13.2M

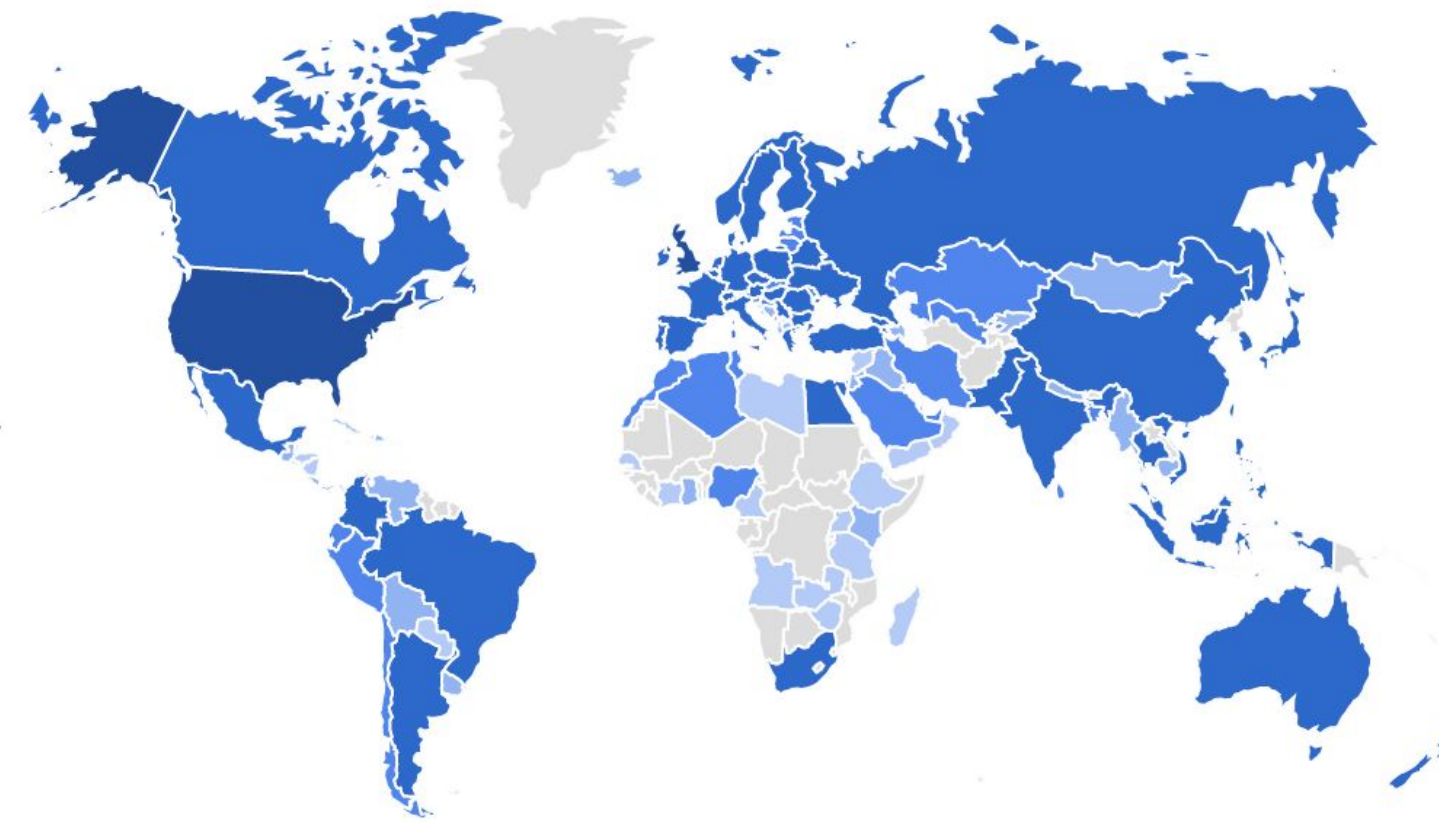
Monthly Tweets Impressions



1M

Monthly Post Reach

Users ▾ by Country



COUNTRY	USERS
United States	125K
United Kingdom	39K
Canada	27K
France	24K
Germany	22K
China	21K
India	21K

