

2014 Into the Pixel Collection Celebrates Video Game Artistry

Art Collection To Be Showcased from June 10-12 at E3 2014

June 3, 2014 – LOS ANGELES and WASHINGTON, D.C. – The Entertainment Software Association (ESA) and the Academy of Interactive Arts & Sciences (AIAS) today announced the official selections for the 2014 Into the Pixel (ITP) collection. Created in 2004, and now in its 11th year, 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 2014 ITP collection will be shown for the first time at the Electronic Entertainment Expo (E3), the world’s premier trade show for computer and video games and related products, from June 10-12, 2014, at the Los Angeles Convention Center.

“Video games are a remarkably dynamic and impactful fusion of artistry, storytelling, and creative expression,” said Michael D. Gallagher, president and CEO of the Entertainment Software Association, the trade association that represents U.S. computer and video game publishers. “These works exemplify the best of our industry and we are incredibly proud of the designers and their achievements.”

“Into the Pixel celebrates some of the most important contributors to our industry – the brilliant artists and their endlessly imaginative work,” said Martin Rae, president, Academy of Interactive Arts & Sciences. “These visual storytellers help breathe life into wide-ranging ideas with a wealth of style and creativity. As these images demonstrate, the line between fine art and the artwork of interactive entertainment continues to evaporate. It is always a great pleasure to unveil the new collection in the Into the Pixel Gallery at E3.”

“This year's Into the Pixel Collection represents one of the most diverse sets of artwork ever selected by the jury, including works that are bursting with drama and energy, as well as those that are thoughtful, contemplative and still,” said Glenn Phillips, acting head, Department of Architecture and Contemporary Art, Getty Research Institute. “As video games continue to push into new artistic territories, video game artists are expanding and reinventing their craft, creating works that are smart, sophisticated, and surprising.”

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)	Developer	Publisher
Assassin's Creed Unity	Execution	Gilles Beloeil	Ubisoft Montréal	Ubisoft
Destiny	Summoning Pit	Jaime Jones	Bungie	Activision
Disney Fantasia: Music Evolved	Forest	Jamie McKiernan	Harmonix Music Systems	Disney Interactive
DOTA 2	New Bloom Festival	Dhabih Eng, Quentin Smith	Valve Software	Valve Software
Guild Wars 2	Refugees	Theo Prins	ArenaNet	NCsoft
inFAMOUS Second Son	Jump	Susan Luo	Sucker Punch Productions	Sony Computer Entertainment

Killzone Shadow Fall	Under new management	Kait Kybar	Guerrilla Games	Sony Computer Entertainment
Luftrausers	LUFTRAUSERS	Junkboy	Vlambeer	Devolver Digital
Project Spark	The Floating Capitol	Jedd Chevrier	Team Dakota	Microsoft
Ratchet & Clank: Into the Nexus	Planet Yerek Color script	Dave Guertin	Insomniac Games	Sony Computer Entertainment
Rayman Legends	Zenith	Christophe Messier	Ubisoft Montpellier	Ubisoft
Sunset Overdrive	Character Grouping	Julien Renoult	Insomniac Games	Microsoft Studios
Sunset Overdrive	Souvenir Shop Color	Vasili Zorin	Insomniac Games	Microsoft Studios
Tengami	Winter Sakura	Ryo Agarie	Nyamyam	
The Banner Saga	Banner Poster	Arnie Jorgensen	Stoic	Versus Evil
The Last of Us	Last Stand	John Sweeney	Naughty Dog	Sony Computer Entertainment America
The Order: 1886	London Street, 1886	Joe Studzinski	Ready At Dawn	Sony Computer Entertainment America
The Witcher 3: Wild Hunt	The Village	Marek Madej	CD PROJEKT RED	CD PROJEKT RED
Watch_Dogs	Dedsec Street Art	Patrick Desgreniers, Sidonie Weber, Mathieu Leduc	Ubisoft Montreal	Ubisoft

The 2014 ITP jurists:

- Bob Rafei, founder, CEO and visual director, Big Red Button Entertainment;
- Glenn Phillips, acting head, Department of Architecture and Contemporary Art, Getty Research Institute;
- Jon Gibson, founder and partner, iam8bit;
- Matt Hall, senior concept artist, Double Helix/Amazon;
- Nora Dolan, independent curator;
- Patricia Lanza, director of talent and content, The Annenberg Space for Photography;
- Seth Spaulding, art manager, Amazon Game Studios.

ESA offers services to interactive entertainment software publishers, including conducting business and consumer research; providing legal and policy analysis; advocating on First Amendment, intellectual property, and technology/e-commerce issues; managing a global content protection program; owning and operating E3; and representing video game industry interests in federal and state government relations. For more information, please visit www.theESA.com or follow us on Twitter: @RichatESA.

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