

Game Art Bachelor of Science

Degree Type

Bachelor of Science

Environment

online

Program Length

108 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

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 interactive 3-D industry as 3-D 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

Month 2

Month 2

Code	Title	Credit Hours
DEP1013	Psychology of Play	3.0

Month 3

Month 3

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

Month 4

Month 4

Code	Title	Credit Hours
ENC1101	English Composition I	4.0

Month 5

Month 5

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

Month 6

Month 6

Code	Title	Credit Hours
DIG1301	Model Creation	4.0

Month 7

Month 7

Code	Title	Credit Hours
CGA103	Fundamentals of Art II	4.0

Month 8

Month 8

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

Month 9

Month 9

Code	Title	Credit Hours
CGA2112	3-D Animation I	4.0

Month 10

Month 10

Code	Title	Credit Hours
CGA3112	3-D Animation II	4.0

Month 11

Month 11

Code	Title	Credit Hours
3DA229	Project and Portfolio II: 3-D Arts	3.0

Month 12

Month 12

Code	Title	Credit Hours
GRA1161	Shading and Lighting	4.0

Month 13

Month 13

Code	Title	Credit Hours
MGF1213	College Mathematics	4.0

Month 14

Month 14

Code	Title	Credit Hours
GAB239	Project and Portfolio III: Game Art	3.0
GAR2222	Professional Development Seminar II: Game Art	1.0

Month 15

Month 15

Code	Title	Credit Hours
CGG351	Art Creation for Games	4.0
PHY1020	Fundamentals of Physical Science	4.0

Month 16

Month 16

Code	Title	Credit Hours
CGG432	Texture Painting and Sculpting	3.0

Month 17

Month 17

Code	Title	Credit Hours
CGG3447	Game Characters	4.0

Month 18

Month 18

Code	Title	Credit Hours
GAB349	Project and Portfolio IV: Game Art	3.0
ART2006	Art History	4.0

Month 19

Month 19

Code	Title	Credit Hours
CGG333	Game Animation I	4.0
VIC3003	History of Visual Communications	4.0

Month 20

Month 20

Code	Title	Credit Hours
CGG4316	Game Animation II	3.0

Month 21

Month 21

Code	Title	Credit Hours
CGG4555	Environment Art	4.0

Month 22

Month 22

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

Month 23

Month 23

Code	Title	Credit Hours
CGG443	Advanced Game Characters	3.0
HIS3320	Historical Archetypes and Mythology	4.0

Month 24

Month 24

Code	Title	Credit Hours
CGG452	Level Assembly and Lighting	4.0

Month 25

Month 25

Code	Title	Credit Hours
CGG382	Game Production	3.0

Month 26

Month 26

Code	Title	Credit Hours
GAB469	Project and Portfolio VI: Game Art	3.0

Month 27

Month 27

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