

2018 INTO THE PIXEL VIDEO GAME ART COLLECTION REVEALED

ESA and AIAS Celebrate 16 Pieces for Top Honors, Available for Auction at E3 2018, June 12-14

June 5, 2018 – WASHINGTON, DC and LOS ANGELES - The Entertainment Software Association (ESA), the trade association that represents the US video game industry and owns and produces E3, and the Academy of Interactive Arts & Sciences (AIAS) today announced the official selections for the 2018 Into the Pixel (ITP, #IntoThePixel) collection. Co-produced by the ESA and AIAS, the 2018 ITP collection of 16 pieces will be displayed during E3 2018, the world's premier trade show for computer, video, and mobile games, from June 12-14, 2018, at the Los Angeles Convention Center.

Established in 2004 and reviewed by a jury panel from the video game and fine art worlds, the annual ITP art exhibit honors the best artistic works of the year from video game artists. This year's Into the Pixel collection includes 16 pieces – 15 prints from AAA blockbusters, mobile, and indie games, and one maquette featuring the iconic Kratos and Atreus from *God of War*. Winners are listed below and can be found, along with images, at www.intothepixel.com.

All 15 print art pieces will be auctioned off on eBay, with a 5-day auction beginning Tuesday, June 12, at Noon PDT, and concluding Saturday, June 16, at Noon PDT. All ITP bids can be made at the AIAS eBay page [here](#). (***NOTE:** ITP images will not appear on eBay until the live auction begins on June 12 at Noon PDT; God of War statue will not be auctioned off.)

Commenting on the 2018 collection, Jurist Nora Dolan said, "The 2018 ITP collection demonstrates the strength of the art of the video game today. These 16 pieces are both deep in skill and broad in style, reflecting the many talented submissions that were reviewed. There is no question as to the boundless creativity and skill of artists and their studios throughout the industry. These winners shine."

Meggan Scavio, President, Academy of Interactive Arts & Sciences, added, "I am thrilled with the year's collection. ITP continues to provide an excellent showcase for the talented and diverse artists within our industry today. The medium's continued evolution can be seen in the many gorgeous, detailed, and unique pieces that were submitted for consideration, and the truly exceptional pieces chosen for the collection. Congratulations to all the winning artists and game studios!"

"Creativity and artistic expression are at the heart of what makes interactive entertainment so engaging, popular, and innovative," added Michael D. Gallagher, president and CEO of ESA. "The video game industry is bursting with the world's most talented visual artists, which makes the selection process more challenging each year. We are proud to celebrate these talented artists who represent the best of the best in our industry."

Game	Title	Artist	Developer	Publisher
<i>Concrete Genie</i>	Concrete Genie, Ash and Friends	PixelOpus - Art Department	PixelOpus	Sony Interactive Entertainment
<i>Ghost of Tsushima</i>	Cove	Romain Jouandeau	Sucker Punch Productions	Sony Interactive Entertainment
<i>Lone Echo</i>	Double Dragon	Anthony Sixto	Ready at Dawn	Oculus Studios
<i>GWENT: The</i>	Gedyneith Flaminica	Anna Podedworna	CD PROJEKT RED	CD PROJEKT RED

<i>Witcher Card Game</i>				
<i>Days Gone</i>	Highway Loot	Joel Mandish	SIE Bend Studio	Sony Interactive Entertainment
<i>God of War</i>	Kratos & Atreus	Rafael Grasseti	Santa Monica Studio	Sony Interactive Entertainment
<i>Destiny 2</i>	Lighthouse Memorialization	Tyler Bartley	Bungie	Activision
<i>FAR: Lone Sails</i>	Okomotive from FAR: Lone Sails	Don Schmocker	Okomotive GmbH	Mixtvision Digital GmbH
<i>Homo Machina</i>	Palais Industriel	Oliver Bonhomme, inspired by Dr. Fritz Kahn	Darjeeling Productions	ARTE
<i>Knights and Bikes</i>	Penfurzy Peril	Rex Crowle	Foam Sword	Double Fine Presents
<i>Marvel's Spider-Man</i>	Peter Parker's Apartment Concept	Dennis Chan	Insomniac Games	Sony Interactive Entertainment
<i>Starlink: Battle for Atlas</i>	Pollen Field	Victor Mosquera	Ubisoft Toronto	Ubisoft
<i>Persona 5</i>	Premium Package Art	Atlus U.S.A., Inc.	Atlus U.S.A., Inc.	Atlus U.S.A., Inc.
<i>God of War</i>	The Golden Forest	Luke Berliner	Santa Monica Studio	Sony Interactive Entertainment
<i>Afterparty</i>	Thrall City	Ruel Pascual, Bryant Cannon, Eric Romano, Claire Chen, Beverly Chen	Night School Studio	Night School Studio
<i>Uncharted: The Lost Legacy</i>	War Torn Back Alley	Todd Foster, Rogelio Olguin, Brian Recktenwald, Christophe Desse, Matt Radford, Iki Ikram, Mark Shoaf, Boon Cotter	Naughty Dog	Sony Interactive Entertainment

The 2018 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
- Jane Ng, Lead Artist, Campo Santo
- Matt Hall, Senior Concept Artist, Zynga/Rising Tide Games
- Nora Dolan, Independent Curator
- Patricia Lanza, Consultant, World Bank
- Seth Spaulding, Senior Art Manager, Blizzard Entertainment

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