

DEGREE PROGRAMS

BFA IN GAME AND ENTERTAINMENT DESIGN

Our Mission

The Game and Entertainment Design curriculum combines both technical and artistic coursework that covers the visual development, analytical, and technical skills necessary to work within the Game and Real-time Development industry pipeline

Degree Requirements

All programs' curricula are developed in response to Program Learning Outcomes, which signify what students learn within a degree program or emphasis area. All program learning outcomes respond to overarching Institutional Learning Outcomes. View the BFA in Game and Entertainment Design program learning outcomes [here](#) or request information.

Freshman Fall Semester

Course Title	Course Number	Credits
Form and Figure	FNDT 100	3.00
Color and Design	FNDT 101	3.00
Contemp Studio & Creative Actn	CAIL 102	3.00
Visual Culture 1	AHCS 122	3.00
Writing as Discovery	ENGL 108	3.00

Freshman Spring Semester

Course Title	Course Number	Credits
Choose 2 repeatable of the following courses: Exp Studio:Drawing Exp Studio Dimensional Studies Exp Studio Transmedia	FNDT 103 FNDT 104 FNDT 105	3.00 3.00 3.00
Major Studio Elective	FNDT 150	3.00
Visual Culture 2	AHCS 123	3.00
Thought Lab 2	LIBS 115	3.00

Sophomore Fall Semester

Course Title	Course Number	Credits
Game Design I	GAME 200	3.00
Design & Drawing for Game I	GAME 220	3.00
3D for Game & Entertainment I	GAME 260	3.00
Art History of Game Design	AHCS 229	3.00
Creative Action LAS Elective	CAIL 200	3.00

Sophomore Spring Semester

Course Title	Course Number	Credits
Game Engine Fundamentals	GAME 210	3.00
Color and Lighting for Games	GAME 215	3.00
Game Studio Project I	GAME 250	3.00
Theories and Trends	AHCS 224	3.00
Sophomore LAS Elective	LIBS 214	3.00

Junior Fall Semester

Course Title	Course Number	Credits
Game Design II	GAME 300	3.00

Degree Programs

Cultural & Social Des for Game	GAME 320	3.00
VFX for Games	GAME 332	3.00
Cultural & Social Des for Game	SSCI 213	3.00
Programming/Scripting for Game	MATH 247	3.00

Junior Spring Semester

Course Title	Course Number	Credits
3D for Game & Entertainment II	GAME 360	3.00
Game Studio Project II	GAME 350	3.00
Creative Action Junior Studio	CAIL 301	3.00
LAS Upper Division Elective	LIBS 314	3.00
Natural Science Elective	NSCI 307	3.00

Senior Fall Semester

Course Title	Course Number	Credits
3D fr Game & Entertainment III	GAME 460	3.00
Choose 1 of the following courses: Game Senior Project I Game Internship	GAME 450 GAME 470	3.00 3.00
Studio Elective	ELEC 299	3.00
Studio Elective	ELEC 299	3.00
Capstone	LIBS 440	3.00

Senior Spring Semester

Course Title	Course Number	Credits
Technical Game Arts	GAME 445	3.00
Choose 1 of the following courses: Game Senior Project II Game Internship	GAME 451 GAME 470	3.00 3.00
Studio Elective	ELEC 299	3.00
Studio Elective	ELEC 299	3.00
LAS Upper Division Elective	LIBS 314	3.00

Course Descriptions

FNDT 100 - Form and Figure (3.00)

This course provides a comprehensive study in drawing from observation. Students begin by learning to draw a simple geometrical form, progressing to rendering objects within a compositional setting and drawing the entire human figure based on an investigation of its anatomical structures. Students will develop an awareness of the playful, rhythmic relationships between various components of a compositional setting and the human form, constructing drawings which reflect their unique vision. Drawing techniques such as perspective and isometric projection facilitate successful form generation. Skills of relational measurement, compositional organization, and the accurate placement of form in space, will inform all drawing activities such as drawing objects, figures, and environments, which will enhance students' perceptual abilities.

