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**PROGRAM FOCUS**

- **General Education**
  - ART106: Design Fundamentals
  - ART108: Observational Drawing
  - ART109: Image Manipulation
  - ART111: Perspective Drawing
  - ART114: Color Fundamentals
  - CA115: Drawing and Anatomy
  - CA120: Concepts II: Storyboarding
  - CA233: Life Drawing and Gesture
  - GAD103: Introduction to Game Development
  - GAD110: Interactive Story Telling
  - GAD130: Game Design and Game Play
  - GD101: Digital Illustration I
  - ARTS1303: Art History I
  - ENGL1301: English Composition
  - MATH1310: College Mathematics
  - ARTS1304: Art History II
  - ENGL1301: Humanities English Elective
  - MATH1310: Humanities History Elective
  - PHYS1301: Physics
  - PSYC2301: General Psychology
  - SPCH1315: Public Speaking
  - INT419: Internship

**GENERAL EDUCATION**

- **Program Elective**
  - CD400: Career Development
  - GAD400: Team Production Planning
  - GAD405: Team Production Planning
  - GAD410: Team Production I
  - GAD415: 3D Scripting
  - GAD420: Team Production II
  - GAD425: Portfolio I
  - GAD430: Portfolio II
  - GAD445: Portfolio III
  - INT419: Internship
  - CD400: Career Development

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

**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 at 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 your program and total cost of education from what is disclosed. Transfer credits awarded toward your program andorsi toward your program will likely decrease the overall length and cost of education.**

**STUDENT CONSUMER INFORMATION:**

https://www.artinstitutes.edu/san-antonio/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 class and coursework. It is the student’s responsibility to participate in the activities that will lead to successfully meeting the learning outcomes. *Course descriptions for general education and elective courses can be found in the catalog.

**Game Art & Design (BFA)**

- **ART106 DESIGN FOUNDATIONAL** This course introduces you to the principles of design, and introduce you to the creative process. Includes the study of lettering and composition, and the use of color, typography, and visual literacy. This course is designed to be taken at least one year prior to the start of the program. 

  
  Prerequisite: None

  Credit: 3

- **ART108 OBSERVATIONAL DRAWING** This course focuses on the observation and recording of the real world through the use of a two-dimensional drawing. Starting with simple shapes, the student will begin a complex drawing of objects, students will then build skills in composition and line quality, through the use of tone, light, and shadow.

  Prerequisite: None

  Credit: 3

- **ART109 IMAGE MANIPULATION** This course is an introduction to non-linear digital image manipulation, using the concepts, hardware, and software related to digital image acquisition, image editing, manipulation, color management basics, masking, layering, scanning, and outputting.

  Prerequisite: None

  Credit: 3

- **ART110 PERSPECTIVE DRAWING** This course is a fundamentals drawing course where the student will explore various art and design elements. Students will study the basics of the art fundamentals, and an exploration of color theory as it relates to design. Students will learn to use color in both traditional and contemporary media, and to render color effectively and expressively. This course also includes an introduction to an extended perspective as well as an introduction to the role of line in art.

  Prerequisite: None

  Credit: 3

**COURSE DESCRIPTIONS**

- **CA210 2D ANIMATION PRINCIPLES** This course introduces you to the principles of animation, and to the creative process. Includes the study of lettering and composition, and the use of color, typography, and visual literacy. This course is designed to be taken at least one year prior to the start of the program. 

  Prerequisite: ART109 Image Manipulation

  Credit: 3

- **CA230 3D MODELING** Through exercises, the student will apply basic design principles to the solution of three-dimensional problems. Includes the use of 3D coordinate systems, construct 3D models, and apply to geometric construction.

  Prerequisite: ART109 Image Manipulation

  Credit: 3

- **CA233 LIFE DRAWING AND GESTURE** Students will focus on depicting posture and motion, capturing the essence of movement in one or two dimensions. Students will simplify drawing through contour lines, gesture drawings, and lowest form under time constraints, and exploring emotion through the use of abstract line, form and color.

  Prerequisite: CA115 Drawing and Anatomy

  Credit: 3

- **CA235 CHARACTER AND OBJECT DESIGN** Students will design and draw characters for animation using lines to accurately delineate the form. Appropriate proportions and form for an animated character will be studied.

