

Sean Bryant

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Artist Statement:

I chose the Game Art program because I am inspired to make video games and concept art. My biggest desire is to keep getting better and learn something new every day. I want to use my experience to help and inspire others to learn more about art. When I graduate, I want to work for the game industry to stay inspired and keep learning. I grew up loving art my whole life, so I dedicated my time to learn more about my talent and skill. I am very blessed to be where I am at. Now at this time I can do traditional art, 3D modeling, illustration and concept art. I appreciate myself and my family for supporting me and my craft. I want to inspire others to know that where there is a will, there is a way. Believing in myself was the most important thing for me to understand. Discipline helps me to learn my strengths and weaknesses, and patience helps me to devote time to my learning process.