Game Art Bachelor of Fine Arts Courses

First Year

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 112 2D Design
Develop understanding of structure and application of color in two-dimensional visual arts. Color instruction is augmented by instruction in basic design elements and principles. Focus on abstract imagery. Prerequisite(s): None.

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.

LIBA 112 Film & Narrative
Introduction to the visual techniques and language of film, exploring how they are used to define character and communicate narrative and theme. Examines connection between visual design and storytelling by focusing on editing, mise-en-scene and narrative. Prerequisite(s): None.

WRIT 151 Writing Studio
Introduction to academic and professional writing. Emphasis on: rhetorical knowledge; critical thinking, reading and writing processes and conventions. Analysis and evaluation of multiple reading strategies; composition; use of research tools; development of research process; documentation techniques and incorporation of sources; peer review; editing and proofreading strategies. Prerequisite(s): None.

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 from observation with realistic: structure; dynamics; sustained poses; anatomy. Use of drawing and 3D studies in clay. Prerequisite(s): MEDA 115.

MEDA 123B 3D Design for Game Art
Introduction to elements and principles of design: space; form and mass; scale; proportion. Learn application of elements in design of inanimate and mechanical 3D objects, interiors and exteriors that incorporate pronounced narrative evidence. Emphasis on: construction, detail, color, and surfaces. Prerequisite(s): None.

MEDA 126B Drawing II for CA & GA
Continued study of the representation of accurate 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): MEDA 111.
<table>
<thead>
<tr>
<th>Course Code</th>
<th>Department</th>
<th>Title</th>
<th>Hours</th>
<th>Credits</th>
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<tr>
<td>ANIM 208</td>
<td>CA</td>
<td>Traditional Animation I</td>
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<td>ARTH 124</td>
<td>LA</td>
<td>History of Game Art</td>
<td>(3,0,3,6)</td>
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Second Year

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<tr>
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<td>Computer Animation I for Games</td>
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<td>LMST 282</td>
<td>LA</td>
<td>Literature &amp; Media Studies</td>
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<td>LA</td>
<td>Development of Art &amp; Ideas</td>
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<td>GA</td>
<td>3D for Games I</td>
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<td>GAME 228</td>
<td>GA</td>
<td>Game Design II</td>
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<td>GAME 240</td>
<td>GA</td>
<td>Programming for Artists</td>
<td>(0,6,3,3)</td>
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### Third Year

#### GAME 320 3D for Games II
- **GA (0,6,6,3)**
- 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
- **CA (0,6,3,3)**
- 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 Drawing for Game Art I
- **GA (0,6,3,3)**
- 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.

#### INTE 301 Internship Experience
- **AA (0,6,3,3)**
- Builds on summer internship experience. Review work done during summer internships. Develop project to convert practical experience and knowledge developed in the field for elective credit. Prerequisite(s): completion of INTE 301 Internship Guidelines & Handbook; obtain required signatures. INTE 301 Internship Guidelines & Handbook can be found on the Career Services Website; completed handbooks should be returned to: Office of Advising, Records & Registration Services. Grading: Credit/No Credit; up to three credits based on internship and project adherence to College and department criteria. Enrollment Deadline: May 31.

#### GAME 322 3D for Games III
- **GA (0,6,3,3)**
- Continuation of GAME 320 – 3D for Games II. 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.

#### GA 328 Game Thesis Preproduction
- **GA (0,6,3,3)**
- 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 Drawing for Game Art II
- **GA (0,6,3,3)**
- Continuation of GAME 335 – Drawing for Game Art 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.