Game Art

Associate in Applied Science Degree

This program provides the skills and knowledge required for 3D artists to communicate effectively in a written and verbal format; to prepare students to use creative methodology to solve visual problems; to provide advance knowledge of arts through diverse global, cultural, and historical perspectives; to utilize industry software and technologies to create 3D artwork; and to prepare students for careers in game art. Graduates will be prepared to enter the fields of game art and animation as 3D Generalists Artists, Concept Artists, Character Artists, Environment Artists, Hard Surface Artists, Texture Artists, and Lighting Artists.

Total Credit Hours: 64

First Semester

CF100 College Foundations Seminar	1.0
EN101 English 1: Composition	3.0
MD161 Visual Communication	3.0
FA101 General Drawing	3.0
GA102 Digital Sculpting	3.0
GA101 Animation 1: Princip of Animat	3.0
Physical Education Elective	0.5

Second Semester

MA110 Elementary Statistics	3.0
FA103 Figure Drawing 1	3.0
GA103 Texturing	3.0
GA104 Modeling 1: Intro to Modeling	3.0
CG146 Storyboarding	3.0
Physical Education Elective	0.5

Third Semester

GA201 Modeling 2: Game Asset Creat	3.0
GA202 Lighting and Rendering	3.0
GA203 Character Creation	3.0
EN102 English 2:Idea&Values Lit	3.0
HU188 Film Appreciation	3.0
Physical Education Elective	0.5

Fourth Semester

Core GE Natural Science	4.0
GA204 Modeling 3: Game Envir Creat	3.0
GA206 Applied 3D Technologies	3.0
SO101 Intro Sociology	3.0
GA205 Game Art Seminar	3.0
Physical Education Elective	0.5