

Game Art, Minor

The game art minor offers students an opportunity to become immersed in the study and practice of the visual arts and animation within the game medium. Students are afforded the opportunity to think critically and work collaboratively in multidisciplinary teams to produce art and animation assets that are critical to the success of projects in the game medium. Working in the interdisciplinary game areas, the program fosters experiential learning opportunities utilizing diverse intersections of skills merging artistic practice and expression blended with technology. Students will be immersed in experiences to develop tools to succeed, eagerness to innovate, and skills to become next-generation entrepreneurs in the ever-changing games and media landscape.

ARTE 3901	Art and Design Special Topics
ARTE 4901	Special Topics in Art and Design Studio
GAME 2500	Foundations of Game Design

GPA Requirement

2.500 GPA required in the minor

Minor Requirements

Complete all courses listed below unless otherwise indicated. Also complete any corequisite labs, recitations, clinicals, or tools courses where specified. Students who wish to register for 2000-level courses and above need to plan ahead in order to complete prerequisite course(s) ahead of time.

Requirements for Non-Art + Design Majors

Code	Title	Hours
Required Courses		
ARTD 2370	Animation Basics (with optional ARTD 2371)	4
ARTF 1120	Observational Drawing	4
ARTF 1122	2D Fundamentals: Surface and Drawing (with optional ARTF 1123)	4
ARTF 2220	4D Fundamentals: Sequence and Drawing (with optional ARTF 2221)	4
Elective Course		
Complete one of the following:		4
ARTD 3471	Virtual Environment Design	
ARTD 3472	Character Design for Animation	
ARTD 3473	Animation for Games	

Requirements for Art and Design Majors

Note: This minor is not available to students in the BFA in media arts program or any media arts combined major.

Code	Title	Hours
Required Courses		
ARTD 2370	Animation Basics (with optional ARTD 2371)	4
ARTF 1120	Observational Drawing	4
Additional Courses		
Complete two of the following:		8
ARTD 3471	Virtual Environment Design	
ARTD 3472	Character Design for Animation	
ARTD 3473	Animation for Games	
Elective Course		
Complete one of the following:		4
ARTD 2100	Narrative Basics	
ARTD 3470	Animation 1	
ARTD 4577	Digital Sculpture and Model Making	