FNDT 101 - Color and Design (3.00)

Students will create innovative and impactful designs by learning and applying essential elements including, line, shape, color, texture, space, balance, contrast, and rhythm. Utilizing digital and analog tools, students will engage in diverse design challenges, enhancing their problem-solving and critical thinking skills, as well as developing their visual literacy and communication abilities. Through this course, students will learn fundamental concepts relevant to today's creative industries, laying a solid foundation for further explorations.

CAIL 102 - Contemp Studio & Creative Actn (3.00)

Students explore the built environment, analyzing its physical, spatial, and temporal elements. This course introduces students to art and design fundamentals, including scale, material, measurement, context, and function. They will explore innovative and sustainable solutions using fabrication, technology, studio labs, and joint activities with other classes. This course includes the Creative Action & Integrated Learning (CAIL) component, which encourages engagement with the city of Los Angeles. Students will participate in site visits, lectures, and relevant readings that highlight cultural, social, political, ecological, or economic aspects of responsive design. Throughout the course, students will also develop professionalism and collaboration skills.

AHCS 122 - Visual Culture 1 (3.00)

"Visual Culture 1: Gateways to Art and Culture" will address the history of visual communication and the changes that visual culture has undergone up until the 18th century across geographical boundaries, while providing students with the tools to understand the visual culture of the present. The class will address formal analysis, the study and history of materials, techniques, and genres. Students will also learn the semiotic language of visual culture and the socio-cultural contexts framing the history of art, past and present. This course will help students understand how visual objects reflect the cultural context in which they were originally produced and consumed, and how the meaning assigned to them changes over time. This will create bridges for the students to connect to the present visual culture while understanding that images are fluid signs which help create and maintain cultural, social, and political discourse.

ENGL 108 - Writing as Discovery (3.00)

How does the world influence you, and how do you influence the world? In this class, you will discover narratives and other texts that reveal the complexity of your identity. You will apply that understanding to a broader exploration of the necessity of empathy in navigating difference in today's global society. You'll be invited to turn your awareness into advocacy by posing a research question about a topic that captures your interest and fuels your curiosity. By the end of the semester, you will have completed a personal narrative, learned how to critically analyze diverse texts, and developed research techniques that will be valuable during your academic career and beyond. You will continue to hone these skills in a specialized Thought Lab II course of your choosing during your second semester.

FNDT 103 - Exp Studio:Drawing (3.00)

These drawing courses are designed to support students in preparation for their chosen majors. Students will experiment with various materials and mediums while exploring a broad spectrum of approaches to drawing as an active form of thinking, seeing, and understanding. See the schedule of classes for course offerings and course descriptions. Students must complete 6 credits from the following course options: FNDT103, FNDT104 and FNDT105. NOTE: Students may take 2 courses with the same course number if the topics are different, for example FNDT103A and FNDT103B.

FNDT 104 - Exp Studio Dimensional Studies (3.00)

Dimensional Studies explores the tangible world, built environment, and object making. Courses are offered in a variety of mediums and investigate a range of topics including spatial analysis and thinking, material experimentation, form design, digital fabrication, hand skills, and building strategies while creating in 3 dimensional and 4-dimensional space. See the schedule of classes for course offerings and course descriptions. Students must complete 6 credits from the following course options: FNDT103, FNDT104 and FNDT105. Students may take 2 courses with the same course number if the topics are different, for example FNDT103A and FNDT103B.

FNDT 105 - Exp Studio Transmedia (3.00)

Transmedia explores strategies for visual communication. A range of cross-disciplinary studio courses investigate multi-model applications for conveying bold ideas through form. Courses invite innovative approaches to contemporary media, strengthening fluency in design principles and cultural literacy. See the schedule of classes for course offerings and course descriptions. Students must complete 6 credits from the following course options: FNDT103, FNDT104 and FNDT105. Students may take 2 courses with the same course number if the topics are different, for example FNDT103A and FNDT103B.

FNDT 150 - Major Studio Elective (3.00)

The Foundation Major elective is the introductory course in each major. Courses are numbered as ANIM101, GAME101, etc. The Foundation major elective will introduce students to a range of foundational principles in the major's field. Students will develop a way of thinking and approaching work in the field and will have the opportunity to develop a self-reflective, creative practice. Social, cultural and/or environmental issues facing the field will also be addressed.

