

Game Art



Course Requirements 2027-2028

FRESHMAN 1ST SEMESTER (TOTAL CREDITS: 15)

STUDIO REQUIREMENTS

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

Credits	Prerequisites
3	
3	
3	
3	

LIBERAL ARTS REQUIREMENTS

HUM101 Humanities Foundation 1

Credits	Prerequisites
3	

FRESHMAN 2ND SEMESTER (TOTAL CREDITS: 15)

STUDIO REQUIREMENTS

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

Credits	Prerequisites
3	FD128
3	
3	

LIBERAL ARTS REQUIREMENTS

English 100
HUM102 Humanities Foundation 2

Credits	Prerequisites
3	English Diagnostic
3	HUM101

SOPHOMORE 1ST SEMESTER (TOTAL CREDITS: 15)

STUDIO REQUIREMENTS

MD200 Portrait + Life Painting
GA250 Concept Sketchbook Ideation

Pick One

GA260 Modeling for Concept
GA275 Modeling for Game 1

Credits	Prerequisites
3	FD151, FD172
3	FD172 or FD145
3	

LIBERAL ARTS REQUIREMENTS

English 200
Art History Elective (AH)

Credits	Prerequisites
3	English 100
3	

SOPHOMORE 2ND SEMESTER (TOTAL CREDITS: 15)

STUDIO REQUIREMENTS

MD205 Introduction to Digital Sculpting
GA001 Game Art Advancement Review

Pick One

GA214 Visual Storytelling
GA209 Introduction to Real-Time Rendering

Pick One

MD201 Character Design 1

MD202 Environment Design 1
GA108 Scripting for Game 1
GA221 Animal + Creature Drawing
GA227 Digital Painting
GA310 Advanced Technologies
GA317 Real-Time VFX
GA323 Shaders + Materials
GA352 Sound Design for Games

Credits	Prerequisites
3	FD153
0	(GA250, GA260 or GA275) or (GA108, GA110, GA205)
3	
	FD151, FD172
	GA275 (can be concurrent)
3	
	(FD151, FD153, MD205, FD171) OR GA250
	GA250
	GA250, GA260
	FD171
	GA108 or GA275
	FD133, FD171, GA260 or GA275
	GA209, GA275 or concurrent
	GA001

LIBERAL ARTS REQUIREMENTS

ARTHISM305 History of Game Development

Credits	Prerequisites
3	

Game Art

Course Requirements 2027-2028



Quantitative Reasoning (MATH)

3

JUNIOR 1ST SEMESTER (TOTAL CREDITS: 15)

STUDIO REQUIREMENTS

GA300 Development Team 1

Credits

3

Prerequisites

GA001, (GA260 or GA275) or (GA110, GA208)

Pick Two

MD300 Plein Air to Concept

GA105 Game Design 1

GA106 Introduction to Game Studies

GA211 Digital Analytical Figure

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

6

GA250, MD200

MD205

GA250, GA260 or GA275

GA250 or GA105

GA275

GA227, GA275

GA001, GA250, GA260 or GA275

GA105, GA106

LIBERAL ARTS REQUIREMENTS

PS305 Professional Studies for Game Developers

Science (SCI)

Credits

3

Prerequisites

GA001, Junior Status

3

JUNIOR 2ND SEMESTER (TOTAL CREDITS: 15)

STUDIO REQUIREMENTS

Pick Three

GA110 Introduction to Game Engines

GA205 Game Design 2

GA208 Scripting for Game 2

GA210 Directed 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

GA110, GA208

GA110, GA208

GA108

GA300

GA275, GA323

Instructor Approval

GA211

GA275, GA323

MD202

MD201

GA108

GA108

GA275, MD205

GA230

MD201 or MD202

GA275, GA304, MD205

GA290

GA300

MD202

GA305

GA317

GA352

LIBERAL ARTS REQUIREMENTS

Art History Elective (AH)

Liberal Arts Elective

Credits

3

Prerequisites

3

Game Art

Course Requirements 2027-2028



SENIOR 1ST SEMESTER (TOTAL CREDITS: 15)

