

GAME ART MINOR

Introduction

Please click here (<http://catalog.ucdenver.edu/cu-denver/undergraduate/schools-colleges-departments/college-arts-media/visual-arts/>) to see general Visual Arts information.

Modern game aesthetics and design engage and connect the player to a virtual world, creating deeper emotional connections to the characters and influencing choices the player will make as a participant in the story. Students who participate in the Game Art minor will learn to craft virtual worlds by studying narrative, art, virtual cinematography, character design, and environmental design. Industries that need Game Artists include video gaming, immersive entertainment, architectural visualization, interactive museum displays, virtual set design, industrial design, product design, medical visualization, and interactive applications. Students will understand the ethics involved with gaming and be aware of equity, diversity, and inclusion when they are designing characters and environments.

Program Delivery

- This is an on-campus program.

Declaring This Minor

- To declare this minor, please see College of Arts & Media Advising and Student Services in Arts Building, 177. Consult the College of Arts & Media at CAM@ucdenver.edu for more information.

General Requirements

Students must satisfy all requirements as outlined below and by the department offering the minor.

- Click here (<http://catalog.ucdenver.edu/cu-denver/undergraduate/academic-policies-procedures/>) for information about Academic Policies

Program Requirements

1. All courses for this minor must be taken at CU Denver unless approved otherwise by the digital design faculty advisor.
2. A minimum grade of C (2.0) is required for each course applied toward a College of Arts & Media major, minor or certificate requirement. A grade of C- (1.7) or lower will not fulfill a major, minor or certificate requirement. A grade of S is acceptable only for courses in which the grading basis is S/U. No more than 6 semester hours of P+/P/F is allowed in any given semester. No more than 12 semester hours may be elected as P+/P/F toward the degree.
3. Students may use up to six semester hours to fulfill both major and minor requirements; the remaining semester hours for the minor must be taken in addition to major requirements.

Code	Title	Hours
Required Courses		
FINE 1004	Video Games, Story and Society	3
FINE 2003	Game Design Fundamentals	3
FINE 1810	Digital 3D Foundations	3
or FINE 3434	3D Motion Design	
FINE 3855	Introduction to Unreal Engine	3

<i>Students may choose one additional class from list of courses below:</i>		3
DACD 2810	DAC: Modeling 1	
DACD 2820	DAC: Surfacing and Lighting 1	
DACD 3820	Animation 1: Introduction to Animation and Rigging	
FINE 1825	Game Characters and Concept Art	
FINE 2001	Costumes and Props for Games	
FINE 2822	Digital Cinematography	
FINE 3532	Character and Product Prototyping	
Total Hours		15