

Congratulations

Co- Recipient 2016 Bobby Griffin Art Award

Joshua Sunga

I've always had a vague goal to create videogames when I was younger. In middle school I knew I wanted to become a concept artist for a studio of some sort, and now that I'll be graduating high school I now know that majoring in Entertainment Design is the first actual step toward my long set goal. Characters, vehicles, props, environments and creatures are all aspects of the worlds I want to design for the entertainment industry. I want to populate the worlds of movies and videogames and hopefully help create the iconic works of art that have been produced from the industry.

