Game Art Associate of Applied Science

Degree Type
Associate of Applied Science
Environment
online
Program Length
56 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
DEP1013	Psychology of Play	3.0

Month 2

Code	Title	Credit Hours
ENC1101	English Composition I	4.0

Month 3

Code	Title	Credit Hours
TEM1001	Technology in the Entertainment and Media Industries	4.0

Month 4

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

Month 5

Code	Title	Credit Hours
DIG1301	Model Creation	4.0

Month 6

Code	Title	Credit Hours
CGA103	Fundamentals of Art II	4.0

Month 7

Code	Title	Credit Hours
3DA119	Project and Portfolio I: 3-D Arts	3.0
GAR3111	Professional Development Seminar I: Game Art	1.0

Month 8

Code	Title	Credit Hours
CGA2112	3-D Animation I	4.0

Month 9

Code	Title	Credit Hours
CGA3112	3-D Animation II	4.0

Month 10

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

Month 11

Code	Title	Credit Hours
CGG351	Art Creation for Games	4.0

Month 12

Code	Title	Credit Hours
CGG432	Texture Painting and Sculpting	3.0

Month 13

Code	Title	Credit Hours
CGG4555	Environment Art	4.0

Month 14

Code	Title	Credit Hours
GAB239	Project and Portfolio III: Game Art	3.0
GAR3222	Professional Development Seminar II: Game Art	1.0
	Total Credit Hours	**63**

Please Note

- 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.