



## GETTING STARTED: GUILDS & COMMUNITIES

Here are a few communities surrounding certain roles discussed in these sheets! Don't be afraid to reach out, network and share your progress with others - everyone has to start somewhere, and being supported by a community definitely helps. Please note that as these are online communities, interactions and content may vary - if you're a minor, seek guidance from your parent or caregiver before proceeding!

### ART COMMUNITIES



- **Polycount** - <http://www.polycount.com>  
An active community for 3D artists and technical artists.
- **Sketchfab** - <http://www.sketchfab.com>  
A community & platform to share 3D, AR and VR work.
- **ArtStation** - <http://www.artstation.com>  
A community for portfolios & showcasing all types of art.
- **PixelJoint** - <http://www.pixeljoint.com>  
A gallery showcase and community for pixel artists.
- **OpenGameArt** - <http://www.opengameart.org>  
A community and repository for open source game art.

### TECH COMMUNITIES



- **StackOverflow** - <http://www.stackoverflow.com>  
A community and info repository for coding of all types.
- **CodinGame** - <http://www.codingame.com>  
A community with challenges to practice programming.
- **Scratch** - <http://scratch.mit.edu>  
A child-friendly beginner platform for programming.
- **Codecademy** - <http://www.codecademy.com>  
A more advanced community for programming lessons.
- **OpenGameArt** - <http://www.opengameart.org>  
A community and repository for open source game art.

### DEV COMMUNITIES



- **TIGSource** - <http://forums.tigsource.com>  
A community famous for creators sharing 'dev logs'.
- **itch.io** - <http://itch.io/community>  
A community surrounding the itch.io game platform.
- **GameDev.Net** - <http://www.gamedev.net>  
A place to ask questions & share info about game dev.
- **Twitter** - <http://www.twitter.com>  
A social media platform that houses a lot of developers.
- **IndieDB** - <http://www.indiedb.com>  
A community based around independent game dev.

### GAME ENGINES



- **Unreal Engine** - <http://www.unrealengine.com>  
Epic Games' Unreal Engine 4.
- **Unity** - <http://www.unity3d.com>  
Unity Technologies' Unity 3D engine.
- **Ren'Py** - <http://www.renpy.org>  
The free Ren'Py engine for visual novels.
- **GameMaker** - <http://www.yoyogames.com>  
YoYo Games' 2D GameMaker engine.
- **Construct** - <http://www.scirra.com>  
Scirra's Construct 3 engine. Good for beginners.

### GAME PLATFORMS FOR DEVELOPERS



**Steam**

<http://store.steampowered.com>

Currently the largest platform and storefront for developers.



**itch.io**

<http://www.itch.io>

A very accessible, diverse game platform.



**GameJolt**

<http://www.gamejolt.com>

A large, active platform for independent games.