

Student Name: _____

ID #: _____

Email: _____

Phone #: _____

GAME ART SPECIALIZATION

Associate of Applied Science Degree

2009-2010 Catalog

A specialized course of study focusing on a visual art career path within the game development industry. Courses provide a balance between technical skills and the development of strong design, modeling, and animation aesthetics, culminating in a portfolio-building project targeting a game artist career path.

			<i>Semester</i>	<i>Transferred</i>	<i>Sub/Waive</i>
Semester I					
GAME	1303	Intro to Game Design & Development	_____	_____	_____
ARTC	1409	Basic Illustration	_____	_____	_____
ARTV	1476	Movement for Character Animation	_____	_____	_____
ARTV	1445	3D Modeling & Rendering I	_____	_____	_____
Semester II					
+GAME	2338	Game Testing	_____	_____	_____
+ARTV	1441	3D Animation I	_____	_____	_____
+ARTV	1472	Digital Painting	_____	_____	_____
ARTV	1473	Drawing for Animation	_____	_____	_____
Semester III					
+ARTV	2445	3D Modeling & Rendering II OR			
+ARTV	2451	3D Animation II	_____	_____	_____
+GAME	1434	Video Game Art	_____	_____	_____
Semester IV					
+ARTV	2472	3D Pre-production	_____	_____	_____
ENGL	1301	English Composition I	_____	_____	_____
+GAME	2409	Video Game Art II OR			
+ARTV	2476	3D Animation III	_____	_____	_____
MATH		Mathematics ¹	_____	_____	_____
Semester V					
+ARTV	2477	3D Production	_____	_____	_____
#ARTV	2335	Portfolio Development for Animation	_____	_____	_____
		Humanities/Fine Arts ¹	_____	_____	_____
SPCH		Oral Communication ¹	_____	_____	_____
Semester VI					
#GAME	2359	Game & Simulation Group Project	_____	_____	_____
PSYC	2301	Intro to Psychology OR			
SOCI	1301	Intro to Sociology	_____	_____	_____

¹ Select from the appropriate section of the General Education Course list.

+ Prerequisites: see Course Description.

Capstone class — Department approval required.

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GAME ART CERTIFICATE

2009-2010 Catalog

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			<i>Semester</i>	<i>Transferred</i>	<i>Sub/Waive</i>
Semester I					
GAME	1303	Intro to Game Design & Development	_____	_____	_____
ARTC	1409	Basic Illustration	_____	_____	_____
ARTV	1476	Movement for Character Animation	_____	_____	_____
ARTV	1445	3D Modeling & Rendering I	_____	_____	_____
Semester II					
+GAME	2338	Game Testing	_____	_____	_____
+ARTV	1441	3D Animation I	_____	_____	_____
+ARTV	1472	Digital Painting	_____	_____	_____
ARTV	1473	Drawing for Animation	_____	_____	_____
Semester III					
+ARTV	2445	3D Modeling & Rendering II OR	_____	_____	_____
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+GAME	1434	Video Game Art	_____	_____	_____
Semester IV					
+ARTV	2472	3D Pre-production	_____	_____	_____
+GAME	2409	Video Game Art II OR	_____	_____	_____
+ARTV	2476	3D Animation III	_____	_____	_____
Semester V					
+ARTV	2477	3D Production	_____	_____	_____
#ARTV	2335	Portfolio Development for Animation	_____	_____	_____
Semester VI					
#GAME	2359	Game & Simulation Group Project	_____	_____	_____

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