



Game Development

Game Art Track

Course Requirements 2026-2027

FRESHMAN 1ST SEMESTER (TOTAL CREDITS: 15)

STUDIO REQUIREMENTS

	Credits	Prerequisites
FD128 Fundamentals of Game Development	3	
FD151 Fundamentals of Figure Drawing	3	
FD172 Dynamic Sketching	3	
GA101 Game Industry 101	3	

LIBERAL ARTS REQUIREMENTS

	Credits	Prerequisites
HUM101: Humanities Foundation 1	3	

FRESHMAN 2ND SEMESTER (TOTAL CREDITS: 15)

STUDIO REQUIREMENTS

	Credits	Prerequisites
FD133 Fundamentals of 3D Studio Max	3	FD128
FD153 Fundamentals of Figure + Portrait Sculpture	3	
FD171 Fundamentals of Digital Painting + Color	3	

LIBERAL ARTS REQUIREMENTS

	Credits	Prerequisites
English 100	3	English Diagnostic
HUM102: Humanities Foundation 2	3	HUM101

SOPHOMORE 1ST SEMESTER (TOTAL CREDITS: 15)

STUDIO REQUIREMENTS

	Credits	Prerequisites
MD200 Portrait + Life Painting	3	FD151, FD172
GA250 Concept Sketchbook Ideation	3	FD171, FD172
Pick One of the following courses:	3	
GA260 Modeling for Concept		FD133, FD171
GA275 Modeling for Game 1		FD133, FD171

LIBERAL ARTS REQUIREMENTS

	Credits	Prerequisites
English 200	3	English 100
Art History Elective (AH)	3	

SOPHOMORE 2ND SEMESTER (TOTAL CREDITS: 15)

STUDIO REQUIREMENTS

	Credits	Prerequisites
MD205 Introduction to Digital Sculpting	3	FD153
GA001 Advancement Review	0	GA250, GA260 or GA275
Pick One of the following courses:	3	
GA214 Visual Storytelling		FD151, FD172
GA209 Introduction to Real-Time Rendering		GA275 OR GA260
Pick One of the following courses:	3	
MD201 Character Design 1		GA250
MD202 Environment Design 1		GA250
GA108 Scripting for Game 1		
GA221 Animal + Creature Drawing 1		GA250, GA260
GA227 Digital Painting		FD171, GA250
GA310 Advanced Technologies		FD133 or GA108
GA317 Real-Time VFX		FD133, FD171
GA323 Shaders + Materials		GA275, GA209
GA352 Sound Design for Games		FD128

LIBERAL ARTS REQUIREMENTS

	Credits	Prerequisites
ARTHISM305: History of Game Development	3	
Quantitative Reasoning (MATH)	3	

JUNIOR 1ST SEMESTER (TOTAL CREDITS: 15)

STUDIO REQUIREMENTS

	Credits	Prerequisites
GA300 Development Team 1	3	GA001
Pick Two of the following courses:	6	
MD300 Plein Air to Concept		GA250, MD200
GA105 Game Design 1		
GA106 Introduction to Game Studies		
GA211 Digital Analytical Figure		MD205



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GA220 Robots, Vehicles + Spaceships
 GA230 UI/UX for Games
 GA290 Rigging + Animation for Game
 GA305 Texture Painting
 GA313 Visual Development
 GA345 Narrative Design for Games

GA250, GA260 or GA275
 GA250
 GA275
 GA227, GA250
 GA001, GA250, GA260 or GA275

LIBERAL ARTS REQUIREMENTS

PS305: Professional Studies for Game Developers
 Science (SCI)

Credits

3
 3

Prerequisites

JUNIOR 2ND SEMESTER (TOTAL CREDITS: 15)

STUDIO REQUIREMENTS

Pick Three of the following courses:

