

# Game Art Associate of Science - Online

## Degree Type

Associate of Science

## Environment

online

## Program Length

64 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

Code	Title	Credit Hours
GEN1011	Creative Presentation	3.0

## Month 2

Code	Title	Credit Hours
DEP1013	Psychology of Play	3.0

## Month 3

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

## Month 4

<b>Code</b>	<b>Title</b>	<b>Credit Hours</b>
ENC1101	English Composition I	4.0

## Month 5

<b>Code</b>	<b>Title</b>	<b>Credit Hours</b>
CGA121	3-D Foundations	4.0

## Month 6

<b>Code</b>	<b>Title</b>	<b>Credit Hours</b>
CGA101	Fundamentals of Art I	3.0

## Month 7

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

## Month 8

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

## Month 9

<b>Code</b>	<b>Title</b>	<b>Credit Hours</b>
3DA119	Project and Portfolio I: 3-D Arts	3.0
GAR1111	Professional Development Seminar I: Game Art	1.0

## Month 10

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

## Month 11

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

## Month 12

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

## Month 13

<b>Code</b>	<b>Title</b>	<b>Credit Hours</b>
GRA1161	Shading and Lighting	4.0

## Month 14

<b>Code</b>	<b>Title</b>	<b>Credit Hours</b>
ART2006	Art History	4.0

## Month 15

<b>Code</b>	<b>Title</b>	<b>Credit Hours</b>
MGF1213	College Mathematics	4.0

## Month 16

<b>Code</b>	<b>Title</b>	<b>Credit Hours</b>
GAB239	Project and Portfolio III: Game Art	3.0
GAR2222	Professional Development Seminar II: Game Art	1.0
	<b>Total Credit Hours</b>	<b>60</b>