[View countries](#) →



15k

Newsletter subscribers



218k

Twitter followers



297k

Instagram followers



196k

Facebook followers



184k

LinkedIn followers



17k

YouTube followers

How We Help Artists

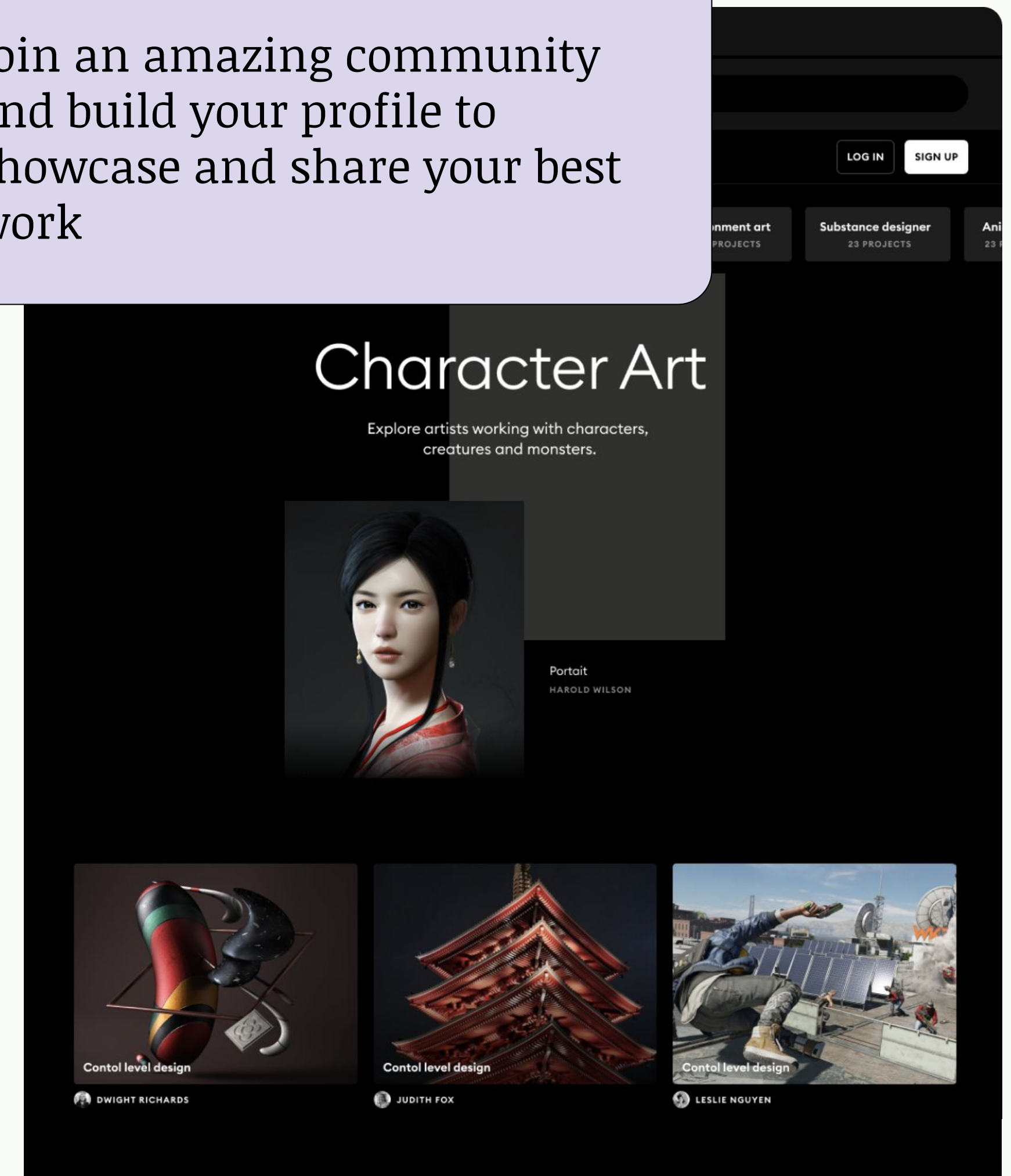
80 level is a worldwide network of top-tier video game industry professionals – artists, designers and animators.

Our platform gives artists the freedom to choose – at no charge – their next place to work with a company that will value them.

The process lets artists to be in control which companies and opportunities they choose to pursue.

