

GAME ART

MINOR



Artwork by Charles Valsechi

Modern game aesthetics and design engage and connect the player to a virtual world, creating deeper emotional connections to the characters and influencing choices the player will make as a participant in the story. Students that participate in the Game Art minor will learn to craft virtual worlds through the study of narrative, art, virtual cinematography, character design, and environmental design. Industries that need Game Artists include video gaming, immersive entertainment, architectural visualization, interactive museum displays, virtual set design, industrial design, product design, medical visualization, and interactive applications. Students will understand the ethics involved with gaming and be aware of equity, diversity, and inclusion when they are designing characters and environments.

Course Sequencing

FINE 1004 - Video Games, Story and Society

By investigating various methods and theories, this course will examine how stories are crafted to fit the interactive aspects of video games, their resemblance and dependence on traditional stories, and how unorthodox plots, characters, and impact game play.

FINE 2000 Art Direction for Games

A project-centered studio-lecture course that introduces the process of world building, game/interaction design from the standpoint of the game/virtual production art director. Each project addresses a milestone in art direction craftwork and demonstrates corresponding entry-level technical and conceptual skills and strategies.

FINE 2003 Game Design Fundamentals

This course provides an in-depth exploration of analog and digital game design, emphasizing creativity, strategy, and game mechanics. Students will learn to conceptualize, prototype, and develop games.

Either Course Fine 1810 or FINE 3434

FINE 1810 - Digital 3D Foundations

A lecture/lab course that explores the foundations of creating digital 3D content. Primary focus is an introduction to current 3D software. Class lectures, demonstrations and hands-on application will expose the student to the expectations for commercial high-end 3D animation production.

or

FINE 3434 - 3D Motion Design

A course devoted to 3D as a medium for creating works of art. Through demonstration, discussion, readings and project-based explorations, students will learn to navigate and create in the 3D digital environment.

FINE 3855 - Introduction to Unreal Engine

Students will learn how to utilize and navigate Unreal Engine to produce interactive stories and immersive environments in a lecture-lab classroom. Students will build virtual worlds that use lighting, surface design, environments, and interactions to tell stories highlighting personal experiences and socially conscious narratives in a virtual production environment.

Students must pick one additional class from this list of these courses.

FINE 3532: Maquette Design

A maquette is model created to visualize a larger sculpture or character for inclusion in illustration or animation development. Students work in wide ranging media and a variety of approaches to conceptualize personal 2D, 3D and 4D imagery.

Course Sequencing

FINE 1825 - Game Characters and Concept Art

Students will learn to design characters and environments based on experimentations with color, proportion, texture, and expression that add depth and context to a story. Students will examine the history of character design and environment as applied to animation, children's books, and toys identifying how practical and cultural processes influence design. Max hours: 3 Credits.

FINE 2001- Costumes and Props for Games

This course will teach you how to create costumes, props, and set dressing for games. During this course students will explore various software tools and gaming engines to develop dynamic scenery, props, costumes, food, and makeup for game characters.

FINE 2822 - Digital Cinematography

A lecture/lab course focuses on mastery of digital cinematography and visual storytelling. This course translates key production techniques: composition, camera craft, depth of field, camera blocking, and more, into the 3D world. This unique approach bridges the gap between traditional live-action cinematography and cutting-edge 3D animation, giving the students skills/knowledge about cinematic theory, practices and methods, as applied to digital 3D content creation. Prereq: FINE 1810, FINE 1820, Acceptance into DAC or Game Art Minor

DACD 2810 - DAC: Modeling 1

A lecture/lab course focused on the mastery of creating surface models for digital 3D content. Students will develop skills/knowledge about the processes and techniques for building complex 3D objects with an emphasis on artistic excellence through application of current 3D technologies.

DACD 2820 - DAC: Surfacing and Lighting 1

A Lecture/Lab course focused on the fundamentals of lighting and surfacing in a digital 3D environment. Students will develop skills and knowledge about the processes and techniques involved in creating realistic and/or narratively powerful materials and lighting for 3D animated films.

DACD 3820 - Animation 1: Introduction to Animation and Rigging

A studio course focused on foundational skills for animating digital 3D objects/characters. Students explore the process/techniques of key frame/pose-to-pose animating considering character performance, thought, constraints and velocity with an emphasis on artistic excellence through applications of current 3D technologies.