AHCS 123 - Visual Culture 2 (3.00)

Planned as a continuation of Visual Culture 1, "Visual Culture 2: Unpacking Art, Power & Modernity" offers a transparent chronology to continue but deepen an investigation of art, design and world perspectives from roughly 1800 to 1960. These are years loosely associated with "modernisms." It explores Western and non-Western, dominant, and marginalized histories during this proposed 160-year time frame, broadening and reinforcing first-year students' historical awareness, while de-centering dominant canons. Visual Culture 2 uses multi-cultural artifacts, readings, seminar-like discussions and experiential collaborations to explore and critically analyze key works and key themes like colonialism, structural racism, xenophobia, industrialization, technology, capitalism and consumerism from multiple perspectives. By the end of the semester, students should have the necessary critical tools to become empathic citizen-artists who can engage an equitable, transglobal, diasporic, technically creative and environmentally demanding present and future.

LIBS 115 - Thought Lab 2 (3.00)

Where do your curiosities in the world lead you? How can you transform general interest in a subject into specific knowledge that can fuel a creative practice? Building on concepts from Thought Lab I, Thought Lab II will allow you to take a deep dive into a themed seminar of your choosing. Seminar themes may range from environmental and social justice to narrative to technology. These courses will invite you to explore a special topic through a variety of media to deepen your understanding of key events that have shaped its history. By the end of the semester, you will complete assignments which may include an exploratory essay or a research paper, and ultimately, a creative translation of course themes.

GAME 200 - Game Design I (3.00)

A foundational understanding of the basics of game designing for various platforms like PCs, laptops, mobiles, TVs, and tablets. The course teaches students the technical skills required for creating games, including industry pipelines to make real-time development projects, team positions, and tools.

GAME 220 - Design & Drawing for Game I (3.00)

This 15-week Design and Drawing for Games course covers the fundamentals of game art and design, Props and Assets, character and environment design, storytelling, worldbuilding, animation, and portfolio development. Students will learn to create 2D and 3D game assets, design game characters and environments, translate game scripts, and develop a personal brand for their game design portfolio. The course includes a mid-term project, where students will create a concept art package for a game character or environment, and a final project where students will design a game level or world that includes a narrative, environment design, character design, and animation, and present it in the form of a pitch package with a playable demo or video walkthrough. By the end of the course, students will have the skills and knowledge to prepare for a career in game art and design.

GAME 260 - 3D for Game & Entertainment I (3.00)

In 3D for Games and Entertainment, students will learn the basics of game art design. Using software such as Maya, Blender, Substance Painter, and Photoshop. The course includes topics such as creating and manipulating 3D models, applying textures and materials, designing game environments, and basic principles of lighting and shading. The course also covers intermediate 3D game art modeling, Unreal Engine, advanced texturing and surfacing, set dressing and lighting, and a final project that involves developing a small area of a game or game experience using Unreal Engine. Students will gain a solid foundation in game art design and CG content creation and will have the opportunity to apply their skills in creating a game art environment or game experience.

AHCS 229 - Art History of Game Design (3.00)

This course provides an overview of the history of video games, tracing their evolution from their early beginnings to the present day. Through a combination of lectures, readings, discussions, and hands-on experiences, students will explore the social, cultural, and technological factors that have

shaped the development of video games. Topics covered in the course include: The Origins of Video Games: The course will begin with an overview of the early history of video games, including the development of the first electronic games, such as Spacewar!, and the emergence of arcade games in the 1970s. Iconic Games: The course will examine some of the most iconic and influential video games in history, such as Pac-Man, Super Mario Bros., and Doom. Students will analyze the gameplay mechanics, cultural impact, and historical significance of these games. Landmark Companies: The course will also explore the companies that have played a significant role in the development of video games, such as Atari, Nintendo, and Sony. Students will learn about the business strategies, marketing tactics, and technological innovations that enabled these companies to succeed in the industry. Innovative Technology and Hardware: The course will delve into the technological advancements that have driven the evolution of video games, such as the introduction of 3D graphics, motion controls, and virtual reality. Students will also examine the hardware platforms that have enabled video games to become increasingly sophisticated and immersive. By the end of the course, students will have gained a comprehensive understanding of the history of video games and the cultural impact they have had on society. They will be able to analyze and critically evaluate video games as a form of media, and understand the challenges and opportunities facing the video game industry today. Required for Game and Entertainment majors.