STUDIO REQUIREMENTS

GA418 Senior Portfolio 1 – Game Art

GA420 Senior Mentor 1

Pick Two

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

LIBERAL ARTS REQUIREMENTS

Social Science (SOC)

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

GA304, GA311, GA323

GA325

GA375

Credits

3

Prerequisites

SENIOR 2ND SEMESTER (TOTAL CREDITS: 15)

STUDIO REQUIREMENTS

GA419 Senior Portfolio 2 – Game Art

Pick Two

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

LIBERAL ARTS REQUIREMENTS

CAP401 Senior Capstone and Thesis Defense

Language Arts (LANG OR CW)

Credits

3

6

Prerequisites

GA418

MD201, GA357

GA315 or GA401, GA357

GA255

GA208, GA110

GA208, GA210

GA216

GA216

GA227

GA304

GA305

GA307, GA309, GA325

GA304, GA311, GA323

GA325

GA375

Credits

3

3

Prerequisites

Concurrent with GA419

TOTAL CREDITS TO GRADUATE: 120

Game Design

Course Requirements 2027-2028



FRESHMAN 1ST SEMESTER (TOTAL CREDITS: 15)

STUDIO REQUIREMENTS

FD128 Fundamentals of Game Development
GA101 Game Industry 101
GA105 Game Design 1
GA108 Scripting for Game 1

Credits	Prerequisites
3	
3	
3	
3	

LIBERAL ARTS REQUIREMENTS

HUM101 Humanities Foundation 1

Credits	Prerequisites
3	

FRESHMAN 2ND SEMESTER (TOTAL CREDITS: 15)

STUDIO REQUIREMENTS

FD145 Design Drawing – Form, Function, Surface
GA106 Introduction to Game Studies
GA110 Introduction to Game Engines

Credits	Prerequisites
3	
3	
3	FD128, GA108

LIBERAL ARTS REQUIREMENTS

English 100
HUM102 Humanities Foundation 2

Credits	Prerequisites
3	English Diagnostic
3	HUM101

SOPHOMORE 1ST SEMESTER (TOTAL CREDITS: 15)

STUDIO REQUIREMENTS

GA205 Game Design 2
GA230 UI/UX for Games
GA208 Scripting for Game 2

Credits	Prerequisites
3	GA105
3	GA250 or GA105
3	GA108

LIBERAL ARTS REQUIREMENTS

English 200
Art History Elective (AH)

Credits	Prerequisites
3	English 100
3	

SOPHOMORE 2ND SEMESTER (TOTAL CREDITS: 15)

STUDIO REQUIREMENTS

GA001 Game Art Advancement Review

GA210 Directed Development
GA216 Prototyping
GA255 Level Design

Credits	Prerequisites
0	(GA250, GA260 or GA275) or (GA108, GA110, GA205)
3	GA110, GA208
3	GA110, GA208
3	GA108

LIBERAL ARTS REQUIREMENTS

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

Credits	Prerequisites
3	
3	
	GA106, HUM102
	GA106, HUM102

JUNIOR 1ST SEMESTER (TOTAL CREDITS: 15)

STUDIO REQUIREMENTS

GA300 Development Team 1

GA340 Presentation Skills

Pick One

FD133 Fundamentals of 3D Studio Max
FD171 Fundamentals of Digital Painting + Color
GA250 Concept Sketchbook Ideation

Credits	Prerequisites
3	GA001, (GA260 or GA275) or (GA110, GA208)
3	GA001
3	
	FD128
	FD172 or FD145

