

Game Art BFA 2024-25

| Year 1 Fall | Year 1 Spring | Year 2 Fall | Year 2 Spring | Year 3 Fall | Year 3 Spring | Year 4 Fall | Year 4 Spring |
|--|---|--|---|--|---|---------------------------------------|--|
| MEDA 115 Figure Drawing I (CA, FA, GA, IL) | MEDA 125B Figure Drawing II (FA, GA, IL) | GAME 221 3D for Games I | GAME 222 3D for Games II | GAME 320 3D for Games III | GAME 322 3D for Games IV | GAME 440 Game Thesis Project IA | GAME 442 Game Thesis Project II (6 credits) |
| MEDA 112 2D Design (CA, GA, IL, VR) | MEDA 123C 3D Design (GA, VR) | GAME 227 Game Design I | GAME 228 Game Design II | GAME 326 Game Design III | GAME 328 Game Thesis Preproduction | GAME 441 Game Thesis Project IB | |
| MEDA 111 Perspective Drawing I (CA, GA, IL) | MEDA 126B Color & Perspective Drawing II (CA, GA) | GAME 210 Digital Painting for Game Art | GAME 240 Programming for Artists | GAME 335 Visual Development for Games I | GAME 336 Visual Development for Games II | General Education Elective | General Education Elective |
| LIBA 112 Film & Narrative | ARTH 124 History of Game Art | ARTH 111 Development of Art & Ideas | LMST 282 Literature & Media Studies | Liberal Arts | Upper-Level Art History | Liberal Arts | Upper-Level Art History |
| WRIT 151 Writing Studio | Liberal Arts | Liberal Arts | WRIT 120 Professional Writing | Open Elective or INTE 301 Internship | Open Elective | Open Elective | Open Elective |
| | Program Curriculum | | General Education | | | Electives | |
| Color Key | First Year 18 hours 15% | Major Courses 48 hours 40% | Liberal Arts 24 hours 20% | General Education 6 hours 5% | Art & Design History 12 hours 10% | Open Electives 12 hours 10% | 120 Credit Hours |