GAME ART & DESIGN

Go from player to maker.

In our Game Art & Design major, you will be able to share and build games created through your own unique perspective. You'll learn everything game-making, from introductory coding to playable prototypes, and you'll develop the skills and confidence to create both digital and physical game-ready assets alongside emerging trends in augmented and virtual technologies. Our program will give you access to a diverse community of students and local creators, visiting practitioners, and expert guidance from CCAD faculty across disciplines. You'll be engaged with community game forums and have the opportunity to participate in hackathons, regional game festivals, and expos. In Game Art & Design, you'll be collaborate, connect, create, and play with your peers and those in the game industry.

Careers

2D or 3D asset animators
Concept artists
Environment artists
Experiential leaders
Game designers
Independent production artists
Interactive media artists
Playtesters
Virtual and augmented reality artists

Employers

360Alley
Afroduck Studios
Arkane Studios
Artana
Bawden Studio
BioWare
Game-U
Google
GuessworkVR
Insomniac Games
LittleSeed
Maxgaming Studios
McGraw-Hill Education
Mindstream Interactive
Multivarious Games
Pixel Park
Riot Games
Serenity Forge,
Valkyrie Entertainment
ZeniMax Media Inc.

Facilities

You'll have access to:
» Mac and PC computer labs loaded with industry-standard software
» 24-inch Cintiq tablets to wire up and develop your 2D and 3D skills
» Augmented reality (AR) and virtual reality (VR) development kits
» Sound room
» Miniature green screen chroma key shooting stages
» Library access to new board games, VR and wearable AR equipment
» 3D printing and analog kits
» Editing suites
» Play-testing area

Columbus College of Art & Design

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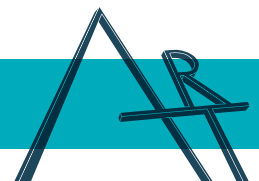
NOTABLE ALUMNI

Phiyen Nguyen | *Class of 2004*

Phiyen Nguyen is Lead Environment Artist for Arkane Studios in Austin, working on video games such as Prey (2017) and Prey: Mooncrash. At Arkane Studios, Nguyen works in 3D modeling and texturing of environments and props for games and leads a team of eight environment artists on a yet-to-be-announced project. Before Arkane, he worked for PDI/Dreamworks in Feature Animation as a surfacing artist for projects such as *Peabody and Sherman* and Megamind; before that, he worked in film and VFX for Digital Domain, doing 3D modeling and texturing for *Transformers 2, Speed Racer, Golden Compass*, and other projects.

Chris Campbell | *Class of 2013*

Chris Campbell has been at Los Angeles-based Riot Games for more than six years (he interned there before graduating), where he works as Senior Concept Artist. In this role, he's focused on developing characters for League of Legends, and over the years, he has worked on a number of Champions (the game's playable characters), including Bard, Ekko, Tahm Kench, Illaoi, Kindred, Ivern, Xayah, Ornn, and Pyke.

Professional Resources

» **International Game Developers Association**
  igda.org
» **Game Developer's Conference**
  gdconf.com
» **Indie Game Alliance**
  indiegamealliance.com

» **Games 4 Change**
  gamesforchange.org
» **IndieCade**
  indiecade.com
» **Gamasutra**
  gamasutra.com

» **IGF—Independent Games Festival**
  igf.com
» **Origins Game Fair**
  originsgamefair.com
» **80lvl**
  80.lv

Course Requirements

Program courses

Required:	GAME4100 Game Pipeline Capstone I	
	GAME4300 Game Projects Capstone II	
	GAME2100 Game Theory and Design	
	GAME2200 Programming to Play	
	ANIM2321 Animation for Actors	
	ANIM2601 Pipeline + Product Fundamentals	
	GAME3210 New Realities AR and VR Production	
	GAME3220 Level Design for Games	
	GAME4110 Tabletop Prototype and Play	
	GAME3100 Game Art Production-2D	
	GAME3200 Game Art Production-3D	
	ANIM3202 2D Animation Techniques	
	ANIM3302 3D Animation Modeling & Surfacing	
	ILLU3272 Digital Sculpture Illustration	
Choose 1 Course:	ANIM2201 2D Animation Fundamentals	
	ANIM2303 3D Animation Fundamentals	
	ILLU2031 Character and Environment	
	ANIM2102 Experimental Animation	
Choose 1 credits from:	GAME4200 Game Collaboration	
	GAME4851 Game Internship	

CORE Courses

Required:	CORE1009 Introduction to Game Art	1Y
	CORE1031 SODA Collaboration Across the Design Arts	1Y
	CORE1110 Drawing Methods I	1Y
	CORE1120 Visual Literacy I	1Y
	CORE1213 Introduction to Drawing for Entertainment Design	1Y
	CORE1221 Visual Literacy II	
	CORE2100 Visual Narrative and Storyboard	
	CORE4666 School of Design Arts Professional Practice	

CORE Liberal Arts Courses

Required:	ARTH1132 Modern to Contemporary Art and Design	1Y
	ARTH1133 Historical Art and Design	1Y
	LIBA1290 Writing and the Arts	1Y
	LIBA1510 Introduction to Philosophy	
	LIBA2501 Quantitative Math and Literacy	1Y
Choose 3 credits from:	LIBAXXXX Advanced Art History	
	LIBA28XX Business	
Choose 3 credits from:	LIBAXXXX Literature	
	LIBAXXXX Physical or Life Science	
Choose 3 credits from:	LIBAXXXX Advanced Writing	
Choose 3 credits from:	LIBAXXXX Social Science	
Choose 9 additional credits:	COREXXXX CORE Liberal Arts Electives	

Credit Hours

Total:	120

» This chart reflects Fall 2021–Spring 2022 requirements and is subject to change.
» Some CORE classes may apply to major requirement.
» Refer to website for year-to-year curriculum.