

# Game Art (BFA)

## Game Art BFA 2024-25

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 (CA, FA, GA, IL)	MEDA 125B Figure Drawing II (FA, 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 (CA, GA, IL, VR)	MEDA 123C 3D Design (GA, VR)	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 Perspective Drawing I (CA, GA, IL)	MEDA 126B Color & Perspective Drawing II (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	ARTH 124 History of Game Art	ARTH 111 Development of Art & Ideas	LMST 282 Literature & Media Studies	Liberal Arts	Upper-Level Art History	Liberal Arts	Upper-Level Art History
WRIT 151 Writing Studio	Liberal Arts	Liberal Arts	WRIT 120 Professional Writing	Open Elective or INTE 301 Internship	Open Elective	Open Elective	Open Elective
<b>Program Curriculum</b>		<b>General Education</b>			<b>Electives</b>		<b>120 Credit Hours</b>
<b>Color Key</b>	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%	

### Degree Type

Bachelor of Fine Arts

## Statement of Purpose

The primary mission of the Game Art major is to provide students with the balance of technical and conceptual skills necessary to become innovative, responsible and productive interactive entertainment industry professionals. Game Art students acquire the ability to design, create, and analyze visually sophisticated game art that supports and strengthens the interactive experience.

## Student Learning Outcomes

1. **Concept and Creative Problem-Solving.** Demonstrate the ability to generate ideas appropriate to games, turn those into appealing experiences, and plan execution and feasibility for production in the 3D environment.
  - a. Design, create, and analyze the visual components of games.
  - b. Understand the value of process in the creation of the visual components of computer games.
  - c. Generate and refine effective and original ideas for computer games.
  - d. Understand the theories of effective game design.
  - e. Create a non-linear narrative that demonstrates effective use of mechanics, meaningful play, and interactivity.
  - f. Plan interactive worlds through the effective use of the preproduction process.
  - g. Possess good critical and analytical problem-solving skills.

2. **Environmental Design.** Create characters, environments, and worlds that make for a compelling and believable experience. Apply the principles of animation to create expressive motion that brings design concepts and characters to life.
  - a. Create characters, environments, and worlds that make for a compelling and believable experience.
  - b. Translate 2D concepts into 3D animated forms.
  - c. Demonstrate knowledge and use of the principles of animation.
3. **Methods and Technologies.** Successfully use the characteristics and capabilities of various methods and technologies in creative and project development contexts.
  - a. Demonstrate proficiency in utilizing specific 3D animation software.
  - b. Demonstrate proficiency in utilizing specific 3D game engine software and the techniques of art production for real time rendering.
  - c. Demonstrate a basic level of scripting (programming) skills appropriate for artists.
  - d. Understand and utilize our game art asset production pipeline.
4. **Professional Practices.** Demonstrate knowledge of professional practices.
  - a. Demonstrate good professional attitude and strong work ethic.
  - b. Possess a working knowledge of the history of computer gaming.
  - c. Form realistic expectations of the professional working environment.
  - d. Assemble a portfolio, body of work and job application packet.
  - e. Produce either a 3D interactive experience or a high-quality game cinematic that might be used to market a game concept.
5. **Collaboration and Communication.** Effectively collaborate and communicate with all members of teams at multiple stages of game art project development and in associated production processes.
  - a. Collaborate with others
  - b. Present and defend their work.

## General Education Curriculum

### Liberal Arts

Item #	Title	Credits
WRIT 151	Writing Studio	3
LIBA 112	Film & Narrative	3
WRIT 120	Professional Writing	3
LMST 282	Literature & Media Studies	3
	Literature and Media Studies Elective	3
	Social and Behavioral Sciences Elective	3
	Scientific Practices Elective	3
	Arts and Humanities Elective	3

### General Education

Item #	Title	Credits
	General Education Elective	3
	General Education Elective	3

## Art and Design History

Item #	Title	Credits
ARTH 124	History of Game Art	3
ARTH 111	Development of Art & Ideas	3
	Art History Upper-Level Elective	3
	Art History Upper-Level Elective	3

## Program Curriculum

### First Year Community

Item #	Title	Credits
MEDA 111	Perspective Drawing I (CA, GA, IL)	3
MEDA 112	2D Design (CA, GA, IL, VR)	3
MEDA 115	Figure Drawing I (CA, FA, GA, IL)	3
MEDA 123C	3D Design (GA, VR)	3
MEDA 125B	Figure Drawing II (FA, GA, IL)	3
MEDA 126B	Color and Perspective Drawing II (CA, GA)	3

### Game Art Major

Item #	Title	Credits
GAME 210	Digital Painting for Game Art	3
GAME 221	3D for Games I	3
GAME 227	Game Design I	3
GAME 222	3D for Games II	3
GAME 228	Game Design II	3
GAME 240	Programming for Artists	3
GAME 320	3D for Games III	3
GAME 326	Game Design III	3
GAME 335	Visual Development for Games I	3
GAME 322	3D for Games IV	3
GAME 328	Game Thesis Preproduction	3
GAME 336	Visual Development for Games II	3
GAME 440	Game Thesis Project 1A	3
GAME 441	Game Thesis Project 1B	3
GAME 442	Game Thesis Project II	6

### Open Electives

Item #	Title	Credits
	Open Elective	3
	Open Elective	3
	Open Elective	3
	Open Elective or INTE 301	3
	Total Credits	120

#### Course Sequencing

## Year 1 Fall

Item #	Title	Credits
MEDA 115	Figure Drawing I (CA, FA, GA, IL)	3
MEDA 112	2D Design (CA, GA, IL, VR)	3
MEDA 111	Perspective Drawing I (CA, GA, IL)	3
LIBA 112	Film & Narrative	3
WRIT 151	Writing Studio	3

## Year 1 Spring

Item #	Title	Credits
MEDA 125B	Figure Drawing II (FA, GA, IL)	3
MEDA 123C	3D Design (GA, VR)	3
MEDA 126B	Color and Perspective Drawing II (CA, GA)	3
ARTH 124	History of Game Art	3
	Liberal Arts Elective	3

## Year 2 Fall

Item #	Title	Credits
GAME 221	3D for Games I	3
GAME 227	Game Design I	3
GAME 210	Digital Painting for Game Art	3
ARTH 111	Development of Art & Ideas	3
	Liberal Arts Elective	3

## Year 2 Spring

Item #	Title	Credits
GAME 222	3D for Games II	3
GAME 228	Game Design II	3
GAME 240	Programming for Artists	3
LMST 282	Literature & Media Studies	3
WRIT 120	Professional Writing	3

## Year 3 Fall

Item #	Title	Credits
GAME 320	3D for Games III	3
GAME 326	Game Design III	3
GAME 335	Visual Development for Games I	3
	Liberal Arts Elective	3
	Open Elective or INTE 301	3

## Year 3 Spring

Item #	Title	Credits
GAME 322	3D for Games IV	3
GAME 328	Game Thesis Preproduction	3
GAME 336	Visual Development for Games II	3
	Art History Upper-Level Elective	3
	Open Elective	3

## Year 4 Fall

Item #	Title	Credits
GAME 440	Game Thesis Project 1A	3
GAME 441	Game Thesis Project 1B	3
	General Education Elective	3
	Liberal Arts Elective	3
	Open Elective	3

## Year 4 Spring

Item #	Title	Credits
GAME 442	Game Thesis Project II	6
	General Education Elective	3
	Art History Upper-Level Elective	3
	Open Elective	3