

## Undergraduate Program Requirements

### Interactive Arts & Media Program Requirements

Currently displaying program requirements for academic year: UNDG 2012-2013

#### Game Art UG12

61-63 CREDITS REQUIRED TO COMPLETE THIS 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

15 CREDITS

#### IAM CORE REQUIREMENTS

Courses: 5/5

Course	Title	Credits	Grade
<b>36-1300</b>	<b>Digital Image Design</b>	<b>3</b>	<b>C</b>
<b>36-1501</b>	<b>Introduction to Programming: Theory and Concepts</b>	<b>3</b>	<b>C</b>
<b>36-1000</b>	<b>Media Theory and Design 1</b>	<b>3</b>	<b>C</b>
<b>36-2000</b>	<b>Media Theory and Design 2</b>	<b>3</b>	<b>C</b>
<b>36-2601</b>	<b>Authoring Interactive Media</b>	<b>3</b>	<b>C</b>

6 CREDITS

#### GAME DESIGN REQUIREMENTS

Courses: 2/2

Course	Title	Credits	Grade
<b>36-1100</b>	<b>Game Culture</b>	<b>3</b>	<b>C</b>
<b>36-1500</b>	<b>Introduction to Game Development</b>	<b>3</b>	<b>C</b>

9 CREDITS

#### GAME DESIGN CAPSTONE REQ

Courses: 2/4

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

9 - 11 CREDITS

**GAME ART CORE**

Courses: 3/3

Course	Title	Credits	Grade
<b>36-1600</b>	<b>Character Visualization for Games</b>	<b>3</b>	<b>C</b>
OR 1 of the following:			
	<b>26-1000 Animation I</b>	<b>4</b>	<b>C</b>
<b>36-2350</b>	<b>2D Art for Games</b>	<b>3</b>	<b>C</b>
OR 1 of the following:			
	<b>26-2025 Drawing for Animation I</b>	<b>3</b>	<b>C</b>
<b>36-2360</b>	<b>2D Motion for Games</b>	<b>3</b>	<b>C</b>
OR 1 of the following:			
	<b>26-2015 Introduction to Computer Animation</b>	<b>4</b>	<b>C</b>

14 CREDITS

**GAME ART CONCENTRATION**

Courses: 4/5

Course	Title	Credits	Grade
<b>36-3301</b>	<b>3D Composition for Interactive Media I</b>	<b>3</b>	<b>C</b>
<b>36-3045A</b>	<b>Computer Animation: Maya</b>	<b>4</b>	<b>C</b>
<b>36-3302</b>	<b>Advanced 3D for Games</b>	<b>3</b>	<b>C</b>
<b>36-3080</b>	<b>Motion Capture I</b>	<b>4</b>	<b>C</b>

8 CREDITS

**CHOOSE TWO OF FOLLOWING**

Courses: 2/4

Course	Title	Credits	Grade
<b>36-3086</b>	<b>Character Design &amp; Modeling 1</b>	<b>4</b>	<b>C</b>
<b>36-3082</b>	<b>Environmental Design &amp; Modeling I</b>	<b>4</b>	<b>C</b>
<b>36-3089</b>	<b>Advanced Character &amp; Environmental Design</b>	<b>4</b>	<b>C</b>
<b>26-3081</b>	<b>Motion Capture II</b>	<b>4</b>	<b>C</b>

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The OASIS system is maintained by the IT department. Program requirement records are maintained by the associate deans in each of their respective schools.