The Game Art Minor offers students 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.

**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 pre-requisite course(s) ahead of time.

Complete all courses listed below unless otherwise indicated. Also complete any corequisite labs, recitations, clinicals, or tools courses where specified.

### Requirements for Non–Art and Design Majors

#### Required Courses

<table>
<thead>
<tr>
<th>Course</th>
<th>Title</th>
<th>Credits</th>
</tr>
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<tbody>
<tr>
<td>ARTD 2370 and ARTD 2371</td>
<td>Animation Basics and Animation Tools</td>
<td>5</td>
</tr>
<tr>
<td>ARTF 1120</td>
<td>Observational Drawing</td>
<td>4</td>
</tr>
<tr>
<td>ARTF 1122 and ARTF 1123</td>
<td>2D Fundamentals: Surface and Drawing and 2D Tools</td>
<td>5</td>
</tr>
<tr>
<td>ARTF 2220 and ARTF 2221</td>
<td>4D Fundamentals: Sequence and Drawing and 4D Tools</td>
<td>5</td>
</tr>
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**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.*

#### Required Courses

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#### 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

### GPA Requirement
2.500 GPA required in the minor