

# Undergraduate Program Requirements

## Interactive Arts & Media Program Requirements

Currently displaying program requirements for academic year: 

UNDG 2014-2015 ▼

### Game Art Minor 2014

TWENTY-ONE (21) CREDITS are required to fulfill the Game Art Minor.

<b>GAME ART Minor</b>			Courses:	0
<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>	
<b>36-1600</b>	<b>Character Visualization for Games</b>	<b>3</b>	<b>C</b>	
<b>36-3301</b>	<b>3D Composition for Interactive Media I</b>	<b>3</b>	<b>C</b>	
<b>36-2350</b>	<b>2D Art for Games</b>	<b>3</b>	<b>C</b>	
<b>36-2360</b>	<b>2D Motion for Games</b>	<b>3</b>	<b>C</b>	
<b>36-3302</b>	<b>Advanced 3D for Games</b>	<b>3</b>	<b>C</b>	

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