CAIL 200 - Creative Action LAS Elective (3.00)

An integrative course using collaborative methodology, synthesizing diverse perspectives, and using the skills of creative and critical thinking, clear communication, research, and information literacy. See CAIL section for course descriptions. May be taken in either fall or spring, must be completed in the sophomore year

GAME 210 - Game Engine Fundamentals (3.00)

The Game Engine Fundamentals course is a 15-week program that is divided into five main areas of study. The first part of the course introduces students to game engines, their history, types, and architecture, which includes scene management and rendering pipelines. The second part delves into asset management, importing assets, resource management, and guides students in creating a simple game. The third part covers physics, collision detection and response, as well as input methods such as keyboard, mouse, and touch input. The fourth part focuses on cross-platform development, API abstraction, platform-specific optimizations, and advanced rendering techniques, such as lighting, shading, and post-processing effects. The fifth and final part explores advanced physics, audio implementation, and optimization techniques such as profiling, debugging, and performance tuning, culminating in a final project where students apply their knowledge in creating their own game using the game engine.

GAME 215 - Color and Lighting for Games (3.00)

This course on Color and Lighting for Games covers the fundamentals of color theory and lighting techniques as they relate to game development. The course is broken down into five topics: Fundamentals of Color Theory, Lighting Techniques, Color and Mood, Dynamic Lighting Effects, and Case Studies and Best Practices. Throughout the course, students will learn how to use color and lighting effectively in game design, through assignments and projects that reinforce their learning and allow them to apply the techniques and concepts discussed in class. By the end of the course, students will have a comprehensive understanding of color and lighting for games, and a portfolio of work showcasing their skills in this area.

GAME 250 - Game Studio Project I (3.00)

Students will work solo to create a real-time development project, synergizing skills learned in all previous courses. Students will be exposed to the self-management and importance of project management in a controlled environment

AHCS 224 - Theories and Trends (3.00)

"This class covers the paradigm shift from modernity to contemporary culture through an analysis of these general and closely inter-related themes; your faculty will select which they emphasize but all of these should be familiar to you when you complete this class: Race in Contemporary Art, Media, Culture Bodies in Contemporary Art, Media, Culture Gender in Contemporary Art, Media, Culture Technologies in Contemporary Art, Media, Culture Identity in Contemporary Art, Media, Culture Consumerism in Contemporary Art, Media, Culture Hi-Low Art/Design in Contemporary Art, Media, Culture Contemporary art, design and media involve multi-dimensional social and artistic shifts taking us from "late modern" society into the so termed "post-modern" age. The class covers years beginning after World War II, marked by society-altering ideas and events that radically change how we view creatives, art, design, entertainment, technology, race, gender, and identity in a global context. We will learn what these terms mean, why they're important to working artists/designers and how ideas and events since the 1960s up through the current day impact fields from fine art to digital media, to fashion and graphic design. Conversely, we look at how art and design work to create who we are and how we think. We look at the global impact of the spread of TV, video, computers, the internet, the civil rights movements including #blacklivesmatter and BIPOC initiatives, gender rights revolutions including the feminist movements, LGBTQ+ culture, and various other multi cultural and counter-cultural perspectives like Latinx and Asian art movements. We study how global contemporary art and design are impacted by legacies of European ethnocentrism, and how multi disciplinary contemporary art fields recognize diverse subject positions to both reflect and challenge western white colonial and patriarchal power."

LIBS 214 - Sophomore LAS Elective (3.00)

These courses introduce students to special topics in the liberal arts and sciences that can inspire them to explore new intellectual and creative pathways. See "Browse Courses", "LAS electives" for the sections offered this semester.