Create something inspiring

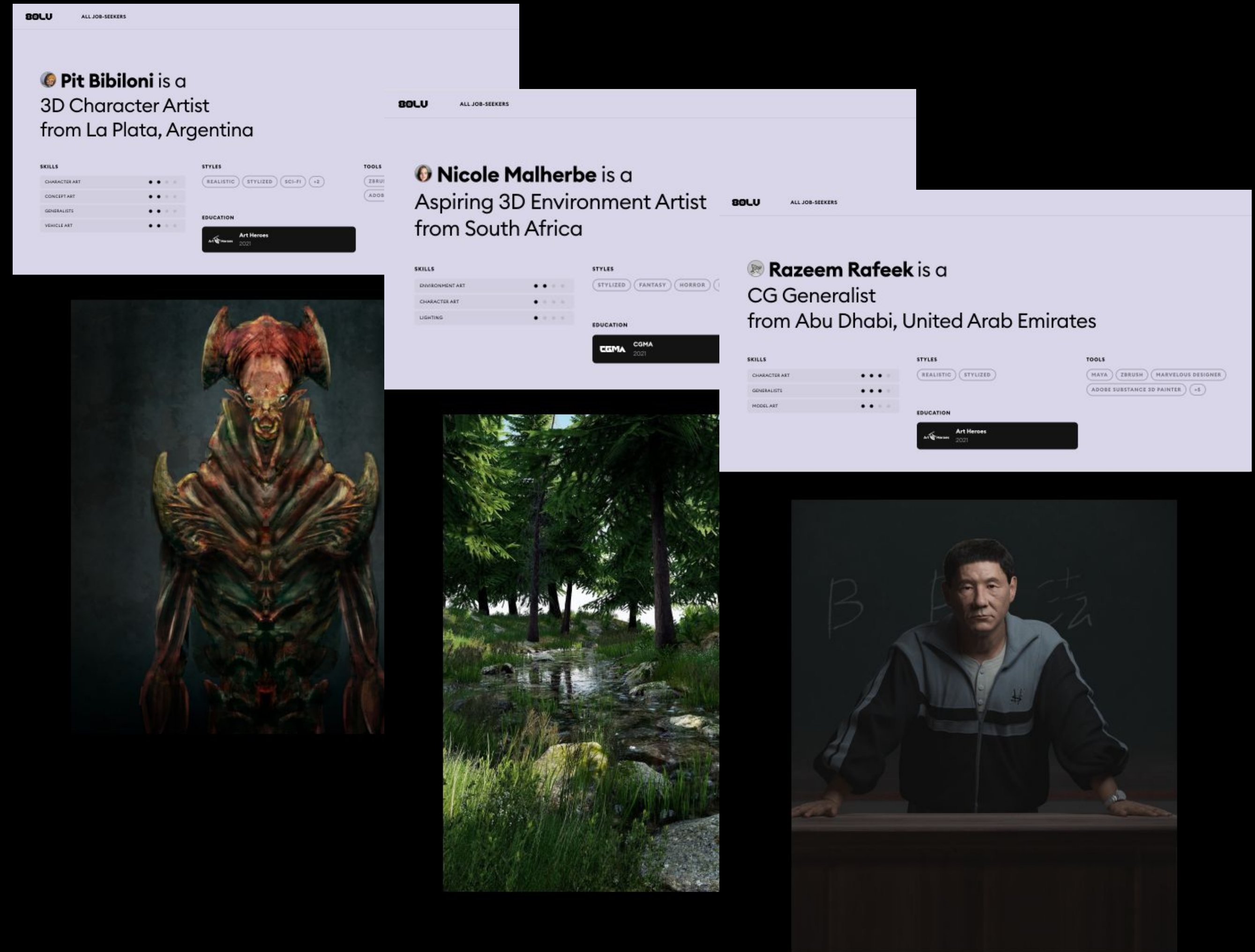
Join an amazing community and build your profile to showcase and share your best work



