START DATE __________________________
LENGTH OF QUARTER ___________________
BREAKS BETWEEN QUARTERS ______________
APPROX. HOURS IN CLASS PER WEEK _______
APPROX. HOURS OUTSIDE OF CLASS—HOMEWORK _______

**Art History I**
**Art History II**
**English Composition**
**College Mathematics**

**Art Fundamentals**
**Character and Object Design**
**Background, Design and Layout**
**3D Animation**
**Hard Surface and Organic Modeling**
**Texture Mapping for Games**
**Material and Lighting**
**Interior Spaces and Worlds**
**Character and Game Modeling**
**Lighting and Texture**

**3D Character Rigging**
**Level Design**
**Programming for Artists**
**Advanced Level Design**
**Game Prototyping**
**Project Management for Game Art & Design**
**Sound Design for Games**
**Advanced Game Prototyping**
**Interface Design**
**Game Animation**
**Program Elective**

**Career Development**
**Team Production Planning**
**Advanced 3D Animation**
**Team Production I**
**Team Production II**
**Portfolio I**
**Portfolio II**
**Internship**
**Program Elective**

**Physics**
**Psychology**
**General Psychology**
**Public Speaking**

**Mathematics and Science Elective**
**Social Science Elective**
**Social Problems**

Please visit our Student Consumer Information page to find the average time to completion for continuously enrolled students for each credential level offered. This data is available in the average credit load, full-time or at full load. Changing programs, beginning programs at the mid-term start date, taking remedial courses, taking time off from coursework, registering for fewer hours or unsuccessful attempts at course completion will increase the total length of the program and overall cost of education from what is disclosed. Transfer credits awarded toward your program will likely decrease the overall length and cost of education.

Course descriptions for elective and general education courses can be referenced in the catalog.

**STUDENT CONSUMER INFORMATION:**
https://www.artinstitutes.edu/austin/student-consumer-information

This is a sample schedule only. Schedule subject to change without notice at the discretion of the school.

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Course descriptions describe the learning opportunities that are provided through the classroom and coursework. It is each student's responsibility to participate in the activities that will lead to successfully meeting the learning outcomes.

Course descriptions for Game Art & Design (BFA)

**ART106**
**DESIGN FUNDAMENTALS**
This introductory course explores the principles of design, and introduces the creative process. It will be offered to gain an understanding of the various principles and to establish and employ a basic foundation of aesthetic knowledge and critical analysis. Design will be presented as a tool for communication. 
Prerequisite: None
Credit: 3

**ART108**
**OBSERVATIONAL DRAWING**
This course requires observation and encourages a creative approach to two-dimensional drawing. Starting with simple objects, the student will complete complex organic forms, students will build skills in composition and line quality, through the use of tone, light, and shading. 
Prerequisite: None
Credit: 3

**ART109**
**PERSPECTIVE DRAWING**
This course is a fundamental drawing course where the students will explore various art and media and learn to use a variety of drawing tools with an emphasis on rendering realistic images. The students will draw three-dimensional objects in one-, two- and three-point perspective.
Prerequisite: None
Credit: 3

**ART114**
**PERSPECTIVE DRAWING**
This fundamental course will provide an introduction to the principles of one-, two- and three-point perspective, and an exploration of color theory as it relates to design. Students will learn how to use color in both traditional and contemporary media, and to render color effects accurately and colorfully, as well as their role in the design process.
Prerequisite: None
Credit: 3

**CAT1**
**DRAWING AND ANATOMY**
This course explores the fundamentals of drawing the human figure. Observation and rendering skills are developed, and the use of various drawing tools and media are practiced.
Prerequisite: ART117 Perspectives Drawing
Credit: 3

**CAT20**
**CONCEPTS II: STORYBOARDING**
This course focuses on applying industry-standard techniques for drawing and brainstorming, storyboards with or without a written script. Students will learn the various principles and formats of storyboarding to convey their ideas. Students will be introduced to drawing and critical analysis, using industry-standard methods for developing creative storyboards.
Prerequisite: CAT20 Storyboarding
Credit: 3