

Bachelor of Fine Arts Game Art

First Year

MEDA 111 Drawing I

Introduction to the representation of three-dimensional forms in two-dimensional space. Focus on drawing one-, two-, and three-point linear perspective systems from observation and imagination. Develop: Measuring and sighting techniques; drawing skills; value and lighting; design approaches. Prerequisite(s): None.

MEDA 112 2D Design

Develop an understanding of visual language and compositional structure using the basic elements and principles of design. Introduction to color theory and application. Prerequisite(s): None.

MEDA 115 Figure Drawing I

Introduction to figure drawing. Use observational gesture and expressive drawing to demonstrate: proportion and measurement; volume and space; basic anatomy; format and composition; balance and movement; focus and edge; relation of figure to environment. Prerequisite(s): None.

MEDA 123C 3D Design and Modeling for VR MEDA

Introduction to elements and principles of 3D design: space; form and mass; scale; and proportion using 3D animation software. Students will learn techniques used to create three-dimensional compositions that create a sense of depth, lead the eye, and give a sense of presence.

MEDA 125B Figure Drawing II for GA & IL

Continued study of observational gesture and expressive drawing to demonstrate: proportion and measurement; volume and space; basic anatomy; format and composition; balance and movement; focus and edge; relation of figure to environment. Create figures and animals from observation with realistic: structure; dynamics; sustained poses; anatomy. Prerequisite(s): MEDA 115.

MEDA 126B Drawing II for CA, GA & VR

Continued study of the accurate three-dimensional forms and environments in two-dimensional space. Focus on color. Focus on drawing one, two, and three-point linear perspective systems from observation and imagination. Prerequisite(s): MEDA 111.

Second Year

GAME 210 Digital Painting for Game Art

Introduction to fundamentals of digital drawing, painting, and design for game assets. Prerequisite(s): Minimum grade of C- in ANIM 208, MEDA 125B, MEDA 126B.

GAME 221 3D for Games I

Introduction to computer animation for games. Emphasis on principles of designing and producing 3D computer-generated art assets utilizing advanced software tools. Develop higher level skills for implementation within game environments: model building; animation; color; lighting. Prerequisite(s): Minimum grade of C- in ANIM 208, MEDA 125B, MEDA 126B, MEDA 123C.

GAME 227 Game Design I

Introduction to game design. Techniques in basic game and level design, developed through research, critical thinking, and theoretical analysis. Prerequisite(s): Minimum grade of C- in ANIM 208, MEDA 125B, MEDA 126B, MEDA 123C.

GAME 222 3D for Games II

Introduction to 3D computer animation for games. Emphasis on principles of designing and producing 3D computer-generated animation through creation of advanced motion studies. Develop higher-level skills for implementation within game environments: model building; animation; color; lighting, with an emphasis on implementing those assets in a game engine environment. Prerequisite(s): Minimum grade of C- in: GAME 221; GAME 227.

GAME 228 Game Design II

Application of concepts from GAME 227 – Game Design I. Exploration of relationships between character and environment in both 2- and 3-dimensional space. Prerequisite(s): Minimum grade of C- in GAME 221; GAME 227.

GAME 240 Programming for Artists

Introduction to programming. Develop ability to create tools for 3D artists. Instruction in basic skills for process automation and creation of graphical interfaces to realize artistic visions and design goals through development of personal tools and methods. Prerequisite(s): Minimum grade of C- in GAME 221; GAME 227.

Third Year

GAME 320 3D for Games III

Introduction to principles of 3D environment design. Considers theatrical sets, architectural simulation, and level design. Conceptualize and create game-specific environments, including: landscapes; terrain; objects; and structures. Continue work with 3D software and visualize work in an interactive environment using middleware game engine package; make refinements based on feedback. Prerequisite(s): Minimum grade of C- in GAME 228; GAME 240; GAME 222.

GAME 326 Game Design III

Focus on game theory and design. Exploration of human decision-making processes through study of game theory, subset of decision theory. Study of game concepts and development of meaningful play. Exploration of interactive narrative and character structures in single-, multiple-, and mass-user gaming environments. Emphasis on creation of original, unique, and useful gaming concepts. Produce proof of concept collaterals in form of: storyboards; animatics; drawings; game design documents; and digital paintings. Prerequisite(s): Minimum grade of C- in GAME 222; GAME 228; GAME 240.

GAME 335 Visual Development for Games I

Introduction to visual development artwork. Focus on visual exploration of ideas and generation of character, prop, and set designs with compelling potential for interactivity and visual sophistication. Introduction to basic elements of art direction. Emphasis on sound draftsmanship, and creating original designs for use in the entertainment industry pipeline. Prerequisite(s): Minimum grade of C- in GAME 222; GAME 228; GAME 240.

GAME 322 3D for Games IV

Continuation of GAME 320 – 3D for Games III. Continued study in principles of 3D environment design. Considers theatrical sets, architectural simulation, and level design. Conceptualize and create game-specific environments, including: landscapes; terrain; objects; and structures. Visualize work in an interactive environment using middleware game engine package; make refinements based on feedback. Prerequisite(s): Minimum grade of C- in GAME 320; GAME 326; GAME 335.

GAME 328 Game Thesis Preproduction

Preproduction for senior project in Game Design. Create basis material for subsequent production of computer-generated senior project. Stages include: initial concept creation; game play testing; event mapping; character; environment and asset design; staging design; lighting studies; and sound design. Elements combined into proof of collateral animatic and supplemental document. Prerequisite(s): Minimum grade of C- in GAME 320; GAME 326; GAME 335.

GAME 336 Visual Development for Games II

Continuation of GAME 335 – Visual Development for Games I. Continued study in visual development artwork. Focus on exploration of ideas and generation of character, prop, and set designs with compelling potential for interactivity and visual sophistication. Emphasis on sound draftsmanship, cohesive art direction, and creating original designs for use in the entertainment industry pipeline. Prerequisite(s): Minimum grade of C- in GAME 222; GAME 228; GAME 240.

Fourth Year

GAME 440 Game Thesis Project 1A

Advanced concepts in design and production of computer-generated art and animation for the gaming environment. Production of game prototype for group thesis project demonstrating creativity, ability to work collaboratively, and knowledge of sophisticated production techniques, with a heavy focus on cinematics and lighting. Prerequisite(s): Minimum grade of C- in GAME 322; GAME 328; GAME 336.

GAME 441 Game Thesis Project 1B

Continuation of GAME 440 – Game Thesis Project 1A. Advanced concepts in design and production of computer-generated assets for the gaming environment with a heavy focus on modeling and effects. Continued production of game prototype for group thesis project demonstrating creativity, ability to work collaboratively, and knowledge of sophisticated production techniques. Note: Failure to successfully complete GAME 441 will require student to repeat GAME 440 and GAME 441. Prerequisite(s): Minimum grade of C- in GAME 322; GAME 328; GAME 336.

GAME 442 Game Thesis Project II

This is an intensive studio-based course that includes seminar discussions and a writing component designed to center on a student-generated project. The combination of work created will result in a finished body of work demonstrating professional skills and contemporary game design theories and practice. Prerequisite(s): GAME 440; GAME 441.