

GRAPHIC COMMUNICATION ADVISING SHEET

– 3D COMPUTER GRAPHICS: GAME DESIGN EMPHASIS, 21 UNIT MINIMUM

Definition: An exploration of Game Design through the study of interactive storytelling, character creation, play theory, game mechanics and prototyping.

In Game Design, student study the art, technology, and science involved in the creation and development of computer games. The program covers video game history, game theory, design of computer-based games, delivery systems, development cycle, case studies, ethical and social issues, and emerging technologies and trends.

GCOM 330 - Beginning Photoshop	3 units
GCOM 420 – Introduction to Game Design	3 units
GCOM 424 – Video Game Art	3 units
GCOM 426 – Level Design	3 units
GCOM 400 – Introduction to the Principles of Animation	3 units
GCOM 401 – Introduction to Computer Animation	3 units
GCOM 402 – Beginning 3D Modeling and Rigging	3 units
GCOM 332 – Adv. Image Editing for Web/Multimedia, using Photoshop	3 units

Total: 21–24 units

If you had more time or “tested” out of any of the above classes:

GCOM 340 – Beginning Adobe Illustrator	3 units
GCOM 341 – Advanced Digital Illustration, using Adobe Illustrator	3 units
TA 310 – Introduction to Film (same as ENGLT 400)	3 units
ART 370 – Three Dimensional Design	3 units
MUSM 340 – Introduction to Desktop Audio	1 unit
MUSM 356 – Pro Tools 101, Introduction to Pro Tools	1.5 units

What kind of jobs can you get with a Game Design Degree?

- Computer game designer
- Interactive web designer

Specializations include:

- Hard Surface Modeling (sets and props)
- Character Modeling
- Environment Artist
- Effects Artist
- Texture Artist
- Character Rigging
- Character Animation