WOODBURY UNIVERSITY

2022-2023
Academic Worksheet
GAME ART & DESIGN
Art Emphasis

GENERAL EDUCATION

Core Competencies	■ (blue)
Breadth	■ (green)
Principles	■ (orange)

Name _____

ID# _____   **Matriculated** _____

Minimum Unit Requirement	125
Major	67
General Education	49
Unrestricted Electives	9

Preparatory Requirements

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

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

1st YEAR

Fall

Course	Title	Units	WU	TRANSFER
MDST 120	Public Speaking	3		
GAME 101	Game Design Fundamentals	3		
GAME 107	Game Design Practices	3		
GAME 109	Game Art Practices	2		
WRIT 113	First-Year Academic Writing	3		
_____	Unrestricted Elective	3		

Spring

Course	Title	Units	WU	TRANSFER
FOUN 101	Beginning Drawing	3		
GAME 105	3D Art Fundamentals	3		
GAME 112	Game Design Documentation	3		
GDES 107	Digital Practice	3		
LSCI 105	Information Theory and Practice	1		
WRIT 313	Advanced Academic Writing	3		

2nd YEAR

Fall

Course	Title	Units	WU	TRANSFER
FOUN 102	Design and Composition	3		
GAME 140	Environmental Design & Modeling	3		
GAME 201	Narrative Design Fundamentals	3		
INDS 1____	Interdisciplinary Core Elective	3		
ENVT 220	Environmental Studies	3		

Spring

Course	Title	Units	WU	TRANSFER
FOUN 104 or 105	Drawing Concepts and Composition *or* Introduction to Figure Drawing	3		
GAME 224	History of Games: 20th Century	3		
GAME 237	Materials, Lighting & Rendering	3		
GAME 238	Character Design & Modeling	3		
MATH 2____	Mathematics Elective	3		

3rd YEAR

Fall

Course	Title	Units	WU	TRANSFER
GAME 203	Sound Design Fundamentals	3		
GAME 303	Advanced 3D Sculpting	3		
GAME 307	Character Rigging	3		
3	Upper Division GE Elective	3		
	Social Science Elective	3		

Spring

Course	Title	Units	WU	TRANSFER
	Natural Science w lab Elective	3		
GAME 308	3D Cinematic Animation	3		
GAME 312	Advanced 3D Hard Surface Modeling	3		
3	Upper Division INDS Elective	3		
	Ethics Elective	3		
	Art/Film/Design History Elective	3		
	Career Experience	0		

4th YEAR

Fall

Course	Title	Units	WU	TRANSFER
GAME 309	3D Game Animation	3		
GAME 431	Degree Project: R&D	3		
	Art/Film/Design History Elective	3		
	Humanities Elective	3		
	Social Science Elective	3		

Spring

Course	Title	Units	WU	TRANSFER
GAME 432	Degree Project: Production	3		
GAME 434	Professional Practice	3		
	Art/Film/Design History Elective	3		
_____	Unrestricted Elective	3		
_____	Unrestricted Elective	3		