ART + DESIGN MINOR

GAME ARTS

18 credits

Required game arts classes provide students with necessary skills/knowledge for working in the game arts industry, while one elective class chosen from a list of recommended classes allows each student to choose a course aligned with their personal game arts interests.

The minor in game arts offers students the opportunity to accomplish the following:

- understand the roles of professional game designer and game artist
- work with digital tools such as Photoshop, Unity3D and Maya
- develop skills which will enable production of physical prototypes
- produce a portfolio of character, environment design, and functional prototypes

Prepare for careers such as:
- game artist
- game designer
- game user interface designer
- board game designer

To declare a Game Arts Minor, students must be a degree candidate who has earned at least 24 credits, with a minimum cumulative grade point average of 2.000 and a minimum 2.500 grade point average in their major.

Note: Minors in this concentration may be required to have a laptop.

GAME ARTS MINOR COURSE CURRICULUM

Game Arts Core Courses (15 credits)

- AXD 245 Story Structures
- AXD 248 Principles of Game Design
- AXD 246 Principles of Animation
- AXD 347 Visual Design for Games
- AXD 348 Game Design

And 1 course from the following (3 credits)

- AXD 345 3D Modeling
- AXD 346 3D Animation
- AXD 446 Adv. Topics in Animation + Game Arts
- AXD 384 Digital Video Production

This curricular guide represents the requirements for students entering the college for the academic year 2019-2020 and is intended as an example of progression towards the degree minor.

Accreditation: National Association of Schools of Art and Design

College of Visual & Performing Arts
UMass Dartmouth

umassd.edu/cvpa

CVPa