

## Game Art Core Certificate

---

Students completing the Game Art Core will have a broad background in art concepts and digital media and an overview of the game development industry. Foundational skills prepare the student to focus on the advanced courses in one or more concentration areas: Environments and Vehicles, 3D Character Modeling and/or 3D Character Animation.

Course	Title	Units
GAM 70	Computer Skills for Game Artists	1.0
ART 17	Beginning Drawing	3.0
GAM 35	Intro to Game Development	3.0
GAM 71	Perspectives for Game and Animation	3.0
GAM 42	Photoshop for Game Art and Animation	3.0
<b>Game Art Core Total</b>		<b>13.0</b>

## **Game Art Core Course Descriptions**

---

GAM 35 Intro to Game Development 3 units

An introduction to the field of simulation and computer gaming. Course provides an introductory look at the fundamentals of simulation and computer games used in various industries—entertainment, military, finance, medical, education, and law enforcement. Topics include licensing and franchising, marketing, business development, game design, storytelling, and development life cycle. 54 hours lecture and 18 hours laboratory.

ART 17 Beginning Drawing 3 units

An introduction to the fundamentals of drawing in a variety of media. The exploration of the elements of art, the principles of composition, perspective and the development of observational, motor and creative skills. Emphasis will be on black and white media. Students pay for their own materials.

GAM 70 Computer Skills for Game Artists 1 unit

An introduction to computer concepts and computer applications designed to acclimate the students to current computer technology with an emphasis on gaming related practices. Understanding computer navigation and peripherals used to input information which is unique to game design and digital media.

GAM 71 Perspectives for Game and Animation 3 units

A foundation course in basic drawing with a technical perspective. Students draw three-dimensional forms through observation and application of perspective principles. Students develop conceptual quick sketches into precise, complete drawings. Students create believable environments while applying a comprehensive understanding of perspective.

GAM 42 Photoshop for Game Art and Animation 3 units

Introduction to Adobe Photoshop including mastery of digital image editing and techniques for painting custom textures for Game Art and Animation. Use of Layers, Layer Styles, Adjustment Layers and Blending Modes. Adjusting and correcting colors for textures and images to be used in Autodesk Maya and Unreal Development Kit Game Engine, as well as a introduction to all aspects of Adobe Photoshop for use in digital image editing.