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09-27-2010

Video Game Director Lightbown to Speak at Clarkson University

[A photograph for media use is available at <http://www.clarkson.edu/news/photos/lightbown.jpg>]

Video game director David Lightbown of Artificial Mind & Movement (A2M) will give a presentation titled "Empire of the Fun: Inside the Video Games Industry" at Clarkson University on Tuesday, October 12.

The presentation will begin at 5:30 p.m. in Bertrand H. Snell Hall Room 212 on Clarkson's hill campus and is free and open to the public.

Lightbown will talk about his experience in the games industry, as well as give an inside-look into topics like obtaining a job in video games, game development pipelines, and typical positions found at a game design company.

Lightbown has been working professionally in computer graphics for more than 12 years, with the last eight devoted to improving the art production pipeline in the video games industry. He holds the position of senior artistic technical director at A2M.

The company has released a number of international hits such as WET, Naughty Bear, and Dante's Inferno. Read more about A2M at <http://www.bhvr.com>.

Lightbown has presented numerous talks at the Game Developer Conference (GDC) and the Montreal International Game Summit (MIGS). He also presented an Autodesk master class at SIGGRAPH. On contract, he has worked with Autodesk to produce a DVD, a series of podcasts and the official training courseware for Maya. He has also been employed as a freelance writer for the CG Channel. Lightbown has taught at the Montreal campuses of the NAD Centre and Champlain College.

Lightbown's talk is co-sponsored by Clarkson's Center for Canadian Studies and the Digital Arts & Sciences (DA&S) Program.

The Center for Canadian Studies supports activities designed to engage students and faculty in the study of Canada and the U.S./Canada relationship. These activities include funding undergraduate teaching and faculty research, as well as student travel to Canada and a speaker series that aims to develop a better understanding of Canada within the Clarkson Community.

The DA&S Program combines an element of strong scientific research with an equally impressive technological expertise in the digital arts. The program is rated as one of Princeton Review's top-50 game design programs in the country. Find out more at <http://www.clarkson.edu/digitalarts>.

Clarkson University launches leaders into the global economy. One in six alumni already leads as a CEO, VP or equivalent senior executive of a company. Located just outside the Adirondack Park in Potsdam, N.Y., Clarkson is a nationally recognized research university for undergraduates with select graduate programs in signature areas of academic excellence directed toward the world's pressing issues. Through 50 rigorous programs of study in engineering, business, arts, sciences and health sciences, the entire learning-living community spans boundaries across disciplines, nations and cultures to build powers of observation, challenge the status quo, and connect discovery and engineering innovation with enterprise.

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