

UAT-Online: Associate of Arts in Game Art and Animation

Program Description

The continued expansion of the game industry into all aspects of daily life is creating new opportunities for game production and development. Gaming technology is used in many applications from PC, console, mobile, web and casual gaming to serious gaming, training, simulation, and medical treatment and beyond. This vast array of gaming styles and use of gaming technology creates a need for industry professionals who understand both the technology behind gaming as well as the theories of game play.

Students in the Game Art and Animation program will gain an insight into what is involved at all levels of game development, from the initial concept to the completed project. Courses will emphasize the essential issues in developing games for multiple platforms and applications. Game Art and Animation students focus on the artistic principles, skills and techniques required to create assets and content for game projects. Courses will emphasize artistic skills such as concept art, production art, modeling, animation and texturing.

Students in the Game Art and Animation program will also develop a critical approach to the study of gameplay, interaction and design. Graduates of the Game Art and Animation program will have the skills required to pursue a career in the game industry with a focus on the artistic needs of a game project. Within the program, students will be able to focus on content creation and on the tools used to create art assets for games. Using industry-standard tools and practices in a team-based environment, artists will work with designers and programmers to create complete projects. This well-rounded approach provides students with a deep understanding of all aspects in the game creation process and the skills to further the craft of game development.

How UAT-Online Works

UAT-Online's Associate of Arts in Game Art and Animation program has been developed to give students the ability to focus 100% of their attention on each individual skill and class needed to become successful in this rapidly growing field. Classes are taken one at a time, and last five weeks each. Three classes will be taken each semester for a total of 15 weeks per semester. Courses are taken sequentially in order to build on the foundation of previous skills learned. This helps to increase overall understanding and comprehension of the material.

Objectives

- Master the artistic principles used in game asset creation
- Create and implement compelling game assets and content utilizing industry-standard tools and software
- Develop original assets for Web, console, PC and handheld gaming platforms
- Produce game assets for multiple gaming applications including triple-A, serious, casual and mobile games
- Develop analytical skills for examining gameplay focusing on the integration of art assets

- Create game assets for and collaborate on numerous projects with industry-style production pipelines
- Participate in every level of game development from initial design to publishing
- Develop a diverse portfolio of industry-standard game art and animation assets contributing to complete works

University Core Courses

INT200 Internship
PRO102 Professional Skills Development
PRO210 Portfolio I/Capstone I
TCH110 Foresight Development

General Education Courses

BIO101 Introduction to Biology
ENG101 Composition I
ENG102 Composition II
MAT056 Pre-Algebra (if required)
MAT175 College Algebra
SOC150 Technology and Society

Degree-Specific Courses

ART105 Communicating with Color
ART108 2D Design
ART130 Beginning Drawing I
DVA101 Digital Video Fundamentals
DVA231 3D Modeling: Maya
GAM101 Game Concept Design
GAM108 2D Design in Games
GAM110 Introduction to Game Art
GAM220 Applied Game Theory
GAM243 2D Modeling for Games
GAM245 2D Animation for Games
GAM351 Writing for Interactive Games (WI)
MTM101 2D Computer Graphics Tools

This list represents the combination of courses necessary for the degree. Course sequence and offerings may change due to software or other scheduling requirements. All courses designated (WI) are Writing Intensive courses.



University Core Course Descriptions

INT200 Internship

An internship is considered a supervised, practical experience that is the application of previously learned theory. Employers/sponsors work with the student to meet specific objectives and/or learning goals and provide special mentoring or networking opportunities. In exchange, the intern helps the employer/ sponsor in meeting overall work goals for the agency/company. Students completing 3.0 credit internships must work a total of 150 hours, or 10 hours per week for 15 weeks.

PRO102 Professional Skills Development

This course is designed to develop lifelong learning strategies. This course provides the basic skills for success in the educational, professional and personal environment. Specific topics explored are personality profile analysis, developmental styles, conflict resolution skills, group problem solving and learning style analysis. Collaboration and group skills development will be emphasized. Students will have the opportunity to receive extra assistance in computer and word processing skills.

