

GAME ART

COURSE REQUIREMENTS 2022-2023

FRESHMAN 1ST SEMESTER (TOTAL UNITS: 14)

STUDIO REQUIREMENTS	Units	Prerequisites
FD133 Fundamentals of 3D Studio Max	2	
FD164 Fundamentals of Digital Painting/Color Theory	3	
FD167 Drawing + Perspective for Game Art	3	
LIBERAL ARTS REQUIREMENTS	Units	Prerequisites
LA100 First-Year Seminar	3	
LA104 English Composition	3	English Diagnostic

FRESHMAN 2ND SEMESTER (TOTAL UNITS: 17)

STUDIO REQUIREMENTS	Units	Prerequisites
FD128 Fundamentals of Game Art	2	FD133
FD151 Fundamentals of Figure Drawing	3	
FD153 Fundamentals of Figure + Portrait Sculpture	3	
GA214 Visual Storytelling	3	FD164, FD167
LIBERAL ARTS REQUIREMENTS	Units	Prerequisites
LA111 Critical Reasoning	3	LA104
Art History: Ancient Civilizations: Pick One	3	
AH114 Mesoamerican Empires of the Aztec and Maya		
AH115 Intro to Asian Art and Culture		
AH116 Ancient Civilizations: Egypt-Greece-Rome		

SOPHOMORE 1ST SEMESTER (TOTAL UNITS: 15)

STUDIO REQUIREMENTS	Units	Prerequisites
GA212 Portrait Drawing and Life Painting	3	FD151
GA250 Concept Sketchbook Ideation	3	FD167
GA275 Modeling 4 Game	3	FD128
LIBERAL ARTS REQUIREMENTS	Units	Prerequisites
Art History: Medieval Worlds in Motion: Pick One	3	
AH204 The Medieval World		
AH205 Nature in Art: Japan, Korea, Tibet		
Social Science: Pick One	3	
LA235 Introduction to Psychology		
LA236 Introduction to Linguistics		
LA245 Introduction to Philosophy		
LA247 Introduction to Sociology		
LA248 Interpersonal Communication		

SOPHOMORE 2ND SEMESTER (TOTAL UNITS: 18)

STUDIO REQUIREMENTS	Units	Prerequisites
GA001 Advancement Review	0	
GA309 Creatures and Characters	3	GA275
Two of the following courses: Technical 1	6	
GA221 Animal + Creature Drawing 1		FD128, FD151, FD164
GA227 Digital Painting		FD164
GA305 Texture Painting		FD164, GA275
GA307 Special Tpx in Game		
GA311 Lighting + Rendering		GA275
GA316 2D Development Studio		FD128
One of the following courses:	3	
GA215 Character Design for Games		FD167
GA301 Environment Design for Game		FD167
LIBERAL ARTS REQUIREMENTS	Units	Prerequisites
Art History: Renaissance + Early Modern Worlds: Pick One	3	
AH206 Illuminating Women: Female Artists, Scientists, Poets, Philosophers of the Renaissance		AH114 OR AH115
AH207 Age of Michelangelo, 1450-1550		AH114 OR AH115
AH305 Worldly + Otherworldly Creatures	3	AH114 OR AH115

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Quantitative Reasoning: Pick One	3
LA231 Mathematics	
LA237 Financial Literacy	

JUNIOR 1ST SEMESTER (TOTAL UNITS: 18)

STUDIO REQUIREMENTS	Units	Prerequisites
GA313 Visual Development	3	GA250
GA400 Development Team	3	FD128
Two of the following courses: Technical 2	6	
GA211 Digital Analytical Figure		FD164, GA309
GA220 Robots, Vehicles + Spaceships		FD128, GA250
GA255 Level Design		GA275
GA290 Rigging + Animation for Game		FD128, GA275
GA303 Scripting for Game		FD128
GA357 Advanced Drawing for Game		GA250

LIBERAL ARTS REQUIREMENTS	Units	Prerequisites
AH338 History of Game Art	3	
Literature: Pick One	3	
LA125 Scientific Anatomy		
LA239 Project Green: Hillside		
LA242 Project Green: Oceans		
LA250 Human Evolution		
LA255 Human Diversity		
LA260 Human Sexuality		

JUNIOR 2ND SEMESTER (TOTAL UNITS: 15)

STUDIO REQUIREMENTS	Units	Prerequisites
One of the following courses: Design History	3	
GA312 Architectural Visualization		GA250
GA320 Art of Costume in Game		GA250
Two of the following courses: World Building	6	
GA216 Game Design		FD128
GA304 3D Environment Design 1		GA305 or GA311
GA310 Advanced Technologies for Game		GA303
GA314 Plein Air to Concept		FD128, GA212
GA325 3D Character Design 1		GA275, GA290
GA330 UI/UX for Games		GA214

LIBERAL ARTS REQUIREMENTS	Units	Prerequisites
LA325 Professional Studies for Game Artists	3	
Language Arts: Pick One	3	
LA103 Directed Research + Writing: Special Topics		LA111
LA175 Poetry Workshop		LA111
LA192 Poetry Survey and Analysis		LA111
LA193 Creative Writing Summer Intensive (travel)		LA111
LA194 Creative Writing Multi-Genre Workshop		LA111
LA196 Creative Writing Fiction Workshop		LA111
LA197 Creative Writing Non-Fiction		LA111
LA198 Creative Writing Script Writing Workshop		LA111
LA199 Creative Writing Storytelling		LA111
LA209 Dystopian Literature		LA111
LA218 American Literature		LA111
LA281 Graphic Novel		LA111
LA290 World Literature		LA111

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SENIOR 1ST SEMESTER (TOTAL UNITS: 13)

STUDIO REQUIREMENTS

GA418 Senior Portfolio 1 - Game Art
 GA420 Senior Mentor

Units
 3
 3
 3

Prerequisites
 GA001
 Senior Status

One of the following courses: Advanced

GA308 World Development
 GA404 3D Environment Design 2
 GA425 3D Character Design 2
 GAELEC Game Art Elective

1

GA275, GA227
 GA304
 GA325

LIBERAL ARTS REQUIREMENTS

Art History: Modern Movements - Pick 1

AH404 Los Tres Grandes: Mexican Muralist Movement

 AH405 Traditional Arts of Western Africa

 AH406 Modern Visualities: 19th-20th Century Photography in South + East Asia

Units
 3

Prerequisites

AH114 OR AH115, AH204 OR AH205 OR AH206
 OR AH207 OR AH305
 AH114 OR AH115, AH204 OR AH205 OR AH206
 OR AH207 OR AH305
 AH114 OR AH115, AH204 OR AH205 OR AH206
 OR AH207 OR AH305

SENIOR 2ND SEMESTER (TOTAL UNITS: 12)

STUDIO REQUIREMENTS

GA419 Senior Portfolio 2 - Game Art

Units
 3
 3

Prerequisites

GA418

One of the following courses:

GA321 Advanced Rigging + Animation
 GA375 Modeling for Game 2
 GA402 Advanced Digital Painting
 GA409 Creatures + Characters 2

GA290
 GA275
 GA227
 GA309

LIBERAL ARTS REQUIREMENTS

LA424: Senior Capstone and Thesis Defense

Units
 3
 3

Prerequisites

Language Arts, Concurrent with GA419

Art History: Contemporary Movements - Pick 1

AH407 Exiles in L.A.: Art, Architecture, Film of Wartime Émigrés

 AH408 Living Through History: American Culture Wars
 AH409 Exhibition Design

AH114 OR AH115, AH204 OR AH205 OR AH206
 OR AH207 OR AH305

TOTAL UNITS TO GRADUATE: 122