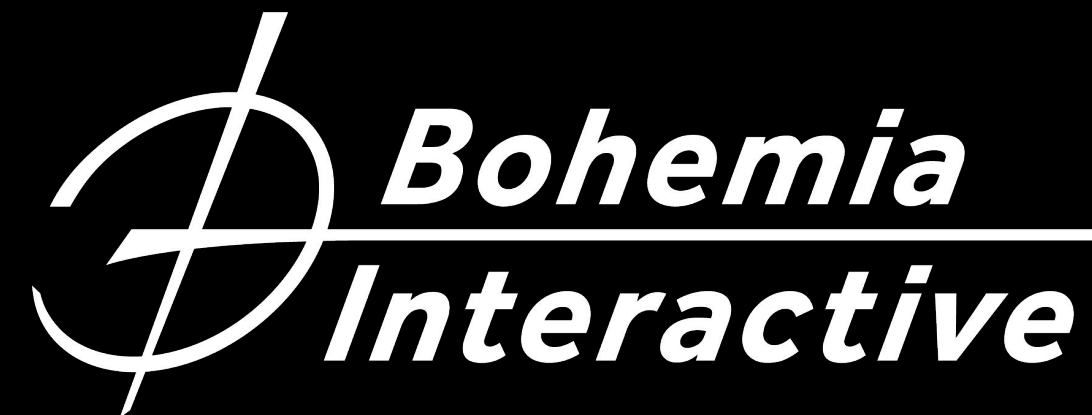
Welcome to 80 Level Talent for Students

80 Level Talent for Students simplifies the process for students to get hired by top game developers, publishers, and studios around the world.

Your graduates will have their latest projects and creative coursework featured and automatically shared with recruiters at top companies like Riot Games, Ubisoft Toronto, Playstation, Keywords Studios.



