



# Game Art

## Course Requirements 2026-2027

### FRESHMAN 1<sup>ST</sup> SEMESTER (TOTAL CREDITS: 15)

#### STUDIO REQUIREMENTS

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

#### LIBERAL ARTS REQUIREMENTS

HUM101: Humanities Foundation 1	Credits	Prerequisites
	3	

### FRESHMAN 2<sup>ND</sup> SEMESTER (TOTAL CREDITS: 15)

#### STUDIO REQUIREMENTS

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

#### LIBERAL ARTS REQUIREMENTS

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

### SOPHOMORE 1<sup>ST</sup> SEMESTER (TOTAL CREDITS: 15)

#### STUDIO REQUIREMENTS

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

#### LIBERAL ARTS REQUIREMENTS

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

### SOPHOMORE 2<sup>ND</sup> SEMESTER (TOTAL CREDITS: 15)

#### STUDIO REQUIREMENTS

MD205 Introduction to Digital Sculpting	Credits	Prerequisites
GA001 Advancement Review	3	FD153
Pick One of the following courses:	0	GA250, GA260 or GA275
GA214 Visual Storytelling	3	
GA209 Introduction to Real-Time Rendering		FD151, FD172
Pick One of the following courses:	3	GA275 OR GA260
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

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

### JUNIOR 1<sup>ST</sup> SEMESTER (TOTAL CREDITS: 15)

#### STUDIO REQUIREMENTS

GA300 Development Team 1	Credits	Prerequisites
Pick Two of the following courses:	3	GA001
MD300 Plein Air to Concept	6	
GA105 Game Design 1		GA250, MD200
GA106 Introduction to Game Studies		
GA211 Digital Analytical Figure		MD205
GA220 Robots, Vehicles + Spaceships		GA250, GA260 or GA275



# Game Art

## Course Requirements 2026-2027

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

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 2<sup>ND</sup> 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 1<sup>ST</sup> 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 Art

## Course Requirements 2026-2027

### SENIOR 2<sup>ND</sup> SEMESTER (TOTAL CREDITS: 15)

#### STUDIO REQUIREMENTS

GA419 Senior Portfolio 2 - Game Art

**Credits**

3

#### Prerequisites

GA418

Pick Two of the following courses:

6

MD301 Costume Design 1

MD201, GA357

GA308 World Development

GA315 or GA401, GA357

GA355 Advanced Level Design

GA255

GA360 Introduction to Game Networking

GA208, GA110

GA362 Artificial Intelligence

GA208, GA210

GA365 Systems Design

GA216

GA380 Combat Design

GA216

GA402 Advanced Digital Painting

GA227

GA404 3D Environment Design 2

GA304

GA405 Advanced Texture Painting

GA305

GA409 Creatures + Characters 2

GA307, GA309, GA325

GA423 Advanced Shaders + Materials

GA323, GA304

GA425 3D Character Design 2

GA325

GA475 Modeling for Game 3

GA375

#### LIBERAL ARTS REQUIREMENTS

**Credits**

3

#### Prerequisites

CAP401: Senior Capstone and Thesis Defense

Concurrent GA419

Language Arts (LANG)

3

**TOTAL CREDITS TO GRADUATE: 120**



# Game Design

## Course Requirements 2026-2027

### FRESHMAN 1<sup>ST</sup> SEMESTER (TOTAL CREDITS: 15)

#### STUDIO REQUIREMENTS

	Credits	Prerequisites
FD128 Fundamentals of Game Art	3	
GA101 Game Industry 101	3	
GA105 Game Design 1	3	
GA108 Scripting for Game 1 (Satisfies Qualitative Reasoning)	3	

#### LIBERAL ARTS REQUIREMENTS

	Credits	Prerequisites
HUM101: Humanities Foundation 1	3	

### FRESHMAN 2<sup>ND</sup> SEMESTER (TOTAL CREDITS: 15)

#### STUDIO REQUIREMENTS

	Credits	Prerequisites
FD145 Design Drawing	3	
GA106 Introduction to Game Studies	3	
GA110 Introduction to Game Engines	3	FD128

#### LIBERAL ARTS REQUIREMENTS

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

### SOPHOMORE 1<sup>ST</sup> SEMESTER (TOTAL CREDITS: 15)

#### STUDIO REQUIREMENTS

	Credits	Prerequisites
GA205 Game Design 2	3	GA105
GA230 UI/UX for Games	3	GA105
GA208 Scripting for Games 2	3	GA108

#### LIBERAL ARTS REQUIREMENTS

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

### SOPHOMORE 2<sup>ND</sup> SEMESTER (TOTAL CREDITS: 15)

#### STUDIO REQUIREMENTS

	Credits	Prerequisites
GA001 Advancement Review	0	
GA210 Directed Development	3	GA110, GA208
GA216 Prototyping	3	GA110, GA208
GA255 Level Design	3	GA108, GA110

#### LIBERAL ARTS REQUIREMENTS

	Credits	Prerequisites
ARTHISM305: History of Game Development	3	
Game Studies Elective: Pick one of the following courses:	3	
GA306 Gaming Genres		
GA342 Meaningful Games		
GA343 Horror in Entertainment		

