

# Game Art Associate of Science

## Degree Type

Associate of Science

## Environment

campus

## Program Length

40 weeks

## 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.

## Objective

**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.

## Month 1

Month 1

Code	Title	Credit Hours
GEN1011	Creative Presentation	3.0
DEP1013	Psychology of Play	3.0

## Month 2

Month 2

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

## Month 3

Month 3

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

## Month 4

Month 4

<b>Code</b>	<b>Title</b>	<b>Credit Hours</b>
DIG1301	Model Creation	4.0

## Month 5

Month 5

<b>Code</b>	<b>Title</b>	<b>Credit Hours</b>
CGA103	Fundamentals of Art II	4.0

## Month 6

Month 6

<b>Code</b>	<b>Title</b>	<b>Credit Hours</b>
3DA119	Project and Portfolio I: 3-D Arts	3.0
GARC111	Professional Development Seminar I: Game Art	1.0

## Month 7

Month 7

<b>Code</b>	<b>Title</b>	<b>Credit Hours</b>
CGA2112	3-D Animation I	4.0
MGF1213	College Mathematics	4.0

## Month 8

Month 8

<b>Code</b>	<b>Title</b>	<b>Credit Hours</b>
CGA3112	3-D Animation II	4.0

## Month 9

Month 9

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

## Month 10

Month 10

<b>Code</b>	<b>Title</b>	<b>Credit Hours</b>
GAB239	Project and Portfolio III: Game Art	3.0
ART2006	Art History	4.0
GARC222	Professional Development Seminar II: Game Art	1.0
<b>Total Credit Hours</b>		<b>60</b>

Please Note

- Some specific courses may be offered online. Please see course descriptions for details.