

Bachelor of Fine Arts in Game Art 126 credits



suggested **academic plan** for students starting in the 2016-2017 academic year

First Year	Second Year	Third Year	Fourth Year
Fall semester, 16.5 credits	Fall semester, 16.5 credits	Fall semester, 16.5 credits	Fall semester, 15.0 credits
Creative Practices: UACC 101 1.5	Collaborative Studio 1.5	ANIM 331 Intro to 3D Animation 3.0	GAMA 401 Senior Studio I 3.0
Required CAMD Core: IMAG 101 3.0	IMAG, TIME, OBJT, ENVI Choice 3.0	GAMA 325 Game Concepts I 3.0	LA Elective Choice 3.0
Required CAMD Core: OBJT 101 3.0	Select one DAAT 200 Computer Art Studio 3.0	GAMA 340 3D Virtual Environments II 3.0	LA Elective Choice 3.0
School Core Choice 3.0	DAAT 215 Progr for Creatives 3.0	DH Elective Choice 3.0	Free Elective Choice 3.0
SIFT Choice 3.0	ILUS 201 Illustration I Pictorial Foundation 3.0	PIPT Choice 3.0	Free Elective Choice 3.0
Writing I Placement 3.0	HUMS Choice 3.0	Free Elective Choice 1.5	
	DH Required: AHST 102 3.0		
Spring semester, 15.0 credits	Spring semester, 16.5 credits	Spring semester, 15 credits	Spring semester, 15.0 credits
IMAG or TIME Choice 3.0	Collaborative Studio 1.5	Select one ANIM 332 3D II Adv Mod Light 3.0	GAMA 402 Senior Studio II 3.0
OBJT or ENVI Choice 3.0	IMAG, TIME, OBJT, ENVI Choice 3.0	ANIM 333 3D III Chara Anim 3.0	LA Elective Choice 3.0
School Core Choice 3.0	ANIM 231 Intro Computer Animation 3.0	DAAT 315 Partnership & Collaboration 3.0	LA Elective Choice 3.0
DH Required: AHST 101 3.0	GAMA 240 3D Virtual Game Environ I 3.0	GAMA 326 Game Concepts II 3.0	Free Elective Choice 3.0
Writing II Placement 3.0	ILUS 211 Figure Anatomy 3.0	PIPT Choice 3.0	Free Elective Choice 3.0
	DH Required: GAMA 250 3.0	Free Elective Choice 3.0	

University Common Curriculum (UCC) (4.5 credits)	College Core (18 credits)	School Core (6 credits)	Major Requirements (39 credits)	Discipline History (DH) (12 credits)	Liberal Arts (30 credits)	Free Electives (16.5 credits)
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