



**GAME MAKER'S SKETCHBOOK ANNOUNCES ANNUAL SELECTIONS,  
HOSTS GALLERY EXHIBIT DURING THE GAME DEVELOPERS CONFERENCE**

*Annual Celebration of Art in Games Produced by Academy of Interactive Arts & Sciences, iam8bit, and fortyseven communications; Prints Available to Purchase to Benefit Non-Profit AIAS Foundation*

Mar. 15, 2024 – LOS ANGELES - Game Maker's Sketchbook, the annual celebration of art and artists in games, produced by the Academy of Interactive Arts & Sciences (AIAS), iam8bit, and fortyseven communications (47), has revealed the official selections for its third year.

The selections will be on view at the Game Developers Conference (GDC) from Monday, March 18 to Friday, March 22, 2024 on Level 2 of the West Hall Lobby of the Moscone Center in San Francisco, home to GDC.

The works of art are now available to view at the Game Maker's Sketchbook [online gallery](#). Fans and supporters may purchase prints through the [iam8bit store](#) for a two-week limited period, starting today and running through March 29.

All proceeds go to the AIAS Foundation in its mission to advance an inclusive, interactive entertainment community through collaboration, education, and professional development. AIAS programs that benefit directly include Amplifying New Voices, student scholarships, early-career professional scholarships, and mentorships.

"For a third consecutive year, we were blown away by the talent and artistry in all of the entries; the quality across the board made it a difficult job for our jurors, who we thank so much for evaluating all of our entries," said Meggan Scavio, President of the Academy of Interactive Arts & Sciences. "We wish our finalists a hearty congratulations and are delighted to display their artwork at this year's Game Developers Conference to be able to celebrate with and be celebrated by their peers."

2024 Game Maker's Sketchbook selections in the categories of Character Art, Curiosities, Environment Art, Iconography, Impact, and Storyboard are:

Artwork Title by Category	Game	Artist(s)	Developer	Publisher
<b>CHARACTER ART</b>				
Kobold Concept Exploration	World of Warcraft: The War Within	Dave Greco	Blizzard Entertainment	Blizzard Entertainment
Frostpunk 2	Frostpunk 2	Bartosz Sobolewski	11 bit studios	11 bit studios
Hard-Boiled Rabbit: Stamp	Rusty Rabbit	KANABAN GRAPHICS Aguri Miyazaki/Art Director	NetEase Games/Chime	NetEase Games
<b>CURIOSITIES</b>				
Arathor Workshop, Prop Exploration	World of Warcraft: The War Within	Catarina Pulli	Blizzard Entertainment	Blizzard Entertainment
Book Covers	Simpler Times	Laara Bonn	stoneskip.	iam8bit Presents
El Paso, Elsewhere: The Complete Album Cover	El Paso, Elsewhere	Bri Neumann	Strange Scaffold	Strange Scaffold
<b>ENVIRONMENT ART</b>				
Arcade Main Rooms	RoboCop: Rogue City	Piotr Wawro	TEYON	NACON
The Perpetual Sanctum	Wandering Sword	Xiankun Wang	The Swordsman Studio	Spiral Up Games
Vampire: The Masquerade - Justice Canal	Vampire: The Masquerade - Justice	Henrik Lundblad	Fast Travel Games	Fast Travel Games
<b>ICONOGRAPHY</b>				
Tarot Cards: - King of Pentacles - King of Wands - King of Cups - King of Swords	Cyberpunk 2077: Phantom Liberty	Jakub Rebelka	CD PROJEKT RED	CD PROJEKT RED
Talent Icons	Warcraft Rumble	Various (Uni-Bit Studios, Jim DeGruttola, David Sladek, Dina Chen, Casey Ocean, Lucy	Blizzard Entertainment	Blizzard Entertainment

		He, Warcraft Rumble UI team)		
A Perfect Day's Iconography	A Perfect Day	Kook.KE	Perfect Day Studio	Spiral Up Games
<b>IMPACT</b>				
Planet of Lana - Key Art	Planet of Lana	Adam Stjärnljus	Wishfully	Thunderful
The Alters	The Alters	Mikołaj Saar-Kozłowski, Rafał Pietrusiński, Łukasz Rosiński, Tomasz Kisilewicz	11 bit studios	11 bit studios
DREDGE: Key Art	DREDGE	Alex Ritchie	Black Salt Games	Team17
Have a Nice Death Key Art	Have a Nice Death	Nicolas Leger, Christophe Messier, Alec Olbert	Magic Design Studios	Gearbox Publishing
<b>STORYBOARD</b>				
Cynosure Bunker	Cyberpunk 2077: Phantom Liberty	Robert Adler	CD PROJEKT RED	CD PROJEKT RED
Narrative Intro	Monopoly Go!	Franklin Lei, Leah Smith	Scopely	Scopely
World Stone	Remnant II	Chris Anderson	Gunfire Games	Gearbox Publishing

Categories for the showcase were based on the following criteria:

- **Character Art:** Explorations, 2D compositions and/or 3D modeling focusing on any elements that go into designing the visual elements of character. Illustrations often include components central to character action/interaction within a game – model sheets, expression, physical movement, wardrobe and styling, etc.
- **Curiosities:** This is the category for anything that doesn't quite qualify for the other more succinctly focused categories, including but not limited to, props, schematics, technical diagrams, and other trinkets not clearly defined as environment or character art.
- **Environment Art:** All the visuals that encompass the world that characters inhabit, including 3D and 2D art that functions as the basis for constructing a physical game world, including landscapes, architecture, planets, vessels and other set pieces.
- **Impact:** An iconic, singular image that captures the game's visual language, character and/or narrative, including, but not limited to, key art or concept art.

- **Iconography:** Graphic design and iconographic elements meant to engross the player in the identity of the game world, including but not limited to UI, HUDs, dialogue trees and boxes, inventory, primary brand logo or in-game fictional logos, custom typography, symbology and repeated visual elements intended to function as signifiers.
- **Storyboard:** Illustrations, diagrams and/or drawn sequences used to visualize a cutscene, narrative, or gameplay scene; demonstrating the flow of animation and scene direction. This can apply to either a game or trailer.

Game Maker's Sketchbook entries were reviewed by jury panels comprising esteemed game artists, curators, and representatives from both within the games industry and adjacent sectors, including animation, film, and fine art. This year's panel of jurists included:

- Scott Campbell
- Mariel Cartwright (Future Club)
- William Chyr
- Jon-Paul Dyson (Strong Museum)
- Jorge R. Gutierrez (Netflix Animation)
- James Ham (Insomniac Games)
- Mike Jungbluth (Compulsion Games)
- Tetsuya Mizuguchi (Enhance Experience)
- Maja Moldenhaur (Studio MDHR)
- Jane Ng (Gardens)
- Rashad Redic (Brass Lion Entertainment)
- Katie Rice (Warner Bros.)
- Nick Suttner (Furniture & Mattress)
- Cory Schmitz
- Almudena Soria Sancho (Wildflower Interactive)
- Yuichiro Tanabe (thatgamecompany)
- Adam Volker (Soft Rain Games)
- Kelly Wallick (Indie MEGABOOTH)
- Jen Zee (Supergiant Games)