PRO210 Portfolio I/Capstone I

This course is intended to fulfill the associate's-level student's portfolio/capstone graduation requirement. Students in this course will compile and present their individual portfolio to the faculty in their disciplines at least twice over the course of the semester. Feedback will be used to improve the quality of the final submitted portfolio.

TCH110 Foresight Development

Foresight is the act of looking to the future. This course helps you learn better global, business and personal foresight, so you can better enjoy and manage your own future. This course will explore the big picture history of accelerating change from universal, historical and technological perspectives, as well as identifying global trends that are affecting individuals, society, businesses and governments. Additionally, the course will examine how organizations make bets on the future, and gives the student a chance to explore career prospects in a variety of fields. Finally, discussion of how biology, psychology, community and culture help and hinder personal thinking about the future will be discussed. We will articulate and explain the four fundamental foresight processes: innovating the future (creative development of products and services); planning the future (developing shared goals and processes); profiting in the future (achieving measurable positive results, including environmental, social, and economic benefits); and predicting the future (trend identification and analysis). Assignments will be fun, personalized to your own foresight goals, and will include brief readings, brief writing, discussions, debates, visuals, film, podcasts and games.

General Education Course Descriptions

BIO101 Introduction to Biology

This course explores the basic issues of living organisms. The material covered emphasizes molecular and organic biology, as well as the structure and function of plants and animals. Learning activities include lectures, group activities and various practical exercises that help students to better understand biology

and to use their knowledge in everyday life, as well as in their future careers.

ENG101 Composition I

This course is designed to present effective techniques in organizing, developing and revising academic essays that reflect collegiate-level critical and logical thinking skills. Students will write a minimum of four essays, directed toward audiences with specific rhetorical situations, that stress descriptive, analytical, evaluative and persuasive/argumentative writing. Students will also develop their critical reading skills: analyzing, evaluating and critiquing the claims and evidence used by various authors.

ENG102 Composition II

This course expands and refines the objectives of Composition I. It emphasizes critical/logical thinking and reading; problem definition; research strategies; and writing analytical, evaluative and/or persuasive papers that incorporate research. Students will be introduced to the art of modern information research by conducting literature reviews and electronic searches using a variety of media.

MAT056 Pre-Algebra (if required)

MAT056 provides students with a firm foundation for the transition from arithmetic to algebra. This course will explore basic mathematics and prepare the student for the remainder of the math courses in the degree program.

MAT175 College Algebra

This course will include a thorough treatment of relations and functions, polynomial functions, exponential and logarithmic functions, systems of equations and inequalities, matrices, conic sections, sequences, induction and probability.

SOC150 Technology and Society

SOC150 is designed to introduce students to the essential understanding, development, theories, strategies and historical interrelation of technology and society. The purpose of the course is to provide students with the tools necessary to understand the role technology has played in society and to prepare students for interaction in a technology driven world with a comprehensive look at the relationship between technology and culture. Technology will be recognized as a driving force in cultural revolutions and as a foundational concept of human development. The course will consider rapidly changing technologies in modern society, the problems associated with these changes, and the affects of these technologies on the societies and cultures around the world.

Degree-Specific Course Descriptions

ART105 Communicating with Color

This course applies color theory as an element for communication and expression as applied to traditional and digital design in the visual communications field. This fundamental course includes color theory, color interaction, color psychology, color perception in an ethnically diverse international audience, and color trends. This course covers creative and technical aspects of color design issues using digital illustration and traditional media manipulation.

ART108 2D Design

ART108 is an introduction to design concepts with an emphasis on traditional compositional theory, design principles and elements. This course is designed to give students a strong understanding of two-dimensional visual elements as they pertain to traditional media.

