GAME ARTS PROGRAM COURSE CATALOG (2026-2027)

3D-1: Modeling And Texturing

Students develop skills to create game assets efficiently and effectively, including character and environment modeling, texturing, and understanding game engine pipelines. understand 3D asset creation for game environments, mastering modeling and texturing techniques. Students should also gain insights into the entire production pipeline, from ideation to final render.

3D-2: Character Modeling

Students practice the character creation processes, developing visual and narrative elements, and mastering technical skills in 2D and 3D software focusing on visual appeal, narrative depth, and gameplay integration.

3D-3: Character Rigging and Animation

Students create and customize rigs for 2D and 3D characters, apply the principles of animation, and integrate characters into game engines.

3D-4: 3D Modeling & Animation for Games.

Focuses on procedures and methods for using 3D assets in game engines. Includes import/export pipelines, in engine tools, etc.

BaseCamp 1 - 3

This course builds foundational social and communication skills for personal and professional settings. Students practice conversational reciprocity, group dynamics, conflict resolution, and digital etiquette while gaining confidence in navigating both peer and workplace interactions.

Career Readiness 1 ** Fourth year Seminar

This class prepares students for industry internships and provides ongoing support for students during their internships to help ensure a successful experience. Guest speakers will be invited to provide current information on the industry and job prospects.

Environment Production 1 - 3

Students develop an understanding of creating visually engaging and functional game and virtual production environments. Understanding the history of a place and the imprint of those who live there. The role of environment artists will be explored along with core art principles, and industry standard software. Students will gain understanding of lighting techniques, camera systems, and VFX and Cinematics as well as technical underpinnings of real time rendering.

Game Art Production 1 - 6

Students learn fundamental skills in creating visual assets for video games, understanding image composition, elements and principles of design along with the game art production pipeline, and collaborating with other students.

Students develop skills to create visually appealing game assets efficiently and effectively, including props, weapons, set dressing etc. Consideration is given to the story roles of props in game design. and understanding game engine pipelines.

Students will understand and apply basic animation principles to create engaging and functional animations within a game environment using industry-standard tools. Students will understand the differences between game and film animation, and develop a visual vocabulary for expressing character and gameplay through animation.

Game Design 1 - 4

Students gain theoretical understanding of game mechanics and the practical application of those principles to create engaging and effective game experiences. Students will understand how to apply artistic techniques within a game design context, learn about fundamental game mechanics, and gain the ability to translate visual concepts into interactive experiences. Students will explore concepts through paper prototyping etc.

Students practice fundamental concepts, designing simple levels, and applying key principles. Students will be able to define level design, understand different types of levels, and analyze how levels guide player experience. They will learn about pacing, challenge, and reward, and how to create engaging and well-balanced levels.

Game Engines 1 - 3

Students are introduced to foundational knowledge and practical skills related to game development using game engines. Gain understanding of core concepts of the Godot and Unreal game engines. Students will gain familiarity with the user interfaces, creating basic scenes using both 2D and 3D pipelines.

Students learn core concepts of asset creation and use, engine tools, and creating basic games, interactive environments and visual compositions using Unreal or Godot engines. By the final term students should be able to create or modify simple code within the engines.

GameLab/Embark: Creative Lab

Students will have the opportunity to work alongside peers of all levels on a shared game concept. Instructors will be available to assist students with completing tasks for the project as well as the assignments from their courses.

History of Games / Interactive Entertainment 1 & 2

Students become familiar with the history of games, gaining understanding of the evolution from traditional games to digital ones and analyzing the cultural and historical significance of games. They will understand the function of games in society and how game playing enriches people's lives. They will also learn to communicate their understanding of games through various mediums.

Narrative Design for Games 1

Students will understand and apply narrative design principles to create engaging and memorable stories, while also developing skills in characterization and development within a game context. This includes defining visual aesthetics, personality traits, backstory, and ensuring functionality within the game mechanics.

Photoshop 1 - 2

Students will learn fundamentals of Photoshop to produce graphics, retouch photos, and to create digital compositions and paintings. Using hands-on exercises, students will learn the creative pipeline for developing narrative details and communicating them visually utilizing the Elements and Principles of Design. This course will also focus on the development of professional presentation skills and teamwork.

Production and Pipeline Management 1 -2 ** Fourth year Seminar

This course provides a comprehensive overview of the roles, processes, and technical workflows required to manage the video game development pipeline. Students will learn how to guide a project from initial concept to a finished product. Topics include team management, documentation, milestone planning, version control, and asset creation pipelines.

Portfolio 1 - 4

This class is designed to help students launch their post-graduation career. The core focus is on strategic career planning and developing a robust professional presence. You will engage in interview practice, learn job searching skills, and networking to identify realistic career targets. Students will continue to build the specific assets required for success, such as a professional reel, resume, portfolio, and website. The course equips you with the necessary technical, artistic, and soft skills to maximize your employability and confidently enter the job market.

Publishing Your Game 1 - 2 ** Fourth year Seminar

This course provides a comprehensive overview of the game publishing process, from pre-production marketing to post-launch community management. Students will explore the business, legal, and operational considerations necessary to successfully launch and sell a game. Emphasis will be placed on creating effective marketing materials, understanding distribution platforms, and developing a sustainable business plan.

Sound Production 1

Students will create and implement audio elements that enhance the player experience. Students should be able to record, edit, process, and mix sound elements; along with understanding game audio design principles.

Thesis 1 - 3

Fourth year students will have the opportunity to work on a thesis project, allowing them time to complete something significant. This could be a game design, game design and implementation, focusing on expertise in a specific area such as modeling, animation, environment, virtual reality, virtual production, etc.

User Interface Design

Students will master core User Interface principles designing intuitive interfaces specific to the gaming context. Students will create effective UI elements, prioritize visual hierarchy, and consider accessibility for diverse player groups.

Visual Effects for Games 1

Students will understand the basics of visual effects, their role in game development, and how to create simple effects using Godot and Unreal engines.

World Building 1

Understanding the core principles of world building. How to define a location and communicate its history and residents. Applying these principles to different genres, using research effectively, developing unique world elements, and collaborating effectively to co-create immersive worlds.

Workspace 1 - 3

This course prepares students to identify their strengths, develop a personal brand, build communication skills, and effectively apply for internships.. Students will ensure their resumes are updated, practice building their network, and gain confidence through real-world application of job searching, interviewing, and workplace readiness skills. Instruction is structured to support diverse learning styles with step-by-step guidance, visual aids, and hands-on activities