

GAME ART & DESIGN CURRICULUM

FIRST YEAR FALL	FIRST YEAR SPRING	SECOND YEAR FALL	SECOND YEAR SPRING
Drawing	Traditional Animation I	Game Design I	Game Design II
Contextual Figure	History of Games	Computer Animation I	Computer Animation II
3D Design	Observational Color	Intro to Psychology	Programming for Artists
Art & Ideas I	Communication Design	Liberal Arts	Liberal Arts
Writing	Art & Ideas II	Open Elective	Open Elective
	Open Elective		
THIRD YEAR FALL	THIRD YEAR SPRING	FOURTH YEAR FALL	FOURTH YEAR SPRING
Character Animation for Games	Interior & Exterior Game Environments	Game Thesis Project I	Game Thesis Project II
Game Design III	Game Thesis Preproduction	Portfolio for Games	Liberal Arts
Drawing for Animators I	Drawing for Animators II	Advanced Art History Elective	Liberal Arts
Advanced Art History Elective	Liberal Arts	Liberal Arts	Liberal Arts
Open Elective	Open Elective		Liberal Arts

Video and computer games are a \$10-billion per year business that has tripled in the last ten years.

The Game Art & Design major brings Ringling College's feature film aesthetic to games. You'll begin by studying the basics of game design - meaningful play, player interaction, and options for creating and refining game content. You'll go on to study multiple narrative, interactive narrative, and character structures in relationship to gaming environments. You'll also understand the influence of games on society and their enormous potential to educate as well as entertain. Finally, your senior thesis will serve as an entry into the world of interactive entertainment.