

Game Art and Design

Art 250

INTRODUCTION TO DIGITAL ART-

Fall 2023

Introduction to fundamental concepts, practices, and theories of digital art production. Topics include integration of traditional design,color, and compositional principles with contemporary digital tools.

Transfer Credit: CSU, UC, C-ID

ART 634

COMPUTER GRAPHICS I: 3D COMPUTER GRAPHICS

Spring 2023

Students explore three-dimensional digital design techniques, concepts, and applications employed as tools in graphic design. Students focus on three-dimensional modeling and rendering techniques in the creation of objects and environments for graphics and multimedia.

Transfer Credit: CSU, UC

GAME ART AND DESIGN 101

INTRODUCTION TO GAME DESIGN

Summer 2023

This course is an introduction to the theory and process of designing games. Students will critically explore the historical, cultural, economic, and social aspects of the concepts and techniques used in the design of games. Students will discover what the components of games are, and what parts of games are influenced by their design. Students will learn several ways to approach the design of a game, including processes and best practices for prototyping, playtesting and balancing a game after it has been designed.

GAME ART AND DESIGN 102

CONCEPT DESIGN AND VISUAL DEVELOPMENT

Students will explore the foundation skills for illustration and concept design by creating characters, props, and environments as used in the video game and animation industries. There will be a focus on creating thumbnail and final illustrations, composition, value studies, perspective and digital painting techniques for a concept design workflow.

For more info, please contact:

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