### JUNIOR 1<sup>ST</sup> SEMESTER (TOTAL CREDITS: 15)

#### STUDIO REQUIREMENTS

	Credits	Prerequisites
GA300 Development Team 1	3	GA001
GA340 Presentation Skills	3	GA105, GA216
Pick One of the following courses:	3	
FD133 Fundamentals of 3DS Max		FD128
FD171 Fundamentals of Digital Painting + Color		
GA250 Concept Sketchbook Ideation		FD145
GA302 Game Pipeline		GA300
GA306 Gaming Genres		
GA316 2D Development Studio		GA108
GA318 2D Level Design		GA108
GA342 Meaningful Games		GA105
GA343 Horror in Entertainment		GA106, HUM102
GA345 Narrative Design for Games		GA105, HUM102
GA352 Sound Design for Games		GA105
GA355 Advanced Level Design		GA255
MD200 Portrait + Life Painting		NONE
MD205 Introduction to Digital Sculpting		NONE



# Game Design

## Course Requirements 2026-2027

### LIBERAL ARTS REQUIREMENTS

PS305: Professional Studies for Game Developers  
Science (SCI)

**Credits**  
3  
3

**Prerequisites**

### JUNIOR 2<sup>ND</sup> SEMESTER (TOTAL CREDITS: 15)

#### STUDIO REQUIREMENTS

GA400 Development Team 2

**Pick Two of the following courses:**

- FD133 Fundamentals of 3DS Max
- FD171 Fundamentals of Digital Painting + Color
- GA211 Digital Analytical Figure
- GA227 Digital Painting
- GA250 Concept Sketchbook Ideation
- GA260 Modeling for Concept
- GA275 Modeling for Games
- GA302 Game Pipeline
- GA306 Gaming Genres
- GA310 Advanced Technologies
- GA312 Architectural Visualization
- GA316 2D Development Studio
- GA317 Real-Time VFX
- GA318 2D Level Design
- GA342 Meaningful Games
- GA343 Horror in Entertainment
- GA345 Narrative Design for Games
- GA352 Sound Design for Games
- GA355 Advanced Level Design
- MD200 Portrait + Life Painting
- MD201 Character Design 1
- MD202 Environment Design 1
- MD205 Introduction to Digital Sculpting
- MD300 Plein Air to Concept

**Credits**  
3  
6

**Prerequisites**

- FD128
- MD205
- FD171
- FD145
- FD133, FD171
- FD133
- FD133 or GA108
- GA250
- FD133, FD171

### LIBERAL ARTS REQUIREMENTS

Art History Elective (AH)

**Game Studies Elective: Pick one of the following courses:**

- GA306 Gaming Genres
- GA342 Meaningful Games
- GA343 Horror in Entertainment

**Credits**  
3  
3

**Prerequisites**

### SENIOR 1<sup>ST</sup> SEMESTER (TOTAL CREDITS: 15)

#### STUDIO REQUIREMENTS

GA420 Senior Mentor

GA428 Senior Studio 1

**Pick Two of the following courses:**

- GA220 Robots, Vehicles + Spaceships
- GA221 Animal + Creature Drawing
- GA290 Rigging + Animation for Game
- GA304 3D Environment Design 1
- GA305 Texture Painting
- GA307 Special Topics in Games
- GA313 Visual Development
- GA315 Character Design for Games 2
- GA323 Shaders + Materials
- GA325 3D Character Design 1
- GA357 Advanced Drawing for Game
- GA401 Environment Design 2
- GA402 Advanced Digital Painting
- GA417 Advanced Real-Time Rendering

**Credits**  
3  
3  
6

**Prerequisites**

- Senior Status
- Senior Status, GA001, GA300, PS305
- GA275
- GA275, GA323
- GA227, GA275
- Instructor Approval
- GA250
- MD201
- GA275
- GA275, GA211
- MD201 or MD202
- MD202
- GA227
- GA317

### LIBERAL ARTS REQUIREMENTS

Social Science (SOC)

**Credits**  
3

**Prerequisites**



# Game Design

## Course Requirements 2026-2027

### SENIOR 2<sup>ND</sup> SEMESTER (TOTAL CREDITS: 15)

#### STUDIO REQUIREMENTS

GA429 Senior Studio 2

Pick Two of the following courses:

GA311 Lighting + Rendering

GA315 Character Design for Games 2

GA375 Modeling for Game 2

GA390 Advanced Rigging + Animation

GA401 Environment Design 2

GA405 Advanced Texture Painting

GA423 Advanced Shaders + Materials

**Credits**

3

6

**Prerequisites**

GA428

GA275, GA323

MD201

GA275, GA323

GA290

MD202

GA305

GA304, GA311, GA323

#### LIBERAL ARTS REQUIREMENTS

CAP401: Senior Capstone and Thesis Defense

Language Arts (LANG)

**Credits**

3

3

**Prerequisites**

Concurrent GA419

**TOTAL CREDITS TO GRADUATE: 120**