

» BACHELOR OF ARTS GAME ART

Degree Structure

Program Core

Course Code	Course Name	Credit Hours
GAM101	Foundations of Interactive Design	4
ART102	Principles of Drawing & Rendering	4
CS101	Fundamentals of Computing	4
GAM135	Game Studio 1: Production Pipeline	3
DAA101	Foundations of Digital Art for Production	4
ART115	Figure Drawing 1	3
GAM220	Introduction to Game Storytelling	3
ART103	Elements of Visual Design	4
DAA255	Modeling 1	4
GAM230	Introduction to Game Engines	4
DAA244	Introduction to 3D Animation Principles	3
DAA260	Texture & Lighting	4
GAM200	Foundations of Interactive Sound Design	4
DAA300	Character Rigging	4
GAM300	Game 3D Asset Creation	4
GAM233	Level Design for Single Player Games	3
GAM365	Environment Art	4
GAM235	Game Studio 2: Interactive Design	3
GAM435	Game Studio: Portfolio	3
RWPS480	Capstone Project A	3
RWPS485	Capstone Project B	3
Total Credits		75

Recommended Elective Courses

Course Code	Course Name	Credit Hours
	Elective Course	3
	Elective Course	3
	Elective Course	3
	Elective Course	3
	Elective Course	3
Total Credits		15

Arts & Sciences (GE)

Course Code	Course Name	Credit Hours
HUM100	Disruptive Imagination	3
MATH112	College Algebra	3
ENG100	English Composition	3
ENG250	Speech and Oral Communication	3
MATH295	Discrete Mathematics	3
	Physical Science Choice	3
	Humanities/Arts Choice	3
	Written Communication 2 Choice	3
	300 Level GE Choice	3
HUM470	Silicon Valley Challenge	3
Total Credits		30

Program Core	75
USV Core & GE	30
Electives / PAC	15
Total Credits	120

The elective courses allow students to develop depth in a particular specialization such as Environment Artist, Technical Artist, Game Writer, etc. The tracks can be individually designed according to the student needs. Students should work with their academic advisors when selecting classes.