



# GAME ART & ANIMATION

Associate in Occupational Studies in Game Art and Animation

CIP CODE 11.0803 (80 CREDIT HOURS)

## Create 3D environments and characters for game worlds from your imagination.

*The Associate in Occupational Studies in Game Art and Animation* adds an academic component to produce a well-rounded student with academic and technical skills needed for success in the work environment.

This program was developed in response to industry needs and driven by extensive consultation with local and international game development studios. The Advanced Diploma is a two-year full-time course, focused on getting students to meet or exceed industry expectations to gain employment with a development studio or to develop their own independent games.

Game artists design the environments, create the characters and craft the vehicles for the games that you love to play. They can specialize in modeling, texturing, animation and level design. Game art development is a dynamic medium to showcase creative ability. Students work with other artists and programmers to design and create their own unique entertainment experiences using cutting-edge game technology.

### Year 1

Students will concept, model and animate characters, design game levels, create high-detail creatures, build realistic environments and craft a short animated movie, developing skills in **3D modeling, texturing, UV unwrapping, rigging, animation, lighting, using cameras, rendering and compositing.**

### Year 2

Students polish their 3D skills while working on art assets for game development. All facets of 3D game modeling and animation are covered including **character creation, level design, environment modeling, game design, concept art, animation and custom texturing.**

### Major Game Project

In the last half of the second year, game art and game programming students work together in development teams to design and produce a playable video game demo. The training environment closely mirrors the real-world production cycle in an industry development studio, from pitching the game idea to delivering commercial quality artwork and animation. Students graduate with an extensive showreel of 3D game art.

### General Education Courses required

- > English Composition
- > College Algebra
- > Introduction to Physical Science
- > Introduction to Visual Arts
- > Introduction to Sociology

### Software Skills

- > Maya – Modeling, rigging, animation & rendering.
- > ZBrush – High detail sculpting.
- > Photoshop – Concept art and texturing.
- > Unreal Engine – Game level design.
- > Unity – Game design and prototyping.



Student work by Jake Higgs and Kyle Chin