Game Design

Course Requirements 2027-2028



GA302 Game Pipeline		GA300
GA306 Gaming Genres		
GA316 2D Development Studio		GA108
GA318 2D Level Design		GA108
GA342 Meaningful Games		GA106, HUM102
GA343 Horror in Entertainment		GA106, HUM102
GA345 Narrative Design for Games		GA105, GA106
GA352 Sound Design for Games		GA001
GA355 Advanced Level Design		GA255
MD200 Portrait + Life Painting		FD151, FD172
MD205 Introduction to Digital Sculpting		FD153
LIBERAL ARTS REQUIREMENTS	Credits	Prerequisites
PS305 Professional Studies for Game Developers	3	GA001, Junior Status
Science (SCI)	3	
JUNIOR 2ND SEMESTER (TOTAL CREDITS: 15)		
STUDIO REQUIREMENTS	Credits	Prerequisites
GA400 Development Team 2	3	GA300
Pick Two	6	
FD133 Fundamentals of 3D Studio Max		FD128
FD171 Fundamentals of Digital Painting + Color		
GA211 Digital Analytical Figure		MD205
GA227 Digital Painting		FD171
GA250 Concept Sketchbook Ideation		FD172 or FD145
GA260 Modeling for Concept		FD133, FD171
GA275 Modeling for Game 1		FD133
GA302 Game Pipeline		GA300
GA306 Gaming Genres		
GA310 Advanced Technologies		GA108 or GA275
GA312 Architectural Visualization		MD202
GA316 2D Development Studio		GA108
GA317 Real-Time VFX		FD133, FD171, GA260 or GA275
GA318 2D Level Design		GA108
GA342 Meaningful Games		GA106, HUM102
GA343 Horror in Entertainment		GA106, HUM102
GA345 Narrative Design for Games		GA105, GA106
GA352 Sound Design for Games		GA001
GA355 Advanced Level Design		GA255
MD200 Portrait + Life Painting		FD151, FD172
MD201 Character Design 1		(FD151, FD153, MD205, FD171) OR GA250
MD202 Environment Design 1		GA250
MD205 Introduction to Digital Sculpting		FD153
MD300 Plein Air to Concept		GA250, MD200
LIBERAL ARTS REQUIREMENTS	Credits	Prerequisites
Art History Elective (AH)	3	
Game Studies Elective: Pick one of the following courses	3	
GA306 Gaming Genres		
GA342 Meaningful Games		GA106, HUM102
GA343 Horror in Entertainment		GA106, HUM102

Game Design

Course Requirements 2027-2028



SENIOR 1ST SEMESTER (TOTAL CREDITS: 15)

STUDIO REQUIREMENTS

GA420 Senior Mentor 1

GA428 Senior Studio 1

Pick Two

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 Game

GA313 Visual Development

GA315 Character Design for Game 2

GA323 Shaders + Materials

GA325 3D Character Design 1

GA357 Advanced Drawing for Game

GA401 Environment Design for Game 2

GA402 Advanced Digital Painting

GA417 Advanced Real-Time VFX

Credits

3

3

6

Prerequisites

Senior Status

Senior Status, GA001, GA300, PS305

GA250, GA260 or GA275

GA250, GA260

GA275

GA275, GA323

GA227, GA275

Instructor Approval

GA001, GA250, GA260 or GA275

MD201

GA209, GA275 or concurrent

GA275, MD205

MD201 or MD202

MD202

GA227

GA317

LIBERAL ARTS REQUIREMENTS

Social Science (SOC)

Credits

3

Prerequisites

SENIOR 2ND SEMESTER (TOTAL CREDITS: 15)

STUDIO REQUIREMENTS

GA429 Senior Studio 2

Pick Two

GA311 Lighting + Rendering

GA315 Character Design for Game 2

GA375 Modeling for Game 2

GA390 Advanced Rigging + Animation

GA401 Environment Design for Game 2

GA405 Advanced Texture Painting

GA423 Advanced Shaders + Materials

Credits

3

6

Prerequisites

GA428

GA275, GA323

MD201

GA275, GA304, MD205

GA290

MD202

GA305

GA304, GA311, GA323

LIBERAL ARTS REQUIREMENTS

CAP401 Senior Capstone and Thesis Defense

Language Arts (LANG OR CW)

Credits

3

3

Prerequisites

Concurrent with GA429

TOTAL CREDITS TO GRADUATE: 120