

BFA GAME AND ENTERTAINMENT DESIGN

Where imagination becomes experience.
Where worlds come to life.

WHAT YOU'LL LEARN

Welcome to the place where stories, characters, and entire universes take shape. In this program at Otis College, you'll dive into the full game production pipeline—mastering character, environment, and prop design from the first concept sketch to fully realized assets in a real-time engine.

You'll sharpen the creative and technical skills the industry relies on including modeling, texturing, lighting, digital sculpting, and worldbuilding. At the same time, you'll develop the collaborative mindset that defines successful studios including communication and critical thinking skills that help you adapt quickly in fast-moving creative environments.

Concept Art Emphasis (Optional):

If visual storytelling is your passion, you can pursue an emphasis focused on character design, environment painting, and cinematic worldbuilding allowing you to create blueprint artwork that guides production from idea to implementation.

HOW YOU'LL WORK

Think hands-on. Think iterative. Think like a studio. Here, learning happens through project-driven courses that mirror the production workflow of real game and entertainment companies. You'll move through core classes such as Game Explorations, Game Studio I and II, and Game Senior Project I and II, building a portfolio that will show an employer exactly what you can do.

With mentorship from faculty who have worked at leading studios, you'll refine your creative voice while learning how to deliver production-quality work on schedule, in teams, and with professional polish.

You'll gain fluency with the tools shaping the future of interactive design, including:

- Unreal Engine
- Maya
- ZBrush
- Houdini
- Adobe Creative Suite (Photoshop, Illustrator, After Effects, Premiere)
- Unity
- Blender
- Substance



“This program gives students an opportunity to learn practices and techniques that have been part of the game industry for the last decade. The plus side of these skills is that they translate into careers for the next frontier of real-time development jobs.”

**—Joffery Black, Chair,
Game and Entertainment
Design**



**PROGRAM
OVERVIEW**



CAREER PATHS

Otis Game and Entertainment Design graduates launch into one of the world's fastest-growing creative industries. Whether you're designing characters, building 3D environments, animating cinematics, or crafting visual effects, you'll find pathways that align with your artistic strengths.

JOB TITLES INCLUDE:

Unreal Engine Animator • 3D Generalist • CG Texture Artist • Character Modeler/Sculptor • VFX Artist • Real-Time Development Artist • CG Modeler

ALUMNI WORK AT:

Activision Blizzard • Apple • DreamWorks • EA • Google • Industrial Light and Magic • Marvel • Mattel • Netflix • Nickelodeon • Nike • Paramount+ • Pixar • Riot Games • Sony Pictures Animation • and more.

THE X-FACTOR

Here's what makes Otis stand out:

- A program shaped by industry realities that is designed to teach you exactly what professional studios expect.
- Located in Los Angeles, a global center for gaming, entertainment, animation, and digital media.
- A curriculum that blends artistry and technology, preparing you for the rapid evolution of content creation.
- Opportunities to collaborate across majors, building the teamwork skills that define successful game studios.
- A Concept Art Emphasis for students who are ready to push their visual storytelling to a production-ready level.

This is where creative talent becomes career opportunities, where players become makers, and where students grow into the next generation of worldbuilders.

FEATURED MINORS

Creative Writing: For storytellers ready to deepen their narrative design and worldbuilding expertise.

Entrepreneurship: Turn creative ideas into viable ventures with the business mindset needed to launch projects, brands, and studios.

The College offers 15 minors to appeal to a wide range of interests.



**CURRICULUM
OVERVIEW**

MORE INFORMATION

Joffery Black,
Department Chair,
Game and Entertainment Design

Game and Entertainment is a
STEM-designated program.

Admissions and Aid

Phone: 310-665-6820 or
800-527-Otis (6847)

Email: admissions@otis.edu

Apply: otis.edu/apply

Admitted Students Guide:
otis.edu/admitted