

# Game Art

## 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.

## **GAME ART CURRICULUM**

### **I. GENERAL EDUCATION CURRICULUM**

#### **A. Liberal Arts**

(8 courses, 24 credit hours, 20%)

WRIT 151 Writing Studio

LIBA 112 Film & Narrative

WRIT 120 Professional Writing

LMST 282 Literature & Media Studies

Literature and Media Studies Elective (recommended: LMST 345 Literature of Horror, Fantasy, and Science Fiction)

Social and Behavioral Sciences Elective (recommended: SBSC 272 Myth and Symbol in Media)

Scientific Practices Elective

Arts and Humanities Elective (recommended: ARHU 360 Classical Mythology in Literature, Art, and Music; ARHU 295 Dangerous Ideas; ARHU 381 American Creativity II)

#### **B. General Education**

(2 courses, 6 credit hours, 5%)

Two (2) General Education Electives

#### **C. Art and Design History**

(4 courses, 12 credit hours, 10%)

ARTH 124 History of Game Art

ARTH 111 Development of Art & Ideas

Two (2) Upper-Level Art History Electives (recommended: ARTH 330 History of Architecture: Up to 1400; ARTH 331 History of Architecture: 1400 - 1900; ARTH 365 History of Modern Architecture; ARTH 451 Art History Seminar: Landscape Art)

## II. PROGRAM CURRICULUM

### A. First Year Community

(6 courses, 18 credit hours, 15%)

MEDA 111 Drawing I  
MEDA 112 2D Design  
MEDA 115 Figure Drawing I  
MEDA 123C 3D Design and Modeling  
MEDA 125B Figure Drawing II for GA & IL  
MEDA 126B Drawing II for CA & GA

### B. Game Art Major

(15 courses, 48 credit hours, 40%)

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

## III. ELECTIVES

### A. Open Electives

(4 courses, 12 credit hours, 10%)

Four (4) Open Electives (recommended: INTE 301 Internship)

# Game Art Curriculum Map

## Game Art BFA 2021-22

	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
	<b>Program Curriculum</b>		<b>General Education</b>			<b>Electives</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%	<b>120 Credits</b>	