

2024-2025 Academic Worksheet GAME ART & DESIGN (BFA) Game Art Emphasis

GENERAL
EDUCATION

Core Competencies

Breadth

Principles

Name _____

ID# _____ Matriculated _____

Minimum Unit Requirement 121

Major	81
General Education	37
Unrestricted Electives	3

Preparatory Requirements

MATH 100 Pre-Statistics	3	_____
WRIT 114 Academic Writing Workshop	0	_____

Minor Requirements

Minor Program _____

Course _____ Semester _____

Course _____ Semester _____

Course _____ Semester _____

Course _____ Semester _____

Course _____ Semester _____

Course _____ Semester _____

1st Year

Fall

GAME 101	Game Design Fundamentals	3	_____	_____
GAME 107	Game Design Practices	3	_____	_____
GAME 109	Game Art Practices	3	_____	_____
GDES 107	Digital Practice	3	_____	_____
LSCI	Information Theory Elective	1	_____	_____
WRIT 113	First-Year Academic Writing	3	_____	_____

Spring

FOUN 101	Beginning Drawing	3	_____	_____
GAME 105	3D Art Fundamentals	3	_____	_____
GAME 112	Game Design Documentation	3	_____	_____
	Art History Elective	3	_____	_____
MDST 120	Public Speaking	3	_____	_____

2nd YEAR

Fall

FOUN 102	Design and Composition	3	_____	_____
GAME 140	Environmental Design & Modeling	3	_____	_____
GAME 201	Narrative Design Fundamentals	3	_____	_____
GAME 203	Sound Design Fundamentals	3	_____	_____
INDS 1	Interdisciplinary Core Elective	3	_____	_____

Spring

FOUN 105	Introduction to Figure Drawing	3	_____	_____
GAME 224	History of Games: 20 th Century	3	_____	_____
GAME 237	Materials, Lighting & Rendering	3	_____	_____
GAME 238	Character Design & Modeling	3	_____	_____
MDST 235	Media Ethics	3	_____	_____

3rd YEAR

Fall

GAME 303	Advanced 3D Sculpting	3	_____	_____
GAME 307	Character Rigging	3	_____	_____
	Art History Elective	3	_____	_____
WRIT 313	Advanced Academic Writing	3	_____	_____
MATH 2	Mathematics Elective	3	_____	_____

Spring

GAME 308	3D Cinematic Animation	3	_____	_____
GAME 312	Advanced 3d Hard Surface Modeling	3	_____	_____
CAREER	Work Experience/Internship	0	_____	_____
INDS 3	UD Interdisciplinary Elective	3	_____	_____
	Social Science Elective	3	_____	_____
	Natural Science with lab	3	_____	_____

4th YEAR

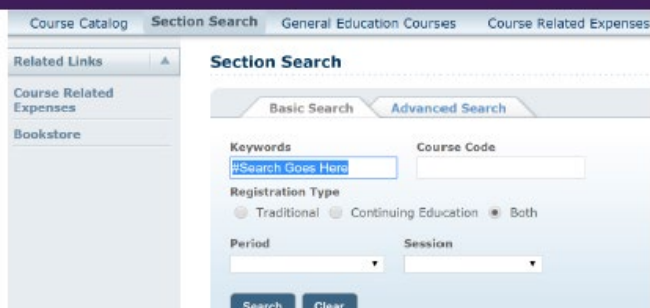
Fall

GAME 309	3D Game Animation	3	_____	_____
GAME 431	Degree Project: R & D	3	_____	_____
	Game Art & Design Elective	3	_____	_____
	Unrestricted GE Elective	3	_____	_____
	Humanities Elective	3	_____	_____

Spring

GAME 432	Degree Project: Production	3	_____	_____
GAME 434	Prof. Practices Game Industry	3	_____	_____
	Game Art & Design Elective	3	_____	_____
ENVT 220	Environmental Studies	3	_____	_____
	Unrestricted Elective	3	_____	_____

Keyword #Search Option



Keyword #Search Option is an additional method to search for course sections using the Keywords search bar, use ONLY the specific # codes shown below; no other # codes have been created.

General Education #Search

#LD GE Elect	=	Lower Division General Education Elective
#UD GE Elect	=	Upper Division General Education Elective
#Social Science	=	Social Science Elective
#Humanities	=	Humanities Elective
#Ethics	=	Ethics Elective
#Art History	=	Art History Elective
#UD Art History	=	Upper Division Art History Elective
#Lab Science	=	Natural Science with Lab Elective
#UD INDS	=	Upper Division Interdisciplinary Elective
#Mathematics	=	Mathematics Elective