Game Art BFA   2022-23

Year 1 Fall	Year 1 Spring	Year 2 Fall	Year 2 Spring	Year 3 Fall	Year 3 Spring	Year 4 Fall	Year 4 Spring
MEDA 115 Figure Drawing I	MEDA 125B Figure Drawing II for GA & IL	GAME 221 3D for Games I	GAME 222 3D for Games II	GAME 320 3D for Games III	GAME 322 3D for Games IV	GAME 440 Game Thesis Project IA	GAME 442 Game Thesis Project II (6 credits)
MEDA 112 2D Design	MEDA 123C 3D Design and Modeling	GAME 227 Game Design I	GAME 228 Game Design II	GAME 326 Game Design III	GAME 328 Game Thesis Preproduction	GAME 441 Game Thesis Project IB	
MEDA 111 Drawing I	MEDA 126B Drawing II for CA & GA	GAME 210 Digital Painting for Game Art	GAME 240 Programming for Artists	GAME 335 Visual Development for Games I	GAME 336 Visual Development for Games II	General Education Elective	General Education Elective
LIBA 112 Film & Narrative	Liberal Arts	Open Elective	LMST 282 Literature & Media Studies	Liberal Arts	Liberal Arts	Liberal Arts	Open Elective
WRIT 151 Writing Studio	ARTH 124 History of Game Art	ARTH 111 Development of Art & Ideas	WRIT 120 Professional Writing	Open Elective or INTE 301 Internship	Upper-Level Art History	Open Elective	Upper-Level Art History

Color Key

Program Curriculum		General Education			Electives
First Year 18 hours 15%	Major Courses 48 hours 40%	Liberal Arts 24 hours 20%	General Education 6 hours 5%	Art & Design History 12 hours 10%	Open Electives 12 hours 10%

120 Credit Hours