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Subject: Hmmmm...

Posted by [Dante](#) on Fri, 16 Apr 2004 17:38:49 GMT

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Game Programming is typically done with C++ which is programming. It is usually centered around DirectX & OpenGL specific programming, but is not limited to any "one type" or "special" programming.

3d artist is different from Graphic Design, a 3d artist is definately a different degree, as Graphic Design is done primarily in 2d Generally when working with a gaming company, the graphic designers are Texture Artists, Graphic Artists, Art Directors, etc... 3D artists are just that, they work 90% with 3d modeling, but do 2d art as well. most 3d Artists are Graphic Designers, but Graphic Designers are rarely 3d artists.

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