WOODBURY UNIVERSITY

2022-2023 Academic Worksheet GAME ART & DESIGN Art Emphasis

GENERAL EDUCATION

Core Competencies

1st

4th YEAR

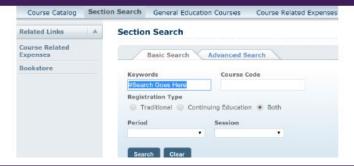
Breadth
Principles

Name	
ID#	Matriculated
Minimum Unit Requirement	125
Major	67
General Education	49

Preparatory Requirements

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

Keyword #Search Option



<u>Keyword #Search Option</u> 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

#UD Art History = Upper Division Art History Elective
#Lab Science = Natural Science with Lab Elective
#UD INDS = Upper Division Interdisciplinary Elective

#Mathematics = Mathematics Elective

YEAR	Fall			WU	TRANSFER
	MDST 120	Public Speaking	3		
	GAME 101	Game Design Fundamentals	3		
	GAME 107	Game Design Practices	2		
	GAME 109	Game Art Practices	2		
	WRIT 113	First-Year Academic Writing	3		
		Unrestricted Elective	3		
	Constitution on				
	Spring FOUN 101	Beginning Drawing	3		
		Beginning Drawing 3D Art Fundamentals	3 3		_
	FOUN 101				
	FOUN 101 GAME 105	3D Art Fundamentals	3		
	FOUN 101 GAME 105 GAME 112	3D Art Fundamentals Game Design Documentation	3		

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2nd YEAR	Fall			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				
	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		

YEAR Fall			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				
	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		

Fall			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				
GAME 432	Degree Project: Production	3		_
GAME 432 GAME 434	Degree Project: Production Professional Practice	3 _		
	,	_		_
	Professional Practice	3		