

2016 INTO THE PIXEL JURY PANEL ANNOUNCES VIDEO GAME ART COLLECTION

Annual Collection Launched at E3 Expo, June 14-16 in Los Angeles

June 7, 2016 – LOS ANGELES - The Entertainment Software Association (ESA) and the Academy of Interactive Arts & Sciences (AIAS) today announced the official selections for the 2016 Into the Pixel (ITP, #IntoThePixel) collection. Established in 2004, the annual ITP art exhibit honors video game artists who continue to push the interactive entertainment art form forward. Co-produced by the ESA and AIAS, the 2016 ITP collection will be displayed during E3, the world's premier trade show for computer, video, and mobile games, from June 14-16, 2016, at the Los Angeles Convention Center.

"Into the Pixel's 2016 collection highlights not only the range of visual worlds created by video game artists, but also the impressive creativity used by those artists to weave storytelling and atmosphere into the smallest details of those worlds," said Glenn R. Phillips, curator and head of modern & contemporary collections, Getty Research Institute. "I am continually impressed by the technical skill and ingenuity of artists working across every genre of gaming, from studios big and small."

"Congratulations to all of the winning artists of the 2016 Into the Pixel collection whose contributions helped to shape such a memorable exhibit," said Martin Rae, president, Academy of Interactive Arts & Sciences. "Many people say that one of their favorite parts of E3 is to take a moment amidst the craziness of the conference to enjoy the quiet of the Into the Pixel gallery exhibit. The Academy, along with the ESA, always looks forward to creating this experience for the E3 audience and attendees."

"E3 is the home to world-class innovation and explosive entertainment. So it makes perfect sense that ITP's new collection is unveiled at E3," said Michael D. Gallagher, president and CEO of ESA, the trade association that represents the U.S. video game industry. "This art showcases the remarkable artistry of our industry's creators and is powerful reminder of the capability of our industry's artists."

This year's Into the Pixel includes key pieces selected from a variety of genres. Winners are listed below and can be found, along with images, at: www.intothepixel.com:

Game	Title	Artist(s)	Publisher	Developer
Rush Blast	A Mother's Imperative	Chris Chamberlain, Tommy Kinnerup, Esben Rasmussen	Neoglyphic Entertainment	Neoglyphic Entertainment
Edge of Nowhere	Cliff Walk	Dave Guertin	Oculus Studios	Insomniac Games
Dreadnought	Corvette in Hangar	Yuriy Mazurkin, Mathias Wiese	Grey Box	YAGER Development, Six Foot
Dishonored 2	Corvo	Sergei Kolesov	Bethesda Softworks	Arkane Studios
ReCore	Dungeon Concept	Todd Keller, Kip Carbone	Microsoft Studios	Armature Studio, Comcept, Microsoft Studios
Guild Wars 2	Dwarven Valley	Daniel Dociu	NCSOFT	ArenaNet

No Man's Sky	Eclipse	Concept Artist: Kuldar Leement	Sony Interactive Entertainment America, LLC	Hello Games
The Witcher 3: Wild Hunt	Geralt and Ciri	Bartłomiej Gawęł	CD PROJEKT RED	CD PROJEKT RED
League of Legends	Lunar Revel	League Art Team	Riot Games	Riot Games
Song of the Deep	Merryn's Leviathan	Sing Ji	Gametrust	Insomniac Games
Layers of Fear	Red Riding Hood	Paweł Kot	Aspyr	Bloober Team
Far Cry Primal	Takkar Face	Patrick Lambert	Ubisoft	Ubisoft Montreal
Headlander	The Satellite Chalet	Derek Brand	Adult Swim Games	Double Fine Productions
Unravel	Tire Swing	Martin Sahlin, Dick Adolfsson, Henrik Söder, Mikael Kainulainen, Leif Holm	Electronic Arts	ColdWood Interactive

The 2016 ITP jurists are:

- Bob Rafei, founder, CEO and Visual Director, Big Red Button Entertainment;
- Glenn Phillips, Curator and Head of Modern & Contemporary Collections, Getty Research Institute;
- Kiki Wolfkill, Halo Transmedia & Entertainment Studio Head, 343 Industries;
- Matt Hall, Senior Concept Artist, Double Helix/Amazon;
- Nora Dolan, Independent Curator;
- Patricia Lanza, Director of Talent and Content, The Annenberg Space for Photography; and
- Seth Spaulding, Senior Art Manager, Blizzard Entertainment.

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