GAME 300 - Game Design II (3.00)

In this course, students continue their journey into real-time development. Students are introduced to other applications for the Unreal Game engine outside of games. Students will be introduced to basic blueprints, character and animation implementation, and tools and plugins to help create experiences that will bring their projects to life. Students will complete a complex and unique final project that will be built upon the skills learned in class each week for their portfolio.

GAME 320 - Cultural & Social Des for Game (3.00)

This course will focus on the cultural and social aspects of game through the history of games. Students will explore the impact of games on social demographics and cultural events. Students will take this information and learn to create their own characters and worlds based on their research and analysis. This class is a co-requisite of the SSCI LAS requirement: Cultural and Social Design for Games

GAME 332 - VFX for Games (3.00)

This 15-week VFX course for games using Unreal Engine and Houdini is divided into five topics. In the first three weeks, students will learn the fundamentals of VFX creation in Unreal Engine, including an introduction to Niagara, Unreal's VFX system, and basic workflows in Houdini. In weeks four to six, they will explore advanced techniques for controlling particle behavior and creating complex VFX using both Unreal Engine and Houdini. Weeks seven to nine focus on lighting and post-processing effects, while weeks ten to twelve cover creating VFX for different types of games. The final three weeks are dedicated to a hands-on project, where students will apply the concepts and techniques covered in the course to create a custom VFX sequence using Unreal Engine, Houdini, and Niagara. The course will provide students with a comprehensive understanding of VFX workflows and techniques for games, as well as practical experience creating VFX sequences for different genres of games. May be taken in either the fall or spring semesters. Must be completed in the junior year.

SSCI 213 - Cultural & Social Des for Game (3.00)

This course will focus on the cultural and social aspects of games (computer games / video games) through the history of games. Students will explore the impact of games on social demographics and cultural events. Students will take this information and learn to create their own characters and worlds based on their research and analysis. This class is a co-requisite of GAME331: Cultural and Social Design for Games In this course we will engage with how developers and artists are navigating AI and ethics in practical and imaginative ways. These ideas will be grounded in the perspectives of local artists, and prominent reference points connecting representation, cultural concerns, the use and exploitation of art/artists, and if the characters and world created

reflect the cultural values of the workplace and industry that creates these games. Games will be explored in holistic and tangential ways to explore the complex formation of culture (for example parsing the differences between appropriation and theft). Furthermore, we will start with a study- group styled introduction to how historical technological advancements shifted the landscape and playing style of art/games and how that connects to the present day. After a cursory exploration of bias in race, class, gender and other identity markers, students will shift towards teaching giving the class their own deep dive presentation on a topic of their choice resulting in either a re-imagined game or drawing from lived experiences of researching games. Disability justice will also be used to guide our activities where we embrace interdependence (relying on one another), auditing products for their accessibility, and to practice creating solidarity and promoting diversity and equity ahead of entering the workplace. Overall, students will actively participate in shaping the course experience. This course aims to have students lead discussions and classroom activities pre-figuring their professional work. By practicing a critical engagement with 'neutral' tools, students will develop a comprehensive understanding of the cultural and social design of games and be able to advocate for conscientious choices in characters, worlds, and game play.

MATH 247 - Programming/Scripting for Game (3.00)

This course is your gateway to the realm of game development, focusing on the programming and scripting aspects using the powerful Unreal Engine. Dive into the fundamentals of game programming, exploring programming languages, logic, and syntax. Learn to write scripts that control gameplay mechanics, implement AI, and create interactive elements. Through hands-on exercises, you'll gain practical experience and master debugging techniques to ensure smooth game performance. In the second part of the course, we'll delve deeper into the Unreal Engine and its scripting language, Blueprint. Unlock the potential of Blueprint's node-based system to create visually stunning and highly interactive games. Discover event-driven programming and object-oriented design to craft complex behaviors. Through engaging projects, you'll design game mechanics, create user interfaces, and integrate audio-visual effects. By the end, you'll have a solid foundation in programming and scripting for games using the Unreal Engine. Unleash your creativity into Programming/Scripting for Games, empowering you to bring your game ideas to life! Required of all Game and Entertainment Design majors.