GA110 Introduction to Game Engines
 GA205 Game Design 2
 GA208 Scripting for Game 2
 GA210 Game Engine Development
 GA216 Prototyping
 GA255 Level Design
 GA302 Game Pipeline
 GA304 3D Environment Design 1
 GA307 Special Topics in Game
 GA309 Creatures + Characters
 GA311 Lighting + Rendering
 GA312 Architectural Visualization
 GA315 Character Design for Game 2
 GA316 2D Development Studio
 GA318 2D Level Design
 GA325 3D Character Design 1
 GA330 Advanced UI/UX for Games
 GA357 Advanced Drawing for Game
 GA375 Modeling for Game 2
 GA390 Advanced Rigging + Animation
 GA400 Development Team 2
 GA401 Environment Design for Game 2
 GA405 Advanced Texture Painting
 GA417 Advanced Real-Time VFX
 GA452 Advanced Sound Design

Credits

9

Prerequisites

FD128, GA108
 GA105
 GA108
 GA108
 GA108
 GA108
 GA300
 GA323
 Instructor Approval
 GA211
 GA323
 MD202
 MD201
 GA108
 GA108
 MD201, GA275
 GA230
 MD201 or MD202
 MD205, GA275 or GA323
 GA290
 GA300
 MD202
 GA305
 GA317
 GA352

LIBERAL ARTS REQUIREMENTS

Art History Elective (AH)
 Liberal Arts Elective

Credits

3
 3

Prerequisites

SENIOR 1ST SEMESTER (TOTAL CREDITS: 15)

STUDIO REQUIREMENTS

GA418 Senior Portfolio 1 - Game Art
 GA420 Senior Mentor

Pick Two of the following courses:

MD301 Costume Design 1
 GA308 World Development
 GA355 Advanced Level Design
 GA360 Introduction to Game Networking
 GA362 Artificial Intelligence
 GA365 Systems Design
 GA380 Combat Design
 GA402 Advanced Digital Painting
 GA404 3D Environment Design 2
 GA405 Advanced Texture Painting
 GA409 Creatures + Characters 2
 GA423 Advanced Shaders + Materials
 GA425 3D Character Design 2
 GA475 Modeling for Game 3

Credits

3
 3
 6

Prerequisites

GA001, Senior Status
 Senior Status
 MD201, GA357
 GA315 or GA401, GA357
 GA255
 GA208, GA110
 GA208, GA210
 GA216
 GA216
 GA227
 GA304
 GA305
 GA307, GA309, GA325
 GA323, GA304
 GA325
 GA375

LIBERAL ARTS REQUIREMENTS

Social Science (SOC)

Credits

3

Prerequisites

Game Development

Game Art Track

Course Requirements 2026-2027



SENIOR 2ND SEMESTER (TOTAL CREDITS: 15)

STUDIO REQUIREMENTS

GA419 Senior Portfolio 2 - Game Art

Pick Two of the following courses:

- MD301 Costume Design 1
- GA308 World Development
- GA355 Advanced Level Design
- GA360 Introduction to Game Networking
- GA362 Artificial Intelligence
- GA365 Systems Design
- GA380 Combat Design
- GA402 Advanced Digital Painting
- GA404 3D Environment Design 2
- GA405 Advanced Texture Painting
- GA409 Creatures + Characters 2
- GA423 Advanced Shaders + Materials
- GA425 3D Character Design 2
- GA475 Modeling for Game 3

Credits

3
6

Prerequisites

- GA418
- MD201, GA357
- GA315 or GA401, GA357
- GA255
- GA208, GA110
- GA208, GA210
- GA216
- GA216
- GA227
- GA304
- GA305
- GA307, GA309, GA325
- GA323, GA304
- GA325
- GA375

LIBERAL ARTS REQUIREMENTS

- CAP401: Senior Capstone and Thesis Defense
- Language Arts (LANG)

Credits

3
3

Prerequisites

- Concurrent GA419

TOTAL CREDITS TO GRADUATE: 120