  Prerequisite: CA115 Drawing and Anatomy

  Credit: 3

- **CA260 BACKGROUND, DESIGN AND LAYOUT** This course is an introduction to the techniques of background layout with an emphasis on perspective, composition, design basics, and the characteristics and behavior of design elements. Students will also learn the basics of using professional design software.

  Prerequisite: ART109 Image Manipulation

  Credit: 3

- **CA265 ANIMATION** Students will be introduced to basic 2D animation techniques. Topics to be covered include character design, timing, function curves, animation modes, basic motion, extended camera, and an introduction to character animation.

  Prerequisite: CA220 2D Modeling, or permission of the Academic Director or Program Coordinator

  Credit: 3

- **CA270 HUMAN SCULPTURE AND ORGANIC MODELING** This course covers advanced modeling techniques used for building organic and hard surface objects and environments.

  Prerequisite: CA220 3D Modeling

  Credit: 3

- **CA233 3D CHARACTER RIGGING** This course is designed to introduce the student to foundational knowledge of the creation of 3D models that can be animated. The character setup will be tested by animation assignments and final project(s). During the course, each student will learn through process, practical research, critical observation, and group discussion how to create ideas for expressive animation.

  Prerequisite: CA210 2D Animation Riggable, or CA210 Interactive Storytelling

  Credit: 3

- **CA240 CHARACTER AND GAME MODELING** Realistic character and game modeling, and the development of characters and avatars in 3D for use in various settings. Topics will include creating and animating, developing virtual characters, and using 3D modeling software.

  Prerequisite: CA210 2D Animation Riggable, or CA210 Interactive Storytelling

  Credit: 3

- **CA250 SCENES AND SETS** This course is designed to introduce the student to foundational knowledge of the creation of scenes and sets for animation, video, and other digital media. The student will create 3D scenes and sets using common 3D modeling software.

  Prerequisite: CA210 2D Animation Riggable, or CA210 Interactive Storytelling

  Credit: 3

- **CA255 MANAGEMENT FOR GAMES** This course is designed to introduce the student to the management of projects in the game industry. The course will cover topics such as project management, production tracking, and the role of the producer in the game development process.

  Prerequisite: CA250 Scenes and Sets

  Credit: 3

- **CA260 GAME PROTOTYPING** In this course, students will learn the fundamentals of game design and gameplay, including the creation of basic game mechanics and game rules. Students will learn how to use scripting languages to create interactive and engaging game experiences.

  Prerequisite: CA255 Management for Games

  Credit: 3

- **CA265 ADVANCED LEVEL DESIGN** This course is designed to provide students with an in-depth understanding of the fundamentals of game design and gameplay. Students will create game projects and gain hands-on experience with game design concepts and techniques.

  Prerequisite: CA260 Game Prototyping

  Credit: 3

- **CA270 ADVANCED 3D ANIMATION** This course is designed to build upon the concepts and techniques learned in the previous 3D animation courses. The focus of this course will be on advanced animation techniques and the use of 3D animation software in the creation of complex and realistic animations.

  Prerequisite: CA265 Advanced 3D Animation

  Credit: 3

- **CA275 GAME PRODUCTION** This course is designed to build upon the concepts and techniques learned in the previous 3D animation courses. The focus of this course will be on advanced animation techniques and the use of 3D animation software in the creation of complex and realistic animations.

  Prerequisite: CA265 Advanced 3D Animation

  Credit: 3

- **CA276 GAME DEVELOPMENT** This course is designed to build upon the concepts and techniques learned in the previous 3D animation courses. The focus of this course will be on advanced animation techniques and the use of 3D animation software in the creation of complex and realistic animations.

  Prerequisite: CA265 Advanced 3D Animation

  Credit: 3

- **CA277 GAME PROTOTYPING** This course is designed to build upon the concepts and techniques learned in the previous 3D animation courses. The focus of this course will be on advanced animation techniques and the use of 3D animation software in the creation of complex and realistic animations.

  Prerequisite: CA265 Advanced 3D Animation

  Credit: 3

- **CA280 ADVANCED ANIMATION** This course is designed to build upon the concepts and techniques learned in the previous 3D animation courses. The focus of this course will be on advanced animation techniques and the use of 3D animation software in the creation of complex and realistic animations.

  Prerequisite: CA265 Advanced 3D Animation

  Credit: 3