

# Game Art Associate of Applied Science

## Degree Type

Associate of Applied Science

## Environment

campus

## Program Length

52 weeks

## Overview

The Game Art curriculum is designed to develop artists well versed in 3-D asset creation for interactive 3-D. With a focus on 3-D content for games, simulation, XR, and even film and television, 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, modeling, lighting, environment art, and material and texture creation. Supporting these industry-specific foundations are classes focusing on the traditional art foundations of interactive 3-D as well as courses focusing on career exploration, communication skills, and how to prepare for the gaming industry.

## Objective

**Associate of Applied Science** Our goal is to provide you with the focused knowledge and foundational understanding of art and design, 3-D animation, modeling, and shading and lighting needed to qualify for entry-level positions in the interactive 3-D industry as 3-D 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 will provide you with a solid set of career-focused foundational competencies. This career-focused education will equip you with the tools to help sustain a long and productive professional career in the entertainment and media industries.

This program is designed to be paired with the [Visual Arts Bachelor of Science Completion Program with a Concentration in Game Art](#) degree program. [Apply today](#) to get started.

## Month 1

Code	Title	Credit Hours
GEN1011	Creative Presentation	3.0

## Month 2

Code	Title	Credit Hours
TEM1001	Technology in the Entertainment and Media Industries	4.0
ENC1101	English Composition I	4.0

## Month 3

Code	Title	Credit Hours
CGA121	3-D Foundations	4.0
CGA101	Fundamentals of Art I	3.0

## Month 4

Code	Title	Credit Hours
DIG1301	Model Creation	4.0

## Month 5

Code	Title	Credit Hours
CGA103	Fundamentals of Art II	4.0

## Month 6

Code	Title	Credit Hours
3DA119	Project and Portfolio I: 3-D Arts	3.0
GARC311	Professional Development Seminar I: Game Art	1.0

## Month 7

Code	Title	Credit Hours
CGA2112	3-D Animation I	4.0

## Month 8

Code	Title	Credit Hours
CGA3112	3-D Animation II	4.0

## Month 9

Code	Title	Credit Hours
3DA229	Project and Portfolio II: 3-D Arts	3.0
GRA1161	Shading and Lighting	4.0

## Month 10

Code	Title	Credit Hours
CGG351	Art Creation for Games	4.0

## Month 11

Code	Title	Credit Hours
CGG432	Texture Painting and Sculpting	3.0

## Month 12

<b>Code</b>	<b>Title</b>	<b>Credit Hours</b>
CGG4555	Environment Art	4.0
GARC322	Professional Development Seminar II: Game Art	1.0

## Month 13

<b>Code</b>	<b>Title</b>	<b>Credit Hours</b>
GAB239	Project and Portfolio III: Game Art	3.0
DEP1013	Psychology of Play	3.0
<b>Total Credit Hours</b>		<b>63</b>

### Please Note

- Some specific courses may be offered online. Please see course descriptions for details.
- Associate of Applied Science (A.A.S.) degree programs are designed to prepare students for entry into technical and professional fields. A.A.S. degree programs are fully transferable into related Full Sail University bachelor's programs. The transferability of credit from Full Sail to another institution is at the discretion of the accepting institution. It is the student's responsibility to confirm whether or not credits will be accepted by another college.