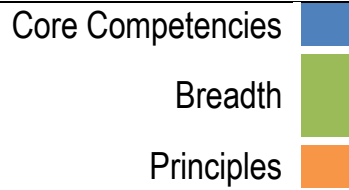


## 2020-2021 Academic Worksheet GAME ART & DESIGN Art Emphasis

GENERAL  
EDUCATION



Name \_\_\_\_\_

ID# \_\_\_\_\_ Matriculated \_\_\_\_\_

<b>Minimum Unit Requirement</b>	<b>125</b>
Major	67
General Education	49
Unrestricted Electives	9

**Preparatory Requirements**

MATH 100 Pre-Statistics	3
WRIT 114 Academic Writing Workshop	0

### 1st YEAR

			WU	TRANSFER
<b>Fall</b>				
COMM 120	Public Speaking	3	_____	_____
GAME 101	Game Design Fundamentals	3	_____	_____
GAME 107	Game Design Practices	2	_____	_____
GAME 109	Game Art Practices	2	_____	_____
WRIT 113	First-Year Academic Writing	3	_____	_____
_____	Unrestricted Elective	3	_____	_____
<b>Spring</b>				
FOUN 101	Beginning Drawing	3	_____	_____
GAME 105	3D Art Fundamentals	3	_____	_____
GAME 112	Game Design Documentation	3	_____	_____
GDES 107	Digital Practice	3	_____	_____
LSCI 105	Information Theory and Practice	1	_____	_____
WRIT 313	Advanced Academic Writing	3	_____	_____

### 2nd YEAR

			WU	TRANSFER
<b>Fall</b>				
FOUN 102	Design and Composition	3	_____	_____
GAME 140	Environmental Design & Modeling	3	_____	_____
GAME 200	Portfolio Review	0	_____	_____
GAME 201	Narrative Design Fundamentals	3	_____	_____
INDS 1	Interdisciplinary Course	3	_____	_____
ENVT 220	Environmental Studies	3	_____	_____
<b>Spring</b>				
FOUN 104 or 105	Drawing Concepts and Composition or Introduction to Figure Drawing	3	_____	_____
GAME 224	History of Games: 20 <sup>th</sup> Century	3	_____	_____
GAME 237	Materials, Lighting & Rendering	3	_____	_____
GAME 238	Character Design & Modeling	3	_____	_____
MATH 2	Mathematics Course	3	_____	_____

### 3rd YEAR

			WU	TRANSFER
<b>Fall</b>				
GAME 203	Sound Design Fundamentals	3	_____	_____
GAME 303	Advanced 3D Sculpting	3	_____	_____
GAME 307	Character Rigging	3	_____	_____
3	General Education Elective	3	_____	_____
_____	Social Science Course	3	_____	_____
<b>Spring</b>				
_____	Natural Science Course w lab	3	_____	_____
GAME 308	3D Cinematic Animation	3	_____	_____
GAME 312	Advanced 3D Hard Surface Modeling	3	_____	_____
INDS 3	Transdisciplinary Seminar	3	_____	_____
_____	Ethics Course	3	_____	_____
_____	Art/Film/Design History Course	3	_____	_____
_____	Career Experience	0	_____	_____

### 4th YEAR

			WU	TRANSFER
<b>Fall</b>				
GAME 309	3D Game Animation	3	_____	_____
GAME 431	Degree Project: R&D	3	_____	_____
_____	Art/Film/Design History Course	3	_____	_____
_____	Humanities Course	3	_____	_____
_____	Social Science Course	3	_____	_____
<b>Spring</b>				
GAME 432	Degree Project: Production	3	_____	_____
GAME 434	Professional Practice	3	_____	_____
_____	Art/Film/Design History	3	_____	_____
_____	Unrestricted Elective	3	_____	_____
_____	Unrestricted Elective	3	_____	_____