GAME 360 - 3D for Game & Entertainment II (3.00)

The 3D for Game and Entertainment II course is a 15-week program that focuses on character modeling, hero piece asset creation, advanced material/PBR creation, texturing and UV mapping, character prop creation, lighting, rendering, and portfolio presentation. Students will learn the fundamentals of character modeling, including anatomy, topology, and sculpting techniques, and create a simple character model based on provided concept art. They will also create hero piece assets, learn advanced material and physically based rendering techniques, texture the models using industry-standard software, and create character props such as weapons, tools, or accessories. The course will culminate in a portfolio review and presentation.

GAME 350 - Game Studio Project II (3.00)

For Game Studio Project II, students will work in teams to develop a game experience using the principles and techniques learned in all prior courses. The project will be developed in Unreal Engine and will be a more complex and ambitious experience than the solo project in Game Studio Course I. Students will be required to work collaboratively and use best practices in project management, version control, and QA. The group project will be presented during the last week of the course, where each team will showcase their game to the class. Additionally, throughout the course, students will be encouraged to build a portfolio of their work and incorporate it into their résumé. By the end of the course, students will have a solid understanding of advanced game design principles, programming and game mechanics, game art and sound design, project management and collaboration, and portfolio creation for game development.

CAIL 301 - Creative Action Junior Studio (3.00)

An upper-division interdisciplinary studio course offering unique core content that shifts from term to term. This studio affords students the opportunity to engage with professionals from various fields and expand their notion of problem solving beyond their major in public site real world challenges. This course may be taken in either the fall or spring of the junior year. A limited choice of CAIL301 courses will count for the Sustainability Minor. See CAIL section for course descriptions.. CAIL301 may be taken in either the fall or spring semester of the junior year

LIBS 314 - LAS Upper Division Elective (3.00)

This course can be an upper division art history or liberal studies elective. May be taken in either fall or spring, must be completed in the junior year. Course offerings vary by semester. See LAS Electives in Browse Courses for course offerings

NSCI 307 - Natural Science Elective (3.00)

Natural Science Elective. May be taken in either fall or spring, must be completed in the junior year. Course offerings vary by semester. See LAS Electives in Browse Courses for course offerings

GAME 460 - 3D for Game & Entertainment III (3.00)

3D for Game Entertainment III is a 15-week course focused on teaching students about pipelines for level assembly, optimization, and workflows to take their game projects to a final status. The course will be divided into 5 topics: Introduction to Game Entertainment III, Level Assembly, Optimization, Workflows, and Finalizing and Presenting. Throughout the course, students will learn about game development processes, level design, optimization techniques, workflow management, and adding finishing touches to their games. The course aims to equip students with the necessary skills to present their projects in a professional manner and succeed in the gaming industry.

GAME 450 - Game Senior Project I (3.00)

Game Senior Project I is a 15-week course that focuses on creating a real-time development project that meets the criteria for a Senior show and creating work for a high-level portfolio. The course is divided into five sections, with the first section focusing on project planning and proposal, the second section focusing on project design and development, the third section focusing on project testing and refinement, the fourth section focusing on portfolio creation, and the fifth section focusing on networking and final presentations. Throughout the course, students will be encouraged to establish mentors and maintain a professional network to accomplish their goals. By the end of the course, students will have developed a real-time project, refined it based on user feedback, and created work for a high-level portfolio while establishing a professional network.

GAME 470 - Game Internship (3.00)

The 15-week Game Internship course is divided into two parts. The first part, spanning weeks 1-7, focuses on establishing networks within the internship. Students will learn about professionalism, networking, communication skills, goal setting, time management, and professional development. In the second part, spanning weeks 8-15, students will focus on creating a portfolio that includes work and experience from the internship. They will learn about portfolio basics, content, presentation, and review. The course will culminate in a final sharing session where students will present their portfolios and share their experiences and lessons learned during the internship, receiving feedback and support from their peers and faculty.

ELEC 299 - Studio Elective (3.00)

Studio Elective See each major and minor for a list of electives.

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Studio Elective See each major and minor for a list of electives.

