

Game Art Bachelor of Science - Campus

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

Code	Title	Credit Hours
GEN1011	Creative Presentation	3.0
DEP1013	Psychology of Play	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
GARC111	Professional Development Seminar I: Game Art	1.0

Month 7

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

Month 8

Code	Title	Credit Hours
CGA3112	3-D Animation II	4.0

Month 9

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

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

Code	Title	Credit Hours
CGG351	Art Creation for Games	4.0

Month 12

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

Month 13

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

Month 14

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

Month 15

Code	Title	Credit Hours
VIC3003	History of Visual Communications	4.0

Month 16

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

Month 17

Code	Title	Credit Hours
HIS3320	Historical Archetypes and Mythology	4.0

Month 18

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

Month 19

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

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.