

## **Major in Visual and Performing Arts with a concentration in Studio Art 49.5 credits**

In addition to the 10 credit Visual and Performing Arts core courses, students pursuing the Concentration in Studio Art must complete the following required courses: 15.5 Credits

ART 146 or ART 147 2- D Design or 3-D Design	4 credits
ART 120 Art History I	1.5 credits
ART 121 Art History II	1.5 credits
ART 223 Drawing I	4 credits
ART 361 Seminar in Modern Art	1.5 credits
ART 456 Art Portfolio	1.5 credits
ART 457 Senior Show	1.5 credits

The remainder of the concentration in Studio Art coursework (24 credits) is negotiated individually and generally focused on upper and advanced levels of studio work. Students focus on a particular area of emphasis in studio art: drawing, ceramics, painting, and sculpture. At least one-half of the total studio art concentration should be at the 300-400 level. Students are actively encouraged to complete an art internship during the junior or senior year.

## **Major in Visual and Performing Arts with a concentration in Game Art and Design 65 Credits**

In the Game Art and Design major, students will learn the techniques and processes to construct 2D and 3D art assets to be used in the creation of computer games. Students will learn to model, sculpt, and texture from a beginning to an advanced level. Students will use a current game engine to develop playable levels. Students will gain experience in creating advanced character models, building multiple layer textures, lighting and rendering, character rigging, and animation.

In addition to the 10 credit Visual and Performing Arts Core courses, students pursuing the Concentration in Game Art and Design must complete the following required courses:

GAM 100 Game Art Foundations	3 credits
GAM 203 Modeling I	3 credits
GAM 303 Modeling II	3 credits
GAM 403 Modeling III	3 credits
GAM 202 Textures and 2D Art I	3 credits
GAM 302 Textures and 2D Art II	3 credits
GAM 304 Level Development I	3 credits
GAM 404 Level Development II	3 credits
GAM 306 Animation	3 credits
GAM 406 Character Rigging and Animation	3 credits
GAM 411 Game Project I	3 credits
ART 120 Art History I	1.5 credits
ART 121 Art History II	1.5 credits
ART 146 2D Design (could be satisfied through core requirements)	4 credits
ART 147 3D Design (could be satisfied through core requirements)	4 credits
ART 223 Drawing I	4 credits
ART 323 Drawing II	4 credits
ART 423 Drawing III	4 credits

ART 456 Portfolio	1.5 credits
ART 457 Show/Demo Reel	1.5 credits

### **Learning Outcomes: Visual and Performing Arts**

Upon completion of the Visual and Performing Arts Major, students will:

1. Demonstrate familiarity with the history and heritage of Western traditions in the visual and/or performing arts;
2. Acquire a competency with the tools and techniques associated with the visual and performing arts;
3. Demonstrate the skills to produce creative works at a professional level; and
4. Reflect upon and assess the characteristics and merits of their own work and the creative work of others.

### **Required Courses: 10 Credits**

Choose a total of three courses; one course from each approved academic area.

Art	4 credits
Communication	3 credits
Music	3 credits