

Undergraduate Program Requirements

Interactive Arts & Media Program Requirements

Currently displaying program requirements for academic year: UNDG 2017-2018 ▼

GAME ART BA 2017

55 CREDITS REQUIRED TO COMPLETE THE GAME ART MAJOR. Major requirements & credits waived by the department must be substituted with additional IAM credits. Students are required to earn a "C" or better in all major courses.

GAME ART

IAM CORE REQS 12cr

Courses: 4/4

Course	Title	Credits	Grade
36-1010	Fundamentals of Interaction	3	C
36-1300	Digital Image Design	3	C
36-1501	Introduction to Programming	3	C
36-1601	Authoring Interactive Media	3	C

GAME DESIGN REQS 6cr

Courses: 2/2

Course	Title	Credits	Grade
36-1100	Game Culture	3	C
36-1500	Introduction to Game Development	3	C

CAPSTONE REQS 9cr

Courses: 2/2

Course	Title	Credits	Grade
36-3997	Large Team Game Project	3	C
OR 1 of the following:			
	36-3994 Indie Team Game Project	3	C
36-3998	Large Team Game Studio	6	C
OR 1 of the following:			
	36-3995 Indie Team Game Studio	6	C

GAME ART CORE 9cr

Courses: 3/3

Course	Title	Credits	Grade
36-2380	Character Visualization for Games	3	C

OR 1 of the following:

	26-1000 Animation I	4	C
36-2350	2D Art for Games	3	C
	OR 1 of the following:		
	26-2025 Drawing for Animation I	3	C
36-2360	2D Motion for Games	3	C
	OR 1 of the following:		
	26-1015 Introduction to Computer Animation	4	C

GAME ART REQS 13cr

Courses: 4/4

Course	Title	Credits	Grade
36-2370	3D Composition for Interactive Media	3	C
36-3045	Computer Animation	4	C
36-3302	Advanced 3D for Games	3	C
36-3350	3D Digital Sculpting	3	C

TWO OF FOLLOWING 7-8cr

Courses: 2/2

Course	Title	Credits	Grade
36-3080	Motion Capture I	4	C
36-3082	Environmental Design & Modeling	4	C
36-3086	Character Design & Modeling 1	4	C
36-3089	Advanced Character & Environmental Design	4	C
36-3315	Shading and Surfacing for Games	3	C

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