ART130 Beginning Drawing I

Do you think drawing is a gift that has to come naturally? You would be surprised to see that it is actually a skill like any other. This course will teach you how easily it can be learned. Drawing is as much about learning how to see and think about form and space as it is about technique. The drawing part itself is just marks on paper. Those marks come together to tell the viewer something about the world that you, the artist, have experienced. Drawing also gives you a deeper understanding of the subject you are trying to capture. As you progress through the exercises in this class, you will develop a better understanding of the forms you are observing and become more skillful in representing them. Improving your drawing skills on paper can improve your digital drawing skills.

DVA101 Digital Video Fundamentals

This course familiarizes students with digital video production equipment while immersing them in the basic aesthetics of motion picture production. Hands-on projects involve scriptwriting, storyboarding, camera work, continuity, three-point lighting, sound recording and basic video editing. Students work in groups to complete various technical exercises which familiarize them with terms and equipment while preparing them to produce complete digital video works.

DVA231 3D Modeling: Maya

This class will explore modeling with polygons, patches, NURBS and subdivision surfaces, and will discuss when each is appropriate. Students will study organic and hard surface modeling. Topics will also include a review of the history of 3D computer graphics, an overview of the current state of the 3D industry, an introduction to the current technology being used and a survey of the skills needed to work in today's industry. This course is an introduction to Maya Unlimited. Students will model using polygons, subdivision surfaces, patches and NURBS. Areas of emphasis include sculpting tools, extruding, Boolean, lofting, revolving and deformers. Students will complete exercises that build toward a final project. This class will also introduce basic lighting, texturing, rendering and animation techniques.

GAM101 Game Concept Design

Want to play? This course is an overview of game development from the creative and theoretical (as opposed to purely technical) standpoint. Students will learn to analyze games and gameplay elements, examine genres and trends in gaming, and formulate their own outline for an ideal game. We will also examine social issues and pressures related to gaming and the ultimate question: why do we play games?

GAM108 2D Design in Games

GAM108 is an introduction to fundamental rules of 2D design including the 2D graphical aspects of game art creation. This course is designed to give students a strong understanding of two-dimensional visual elements as they pertain to game art. Topics will focus

on skills and techniques needed to create quality game art with maximum performance.

GAM110 Introduction to Game Art

Introduction to Game Art is an exploration of the visual arts within the game design profession. Topics will examine the historical aspects of game art and design in addition to the evolution of game art. Digital art and the relationship to human emotional response will be discussed in conjunction with the influence of culture on art within the game design realm.

GAM220 Applied Game Theory

This course will apply the theories of game design by taking a game concept from the conceptual stage to a completed project. Students will continue the exploration of game theory by discussing and demonstrating how it is applied to production-based projects. Students will leave this course with an extension of good game design as a completed project that demonstrates their understanding of the topic.

GAM243 2D Modeling for Games

This course is an overview of the creation and development of production art for game designs. Expanding from the design concepts course, GAM243 immerses students in production of 2D art for games. Students will refine their skills as they develop concept-to-creation works of art for games. Skills will be improved in the areas of character and scene development and complexity as well as the simulation of elements such as light, depth, decay and kinematics setup within 2D Games.

GAM245 2D Animation for Games

Animation for games can be a complex process involving creativity and fundamental animation skills. This course exposes the student to the many facets of animation for games. Character movement as well as prop and scene animations will be addressed. Timing, loops, kinematics, lip synchronization and environmental effects will be explored.

GAM351 Writing for Interactive Games (WI)

Dynamic content and electronic games pose a serious challenge for the writer: How do you adapt linear narratives to the ever-changing environments of today's interactive entertainment? Today's surfers and gamers are no longer passive consumers. They want to take part in the story and make choices that have an impact. Through the use of BioWare's Neverwinter Nights and other tools, we will explore hypertext writing and the power of truly personalized storytelling and take the once-linear game story to the next level.

MTM101 2D Computer Graphics Tools

This course is an overview of the primary industry software tools (Adobe Photoshop and Illustrator) used in the creation of 2D computer graphics. Students will learn the commands and interfaces of industry-standard raster and vector graphics software applications in order to create and manipulate 2D images.

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