



art of the arcade

gallery guide



The Foundry has partnered with Two Plumbers Brewery + Arcade to transform the galleries into an arcade, showcasing the history and artistry of arcades and home gaming systems.

Why an arcade in an art gallery?

Everything you see around you and interact with is art. Color, sights, sounds, and even movement are created by humans using their imagination and skill to shape their environment. Art can be anything appreciated for its beauty and emotional power - or lack thereof.

The games in this exhibition - everything from the cabinets, glass, and games themselves were created by a variety of artists (full list on next page). Video game artists must have a strong understanding of art, design, and technology, and must be able to think creatively and solve problems.

As you play the games throughout the gallery, take an extra moment to appreciate the artwork on the sides and fronts of the cabinets. Notice how the home game consoles are designed. And, of course, think about the artistry that went into the games themselves - the characters, the backgrounds, the fonts, the music, and even the concepts that were imagined and became a reality through creativity and technical skill.

Art really is everywhere.



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Types of game artists include:

Concept artists create the initial sketches, paintings, and 3D models that are used to develop the look and feel of a game.

Character artists create the characters that players will interact with in a game. This can include the characters' appearance, their animations, and rigging their models so that they can be animated.

Environment artists create the environments that the players will explore in the game. This can include the environment's layout, creating textures, and adding lighting and effects.

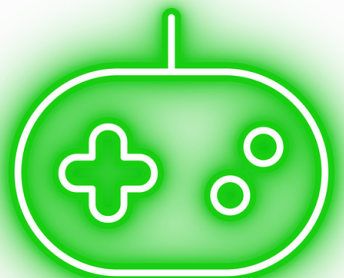
Prop artists create the objects that players will interact with in a game. This can include designing the objects' appearance, creating textures, and adding physics to them.

UI/UX artists (User Interface/User Experience) create the interface and experience for a video game. This can include designing the menus, buttons, and other elements that players will interact with, as well as the overall look and feel of the game.

VFX artists create the visual effects that are used in the game, including explosions, fire, water, and other effects.



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Ding Ding Ding
Tracey Snyder
24in x 24in
oil on canvas
NFS

Sing A Long
Tracey Snyder
oil on canvas
20in x 20in
\$900

Heat Wave
Tracey Snyder
oil on canvas
16in x 40in
NFS

Pinball Painter, 2023
Two Plumbers Brewery +
Arcade/John Sommer

Pac Man, 1980
Two Plumbers Brewery +
Arcade

Nintendo Entertainment
System + Games, 1983
Sarah Hammond

Super Nintendo
Entertainment System +
Games, 1990
Sarah Hammond

Commodore 64, 1982
Mark R. Killmer

Xbox 360, 2005
Sarah Hammond

Centipede, 1980
Two Plumbers Brewery + Arcade

Play Choice 10, 1986
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Joust, 1982
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Tempest, 1981
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Asteroids Deluxe, 1982
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Out Run, 1986
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NeoGeo Candy Cabinet, 1990
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Game Boy, 1989
Mark A.R. Killmer

Williams Multicade
Two Plumbers Brewery + Arcade

Pandora's Box
Two Plumbers Brewery + Arcade

ArcadeSD
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Atari 2600 + Games, 1977
Sarah Hammond

Nintendo 64 + Games, 1996
Sarah Hammond

PlayStation + Games, 1994
Sarah Hammond

PlayStation 2 + Games, 2000
Sarah Hammond

Xenon Pinball Machine, 1980
Two Plumbers Brewery + Arcade

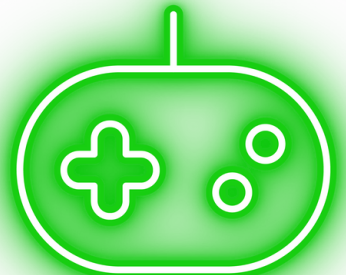
Coins, Pac Man Phone, Pac Man
Carafe
Two Plumbers Brewery + Arcade

Nintendo Entertainment System
w/ Zapper + R.O.B., 1983
James Enstall

Table Pong Project, 2017
Two Plumbers Brewery + Arcade



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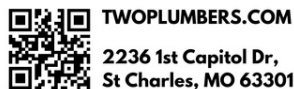
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