

Game Art Bachelor of Science

Degree Type

Bachelor of Science

Environment

campus

Program Length

80 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

Bachelor's Objective Our goal is to provide you with the focused knowledge and understanding of 3-D modeling, materials and textures, engine integration, and animation needed to qualify for such entry-level positions in the game industry as prop artists, environment artists, character artists, and animators. 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

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

Month 4

Month 4

| Code | Title | Credit Hours |
|-------------|----------------|---------------------|
| DIG1301 | Model Creation | 4.0 |

Month 5

Month 5

| Code | Title | Credit Hours |
|-------------|------------------------|---------------------|
| CGA103 | Fundamentals of Art II | 4.0 |

Month 6

Month 6

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

Month 7

Month 7

| Code | Title | Credit Hours |
|-------------|---------------------|---------------------|
| CGA2112 | 3-D Animation I | 4.0 |
| MGF1213 | College Mathematics | 4.0 |

Month 8

Month 8

| Code | Title | Credit Hours |
|-------------|------------------|---------------------|
| CGA3112 | 3-D Animation II | 4.0 |

Month 9

Month 9

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

Month 10

Month 10

| Code | Title | Credit Hours |
|-------------|---|---------------------|
| GAB239 | Project and Portfolio III: Game Art | 3.0 |
| ART2006 | Art History | 4.0 |
| GARC222 | Professional Development Seminar II: Game Art | 1.0 |

Month 11

Month 11

| Code | Title | Credit Hours |
|-------------|------------------------|---------------------|
| CGG351 | Art Creation for Games | 4.0 |

Month 12

Month 12

| Code | Title | Credit Hours |
|-------------|--------------------------------|---------------------|
| CGG3447 | Game Characters | 4.0 |
| CGG432 | Texture Painting and Sculpting | 3.0 |

Month 13

Month 13

| Code | Title | Credit Hours |
|-------------|----------------------------------|---------------------|
| PHY1020 | Fundamentals of Physical Science | 4.0 |
| CGG4555 | Environment Art | 4.0 |

Month 14

Month 14

| Code | Title | Credit Hours |
|-------------|------------------------------------|---------------------|
| CGG333 | Game Animation I | 4.0 |
| GAB349 | Project and Portfolio IV: Game Art | 3.0 |

Month 15

Month 15

| Code | Title | Credit Hours |
|-------------|----------------------------------|---------------------|
| VIC3003 | History of Visual Communications | 4.0 |

Month 16

Month 16

| Code | Title | Credit Hours |
|-------------|-----------------------------------|---------------------|
| CGG4316 | Game Animation II | 3.0 |
| GAB359 | Project and Portfolio V: Game Art | 3.0 |

Month 17

Month 17

| Code | Title | Credit Hours |
|-------------|-------------------------------------|---------------------|
| HIS3320 | Historical Archetypes and Mythology | 4.0 |

Month 18

Month 18

| Code | Title | Credit Hours |
|-------------|------------------------------------|---------------------|
| CGG452 | Level Assembly and Lighting | 4.0 |
| GAB469 | Project and Portfolio VI: Game Art | 3.0 |

Month 19

Month 19

| Code | Title | Credit Hours |
|-------------|--------------------------|---------------------|
| CGG443 | Advanced Game Characters | 3.0 |
| DIG3395 | Motion Capture | 3.0 |

Month 20

Month 20

| Code | Title | Credit Hours |
|---------------------------|-------------------------------------|---------------------|
| GAB479 | Project and Portfolio VII: Game Art | 3.0 |
| CRR4000 | Career Readiness | 4.0 |
| Total Credit Hours | | 120 |

Please Note

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