LIBS 440 - Capstone (3.00)

The Liberal Arts and Sciences Capstone experience is a required senior-level course designated to facilitate students' critical reflection on a topic that intersects with their own studio practice, discipline, and/or identity. As the signature course and culminating expression of the Liberal Arts and Sciences Department, the class design allows for independent research and private mentoring through Blended classes that meet synchronously online. The

Capstone research process encourages students to apply the skills they have accrued during their time at Otis College to a project that can advance their understanding of their career path and chosen industry. A minimum grade of C- or better on the Capstone paper and course is required to pass.

GAME 445 - Technical Game Arts (3.00)

The Technical Game Art class is a 15-week course divided into five topics that introduce Real-time Development experiences, including In Camera VFX (ICVFX), AR/VR, Virtual Production, and project integration tools. The course begins with an overview of the industry, followed by deep dives into ICVFX, AR/VR, and Virtual Production, covering their principles, technical aspects, and software tools. The final topic brings everything together by applying the learned knowledge to a project, exploring project management techniques and collaboration tools to ensure a successful outcome. By the end of the course, students will have gained a strong foundation in Real-time Development experiences and experience using industry-standard tools, which will benefit their future careers in the gaming or film industry.

GAME 451 - Game Senior Project II (3.00)

Game Senior Project II is a 15-week course that builds upon the skills learned in Game Senior Project I. The course is divided into five sections, with the first section focusing on advanced project development, the second section focusing on project testing and iteration, the third section focusing on multiplayer and online game development, the fourth section focusing on game business and marketing, and the fifth section focusing on final project presentation and industry networking. Throughout the course, students will be encouraged to establish mentors and maintain a professional network to accomplish their goals. By the end of the course, students will have developed a more advanced real-time project, refined it based on user feedback, learned about advanced game development techniques such as multiplayer and online gameplay, and established relationships with industry professionals.

GAME 470 - Game Internship (3.00)

The 15-week Game Internship course is divided into two parts. The first part, spanning weeks 1-7, focuses on establishing networks within the internship. Students will learn about professionalism, networking, communication skills, goal setting, time management, and professional development. In the second part, spanning weeks 8-15, students will focus on creating a portfolio that includes work and experience from the internship. They will learn about portfolio basics, content, presentation, and review. The course will culminate in a final sharing session where students will present their portfolios and share their experiences and lessons learned during the internship, receiving feedback and support from their peers and faculty.

ELEC 299 - Studio Elective (3.00)

Studio Elective See each major and minor for a list of electives.

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LIBS 314 - LAS Upper Division Elective (3.00)

This course can be an upper division art history or liberal studies elective. May be taken in either fall or spring, must be completed in the junior year. Course offerings vary by semester. See LAS Electives in Browse Courses for course offerings

Electives

Course Title	Course Number	Credits
Adv Game Creative w/ USC I	GAME 315	3.00
Adv Game Creative w/ USC II	GAME 316	3.00
Adv Game Creative w/ USC III	GAME 317	3.00
Anatomy for Entertnmnt Design	GAME 310	3.00
Animal + Creature Drawing	GAME 310	3.00
Character Design for Game	GAME 490	3.00
Gesture Drawing	GAME 310	3.00
Introduction to Blender	GAME 310	3.00

Elective Descriptions

GAME 315 - Adv Game Creative w/ USC I (3.00)

This course provides an immersive, professional-style game development experience for advanced undergraduate and graduate students. Students from Design, Computer Science-Games, and other disciplines will collaborate on large-scale team projects, mirroring the real-world development pipeline of the gaming industry. Through teamwork, technical execution, and creative vision, students will design and develop a polished, playable game demo over the course of the academic year.

GAME 316 - Adv Game Creative w/ USC II (3.00)

This course provides an immersive, professional-style game development experience for advanced undergraduate and graduate students. Students from Design, Computer Science-Games, and other disciplines will collaborate on large-scale team projects, mirroring the real-world development pipeline of the gaming industry. Through teamwork, technical execution, and creative vision, students will design and develop a polished, playable game demo over the course of the academic year.

