

Visual Arts Bachelor of Science Completion Program with a Concentration in Game Art

Degree Type

Bachelor of Science

Environment

campus

Program Length

36 weeks

Overview

The Visual Arts Bachelor of Science program is designed to develop the knowledge and skills of visual art professionals in the entertainment and media industries. The program focuses on design and art theory, storytelling, and various aspects of media production and provides students with a strong foundation of academic and hands-on coursework. After you complete the core Visual Arts curriculum, you will have the opportunity to choose a concentration in Computer Animation, Graphic Design, Game Art, Digital Arts and Design, Digital Cinematography, or Film. The Visual Arts curriculum offers threaded project and portfolio courses that provide you with a relevant and comprehensive project-based learning experience throughout your academic journey. Additionally, a Career Readiness course taken at the end of the program will provide you with an opportunity to prepare for your future career.

Objective

Bachelor's Objective Our goal is to provide you with a focused knowledge and understanding of essential design and media production skills to enhance your ability to qualify for entry-level industry positions. Depending on your concentration, these may include graphic designer, animator, independent filmmaker, cinematographer, art director, assistant director, production manager, and other various positions in the visual arts. In addition to academic mastery, technical proficiency, and creative development, it is our goal to help you develop critical-thinking, problem-solving, and analytical skills that contribute to lifelong learning, providing you with tools to help sustain a long and productive professional career in the entertainment and media industries.

Students enrolling in this completion program will also complete the [Game Art Associate of Applied Science](#) degree program. [Apply today](#) to get started.

Month 1

Code	Title	Credit Hours
CGG3447	Game Characters	4.0
STA3001	Statistics	4.0

Month 2

Code	Title	Credit Hours
CGG333	Game Animation I	4.0
PHY3020	Physical Science	4.0

Month 3

Code	Title	Credit Hours
VSA349	Project and Portfolio IV: Visual Arts	3.0
ART3006	Art History	4.0

Month 4

Code	Title	Credit Hours
DIG3395	Motion Capture	3.0
HIS3320	Historical Archetypes and Mythology	4.0

Month 5

Code	Title	Credit Hours
CGG452	Level Assembly and Lighting	4.0
CGG4316	Game Animation II	3.0

Month 6

Code	Title	Credit Hours
CGG443	Advanced Game Characters	3.0
CGG432	Texture Painting and Sculpting	3.0

Month 7

Code	Title	Credit Hours
VSA359	Project and Portfolio V: Visual Arts	3.0
MAN3152	Leadership and Organizational Behavior	4.0

Month 8

Code	Title	Credit Hours
VSA469	Project and Portfolio VI: Visual Arts	3.0

Month 9

Code	Title	Credit Hours
VSA4444	Visual Realization	3.0
CRR4000	Career Readiness	4.0
Total Credit Hours		60

Please Note

- Some specific courses may be offered online. Please see course descriptions for details.
- The approved program is a degree completion program. Entering students must have a related associate degree or higher level degree and must complete at least 60 semester hours for a total of 120 credit hours.