

Undergraduate Program Requirements

Interactive Arts & Media Program Requirements

Currently displaying program requirements for academic year: UNDG 2013-2014

Game Art BA 2013

58-60 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

12 CREDITS:

IAM CORE REQUIREMENTS

Courses: 4/4

Course	Title	Credits	Grade
36-1010	Computational Media Development	3	C
36-1300	Digital Image Design	3	C
36-1501	Introduction to Programming	3	C
36-2601	Authoring Interactive Media	3	C

6 CREDITS:

GAME DESIGN REQUIREMENTS

Courses: 2/2

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

9 CREDITS:

GAME DESIGN CAPSTONE REQ

Courses: 2/4

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

9 - 11 CREDITS:

GAME ART CORE

Courses: 3/3

Course	Title	Credits	Grade
36-1600	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:			
	26-2015 Introduction to Computer Animation	4	C

14 CREDITS:

GAME ART CONCENTRATION

Courses: 4/4

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

8 CREDITS:

CHOOSE TWO OF FOLLOWING

Courses: 2/4

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

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