These Companies are Seeking Talent with 80 Level

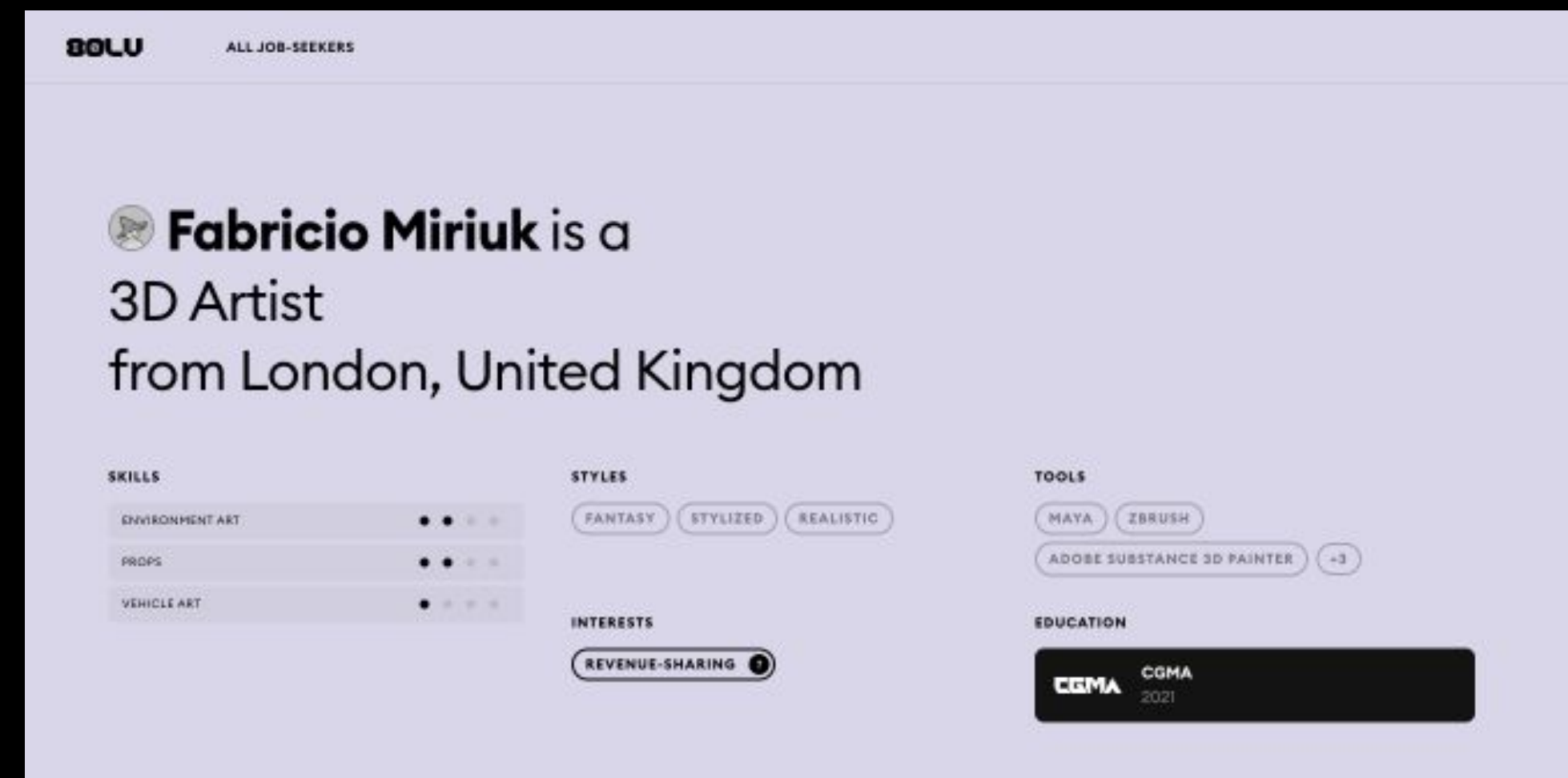


Student Registration Process

Students will join 80 Level Talent

- The art school will get a dedicated link and multiple-use invite code for students
- Students will get an invitation email from the school to set up their profile
- The student's art school label is automatically added to their profile page
- The art school's logo is placed on the 80 Level Talent landing page for [Schools](#)
- Student profiles are recommended and automatically referred to companies that match their skillset: animators to animation studios, 3D artists to game companies, etc.

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Affiliate Courses from Art Schools

80 Level will recommend and promote specific courses from affiliated art schools across our digital platform

- Art school will generate special affiliate links to identified courses
- Art schools can also generate discount codes to some courses they want to push and promote
- 80 Level distributes the links and codes among 80.lv audience
- If an artist registers and pre-pays for the course, 80 Level receives a 20% affiliate fee from the school

80LV

Black Friday Specials: Discover Exceptional Course Deals

Amelia Miller

Discover incredible opportunities to enhance your learning experience this Black Friday. We have compiled a list of courses that are available at substantial discounts.

Published 24 November 2023

Tags: Feature, News

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In case you missed it

- Epic Games Launched a Free Unreal Fellowship Animation Course
- In-Depth Tutorial: Ultimate Photogrammetry Course
- Check Out This Course on How to Create Beautiful Dynamic Concept Art

UBISOFT TORONTO

CREATE THE FUTURE OF GAMES

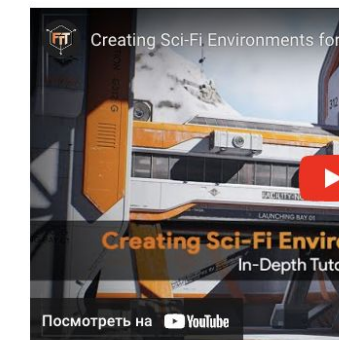
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Take advantage of these special deals skills. Don't miss out on this exclusive personal and professional growth. Exp. discounted courses and embark on a j

Creating Sci-Fi Environments for Games

Learn how a professional environment artist creates sci-fi environments for games & cinematic from start to finish how to create a hi everything from planning, modeling, and lighting.



This course will cover a large number

CGMA Spring Registration: 2 Weeks Left

Gloria Levine

Editor

Published 12 April 2023

Tags: News

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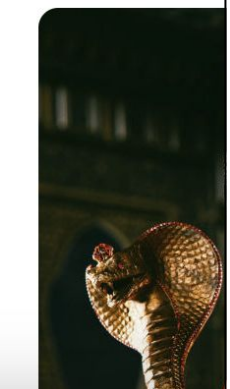
Computer Graphics Master Academy, a prominent online digital art education provider, has recently announced the commencement of spring course registration. The registration window is open for the next two weeks.

If you're not familiar yet with CGMA, the school was founded by a group of industry professionals and art educators who recognized that students fresh out of top art colleges weren't fully prepared for the industry. To break this cycle, CGMA provides over 130 skills-based courses on entertainment production, including concept design, storytelling, animation, and more. Students learn from the best artists and designers in the field, gaining insight into how top studios operate. CGMA courses are open to everyone, including high school students and established professionals seeking to upskill. Today we'll have a look at some brand-new courses at CGMA.

