

2013 "INTO THE PIXEL" COLLECTION OF VIDEO GAME ART REVEALED

The 10th Annual Video Game Art Exhibit Premieres at the E3 Expo in Los Angeles

LOS ANGELES – June 3, 2013 – [The Academy of Interactive Arts & Sciences](#) (AIAS) and [the Entertainment Software Association](#) (ESA) today announced the 16 winning pieces of the world-renowned [2013 Into the Pixel](#) (ITP) collection. Now in its tenth year, ITP (#ITP2013) is a juried art exhibition that brings together experts from the traditional fine art world and the interactive entertainment industry to display and discuss the art of the video game. The 2013 Into the Pixel art collection will be unveiled and presented at the annual E3 Expo in the Los Angeles Convention Center from June 11-13, 2013, at the Concourse Foyer.

"The ITP collection is a reflection of the artistry, creativity and vision of this unique industry," said Michael D. Gallagher, president and CEO of the Entertainment Software Association, the trade association that represents U.S. computer and video game publishers. "We are proud to support ITP and to celebrate the creators behind these works."

"Our industry continues to expand with the emergence of compelling content from independent, mobile and free-to-play developers, and the 2013 collection really reflects the incredibly diverse landscape of the interactive community as a whole," said Martin Rae, president, Academy of Interactive Arts & Sciences. "These pieces run the stylistic gamut, showcasing the varied inspirations of their truly talented creators. Many congratulations to this year's artists and to the tenth anniversary of Into the Pixel!"

"This year's Into the Pixel collection features artists who are working across a remarkable range of genres, drawing inspiration not only from the history of art, but from the history of video games," said Glenn Phillips, principal project specialist and consulting curator, Getty Research Institute. "These works smartly capture the mood, the story, the style, and the energy of the games for which they were created."

The winners of the 2013 Into the Pixel collection include:

Title	Game	Artist Names	Developer	Publisher
The Naval Duel	Assassin's Creed IV Black Flag	Martin Deschambault	Ubisoft	Ubisoft
Broken Age	Broken Age	Nathan "Bagel" Stapley	Double Fine Productions	Double Fine Productions
Junkyard	Command and Conquer	Raymond Swanland	Victory Games	EA
Back From the Wild	Destiny	Jaime Jones	Bungie	Activision
The Buried City	Destiny	Dorje Bellbrook	Bungie	Activision
The Chant	Dragon Age	Nick Thornborrow, Matt Rhodes	BioWare	EA
Dark Ages	FETCH	Brian Thompson	Big Fish Studios	Big Fish

Schemes Collage	Icycle: On Thin Ice	Reece Millidge	Damp Gnat	Chillingo
Freljord	League of Legends	James Paick	Riot Games	Riot Games
Castle Siege	Rayman Legends	Michel Ancel, Jean Christophe Alessandri, Lu Yang, Christophe Messier, Jean Brice Dugait, Simon Quemener, Sebastien du Jeu, Christophe Villez, Anthony Le Du, Jean-Baptiste Rollin, Benjamin Mouret, David Garcia	Ubisoft Montpellier	Ubisoft
Last Stand	StarCraft II: Heart of the Swarm	Jeff Chamberlain, Anthony Eftekhari, Ray Chih, Yong Hyun Kim, Kirti Pillai, Laurent Pierlot, Takuya Suzuki, Fausto DeMartini, Vitaly Bulgarov, Chris Yang, Mike Kelleher, Sada Namaki, Shawn Liang, Jim Jiang, Seth Thompson, Bill LaBarge, Hsuan (Steven) Chen	Blizzard Entertainment	Blizzard Entertainment
Super Summer Vacation Force	Super Time Force	Mike Nguyen & Vic Nguyen	Capy	Microsoft Studios
Remembering	The Last of Us	John Sweeney	Naughty Dog Incorporated	Sony Computer Entertainment America
Cloudbank	Transistor	Jen Zee	Supergiant Games	Supergiant Games
Crossroads	*Unannounced	Daniel Dociu	Arenanet	Ncsoft
Three Blind Mice	Wonderbook: Digg's Nightcrawler	Tyler Schatz, Christina Faulkner	SCEE London Studio	Sony Computer Entertainment Europe

The 2013 Into the Pixel Jurors included:

- Bob Rafei, Big Red Button Entertainment, Founder, CEO and Visual Director
- Glenn Phillips, Getty Research Institute, Senior Project Specialist & Consulting Curator, Department of Architecture and Contemporary Art
- Jon M. Gibson, iam8bit, Founder and Partner
- Matt Hall, Timbuk2 Studios, Senior Partner Production Designer
- Nora Dolan, Independent Curator
- Patricia Lanza, Director of Talent and Content, The Annenberg Space for Photography
- Seth Spaulding, Blizzard Entertainment, Art Manager

About Into the Pixel:

Into the Pixel (ITP) has established itself as the annual opportunity for video game artists to receive critical review of their creative achievements by peers in the both digital interactive world and traditional fine art experts. The ITP collection has been on exhibit at GDC, PAX East, South by Southwest, SIGGRAPH Asia, the Toronto International Film Festival, and the D.I.C.E. Summit, among others. For more information on the 2013 and previous collections, please visit www.intothepixel.com.

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Reporter/Journalist note: Please contact Debby Chen for FTP info for the high-res images of the art work.

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