Undergraduate Program Requirements

Interactive Arts & Media Program Requirements

Currently displaying program requirements for academic year: | UNDG 2015-2016 ▼ |

Game Art BA 2015

58-60 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 - 12 cr   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

GAME DESIGN REQS - 6 cr   Courses: 2/2

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

CAPSTONE REQS - 9 cr   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 - 9-11 cr   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:		
	26-2015 Introduction to Computer Animation	**4**	**C**

GAME ART REQS - 14 cr   Courses: 4/4

Course	Title	Credits	Grade
36-3045	**Computer Animation**	**4**	**C**
36-3080	**Motion Capture I**	**4**	**C**
36-2370	**3D Composition for Interactive Media**	**3**	**C**
36-3302	**Advanced 3D for Games**	**3**	**C**

TWO OF FOLLOWING - 8 cr   Courses: 2/2

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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