3D Character Creation

A 10-week advanced 3D character creation course. During this course, you'll learn from industry pros like Arnold, ZBrush, Marvel, and Photoshop. The mentor is at Treyarch. A couple of Pete's projects.

This structured mentorship course allows you to receive advanced instruction. Weekly live sessions and course topics allow students to achieve individual goals. In addition, you'll gain valuable insights and gain the skills needed to succeed in the industry.



Terri Mills

Junior Editor

Published 15 September 2023

Tags: Environment Art, News, Tutorial

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FastTrack tutorials have launched a new Ultimate Photogrammetry Course, which will allow you to dive into photo-scanned content and get a grasp on its numerous aspects.



During this 10+ hours course, you will be learning a lot about professional techniques, tips, and tricks in photogrammetry that the creators have been gathering for over 3 years while doing their thorough research. During the course, you'll have a chance to work closer with tools like ZBrush, RealityCapture, Substance 3D Painter, Unity ArtEngine, Marmoset Toolbag 4, 3ds Max, Maya, or Blender.

This course is prepared and mentored by Emiel Slegers, a Lead Environment Artist and Material Artist, who worked on countless projects either as an individual artist, or a part of a team, for example, in games like The Division 2 + DLC at Ubisoft, Forza Horizon 3 at Playground Games.

Speaking of the tutorials, there will be 46 videos which are divided into chapters. The chapters are cohesively organized, so you don't need to worry about being lost in the tons of information, you can easily find whatever you want.

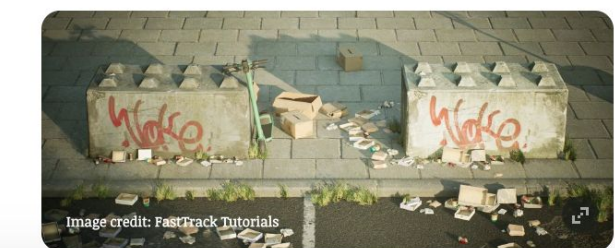


Image credit: FastTrack Tutorials



30% BLACK FRIDAY SALE

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UModeler X



Face Details VDM

Great to speed up your character creation or to quickly age your human!



the 80 Level Community Metasites Challenge

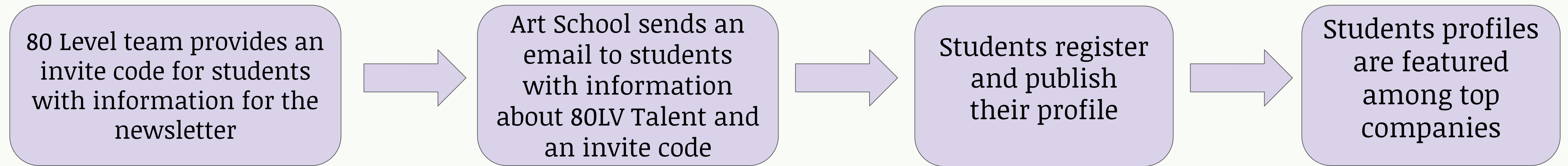
REGISTER NOW

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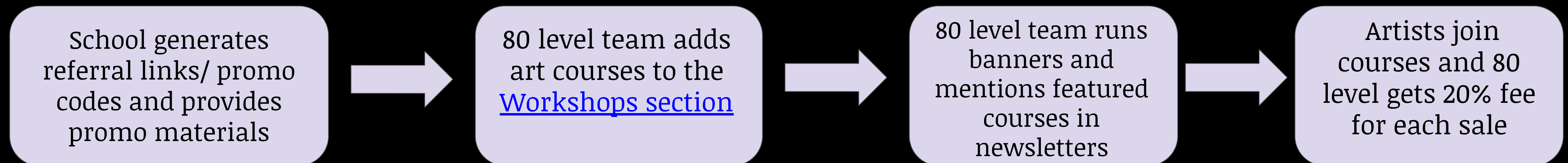
Student Sign Up Flow



Continuous opportunity for advancement for students to get hired by top companies



Course Promotion Flow



80 Level Works with These Schools



THINKTANK
TRAINING CENTRE



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Join 80 Level Today



Students can get started on the path to choosing the right opportunity to start their career as a top artist

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Vice President, Marketing
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