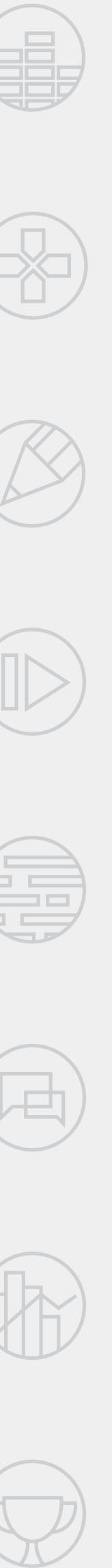




Degree PROGRAMS



Game Art

Undergraduate Degree Program - Campus & Online

OVERVIEW

The Game Art curriculum is designed to develop artists well versed in 3-D asset creation for game development. With a focus on 3-D content for consoles and computers, you will work your way through project-based classes that follow a clear, dynamic curriculum structure using the latest techniques and tools. Our courses will help you gain the skills necessary to move and improve content through the production pipeline. Each specialized class is based on the same workflow processes found at professional game studios and covers such core concepts as animation, art creation, environment art, material sculpting, and texture painting. Supporting these industry-specific foundations are classes focusing on the traditional art foundations of game-content development as well as courses focusing on career exploration, communication skills, and how to prepare for the gaming industry.

ASSOCIATE'S OBJECTIVE

Our goal is to provide you with the focused knowledge and foundational understanding of art and design, 2-D and 3-D animation, modeling, and shading and lighting needed to qualify for such entry-level positions in the game industry as prop artists, environment artists, renderers, and texture artists. Besides the degree program's strong 3-D computer-graphics focus, you will build other skills in peripheral media and complete digital courses that will enhance your opportunities in related fields.

In addition to technical proficiency and creative development, your education will help you develop critical-thinking, problem-solving, and analytical skills that contribute to lifelong learning and will provide you with tools to help sustain a long and productive professional career in the entertainment and media industries.

BACHELOR'S OBJECTIVE

Our goal is to provide you with the focused knowledge and understanding of 3-D modeling, materials and textures, engine integration, and animation needed to qualify for such entry-level positions in the game industry as prop artists, environment artists, character artists, and animators. Besides the degree program's strong 3-D computer-graphics focus, you will build other skills in peripheral media and complete digital courses that will enhance your opportunities in related fields.

In addition to technical proficiency and creative development, your education will help you develop critical-thinking, problem-solving, and analytical skills that contribute to lifelong learning and will provide you with tools to help sustain a long and productive professional career in the entertainment and media industries.

Game Art

Undergraduate Degree Program - Campus & Online

Campus

Chronological Course Schedule by Months

	MONTH	CODE	COURSES	CREDIT HOURS
Bachelor's Program	Associate's Program	1	GEN1011 Creative Presentation	3.0
			DEP1013 Psychology of Play	3.0
	2	TEM1001 Technology in the Entertainment and Media Industries	4.0	
		ENC1101 English Composition I*	4.0	
	3	CGA121 3-D Foundations	4.0	
		CGA101 Fundamentals of Art I	3.0	
	4	DIG1301 Model Creation	4.0	
		CGA103 Fundamentals of Art II	4.0	
	6	3DA119 Project and Portfolio I: 3-D Arts	3.0	
		7	CGA2112 3-D Animation I	4.0
		MGF1213 College Mathematics	4.0	
	8	CGA3112 3-D Animation II	4.0	
		ART2006 Art History	4.0	
	9	GRA1161 Shading and Lighting	4.0	
		3DA229 Project and Portfolio II: 3-D Arts	3.0	
	10	GAB239 Project and Portfolio III: Game Art	3.0	
		GARC111 Professional Development Seminar I: Game Art*	1.0	
		GARC222 Professional Development Seminar II: Game Art*	1.0	
	11	CGG351 Art Creation for Games	4.0	
	12	CGG3447 Game Characters	4.0	
CGG432 Texture Painting and Sculpting		3.0		
13	PHY1020 Fundamentals of Physical Science*	4.0		
	CGG4555 Environment Art	4.0		
14	CGG333 Game Animation I	4.0		
	GAB349 Project and Portfolio IV: Game Art	3.0		
15	VIC3003 History of Visual Communications	4.0		
16	CGG4316 Game Animation II	3.0		
	GAB359 Project and Portfolio V: Game Art	3.0		
17	HIS3320 Historical Archetypes and Mythology	4.0		
18	CGG452 Level Assembly and Lighting	4.0		
	GAB469 Project and Portfolio VI: Game Art	3.0		
19	CGG443 Advanced Game Characters	3.0		
	DIG3395 Motion Capture	3.0		
20	GAB479 Project and Portfolio VII: Game Art	3.0		
	GARC444 Career Readiness: Game Art*	4.0		

BACHELOR'S TOTAL CREDIT HOURS: 120
 BACHELOR'S TOTAL WEEKS: 80
 ASSOCIATE'S TOTAL CREDIT HOURS: 60
 ASSOCIATE'S TOTAL WEEKS: 40

Online

Chronological Course Schedule by Months

	MONTH	CODE	COURSES	CREDIT HOURS
Bachelor's Program	Associate's Program	1	GEN1011 Creative Presentation	3.0
		2	DEP1013 Psychology of Play	3.0
	3	TEM1001 Technology in the Entertainment and Media Industries	4.0	
	4	ENC1101 English Composition I	4.0	
	5	CGA121 3-D Foundations	4.0	
	6	CGA101 Fundamentals of Art I	3.0	
	7	DIG1301 Model Creation	4.0	
	8	CGA103 Fundamentals of Art II	4.0	
	9	3DA119 Project and Portfolio I: 3-D Arts	3.0	
	10	CGA2112 3-D Animation I	4.0	
	11	CGA3112 3-D Animation II	4.0	
	12	3DA229 Project and Portfolio II: 3-D Arts	3.0	
		GAR1111 Professional Development Seminar I: Game Art	1.0	
	13	GRA1161 Shading and Lighting	4.0	
	14	ART2006 Art History	4.0	
	15	MGF1213 College Mathematics	4.0	
	16	GAB239 Project and Portfolio III: Game Art	3.0	
		GAR2222 Professional Development Seminar II: Game Art	1.0	
	17	CGG351 Art Creation for Games	4.0	
		PHY1020 Fundamentals of Physical Science	4.0	
	18	CGG432 Texture Painting and Sculpting	3.0	
	19	CGG3447 Game Characters	4.0	
	20	GAB349 Project and Portfolio IV: Game Art	3.0	
	21	CGG333 Game Animation I	4.0	
		VIC3003 History of Visual Communications	4.0	
	22	CGG4316 Game Animation II	3.0	
	23	CGG4555 Environment Art	4.0	
	24	GAB359 Project and Portfolio V: Game Art	3.0	
	25	CGG443 Advanced Game Characters	3.0	
	HIS3320 Historical Archetypes and Mythology	4.0		
26	CGG452 Level Assembly and Lighting	4.0		
27	CGG382 Game Production	3.0		
28	GAB469 Project and Portfolio VI: Game Art	3.0		
29	GAB479 Project and Portfolio VII: Game Art	3.0		
	GAR4444 Career Readiness: Game Art	4.0		

BACHELOR'S TOTAL CREDIT HOURS: 120
 BACHELOR'S TOTAL WEEKS: 116
 ASSOCIATE'S TOTAL CREDIT HOURS: 60
 ASSOCIATE'S TOTAL WEEKS: 64

* This specific course is offered online. Please see course description for details.