GAME 317 - Adv Game Creative w/ USC III (3.00)

This course provides an immersive, professional-style game development experience for advanced undergraduate and graduate students. Students from Design, Computer Science-Games, and other disciplines will collaborate on large-scale team projects, mirroring the real-world development pipeline of the gaming industry. Through teamwork, technical execution, and creative vision, students will design and develop a polished, playable game demo over the course of the academic year.

GAME 310 - Anatomy for Entertnmnt Design (3.00)

This course is designed to guide students in mastering the art of bringing characters to life by deeply understanding the human figure from the inside out. Students will learn to visualize the structure of the body by studying gestures, skeletal frameworks, muscles, and forms, and translating them into dynamic figures. They will work with various basic shapes—such as cylinders, cubes, and blocks—to build figures with accurate proportions and motion. As they progress, students will focus on challenging aspects such as hands, feet, and the head in perspective, and learn techniques to stylize anatomy and

create exaggerated poses for more dynamic storytelling in their designs. In addition to technical skill development, this course will explore how muscle movement, body types, and aging impact character design. A diverse range of body types, genders, and ages will be examined to ensure students can create authentic, relatable characters. The course will also delve into light logic, hair studies, and value rendering to give students a holistic approach to figure drawing and visual storytelling. Ultimately, students will develop their skills to creatively connect anatomical accuracy with expressive, narrative-driven character designs in the context of entertainment.

GAME 310 - Animal + Creature Drawing (3.00)

This course teaches fundamental skills and techniques for creating realistic and imaginative animal and creature drawings. You will learn anatomy, structure, proportions, perspective, texture, and detail, which are essential for creating convincing and dynamic drawings. You will also develop your creativity and design skills by inventing your own unique creatures. Throughout the course, you will practice through a series of exercises and projects and receive feedback to refine your skills. By the end of the course, you will have a solid foundation in animal.

GAME 490 - Character Design for Game (3.00)

Conceptual designers for the game and animation industry must skillfully combine real world logic and design techniques to create unique and compelling environments, interiors, exteriors, props and vehicles for a variety of stories and historical eras. This requires a dynamic understanding of architecture, industrial design, structure and materials, as well as using illustration, design and modeling techniques to present cohesive architectural narratives, imaginative environments and accurate planning. DESIGN CONCEPTS FOR GAMES is an introduction to the conceptual process of Environment Design and World Building for visual development for feature animation, video games and film. Students will create original design solutions for real world situations utilizing scale, accurate layout, location, structural realities and available materials to create believable environments. Students will create plan and elevation drawings and dimensional studies in support of their original conceptual structures. Students will obtain a solid understanding of how to create original environments utilizing traditional methods, available technology and 3D visualization techniques to create layouts. Over the course of the semester students will design their own unique functioning community as an asset to an Environment Design Portfolio.

Pre-requisites: GAME 210

GAME 310 - Gesture Drawing (3.00)

Gesture Drawing emphasizes observational drawing from live models to develop strong posing skills for artists. In animation, storyboard, illustration and fine arts tracks. In class lectures and demos will reinforce principles of animation. This course is designed to introduce and develop an understanding of life drawing that will serve as foundation for further studies in animation and entertainment arts. The class will focus on aspects of drawing that are used in the field of entertainment arts including but not limited to: Constructive Drawing based on gesture and form. Narrative or storytelling drawing and creating strong poses with emotion and impact. Observational drawing. Review of anatomical features. Thumbnail and quick sketch for quick concept sharing. Students will become familiar with successful artists relating to this field..

GAME 310 - Introduction to Blender (3.00)

This course is designed for artists who wish to implement 3D software into their 2D pipeline. Prerequisites include a basic understanding of Photoshop and a familiarity with Blender or other 3D programs. Throughout this course, students will learn world-building techniques starting from 2D sketches to composition thumbnails, 3D sketching in Blender, intermediate to advanced Blender functions such as modeling, texturing, simple UV mapping, lighting techniques, cameras/composition, and render passes; finalizing with Photoshop with digitally painting and post-processing. Students will learn to incorporate these techniques into their artwork regardless of art style to create professional-grade digital paintings and learn fundamental workflows for any industry or pipeline.