

Game Art: Environments & Vehicles 38 unit certificate • 60 unit degree

Students completing the Game Art: Environments & Vehicles certificate will be well qualified to create large scale models including environments, props, and vehicles as well as indoor and specialized enclosures in video game worlds.

Required Courses (to earn certificate)

GAM-21 History of Video Games (3 units)*

A comprehensive study of the evolution of video games, including their technological and artistic antecedents, with analysis of how video games reflect the beliefs, aspirations and values of the cultures where they flourish.

GAM-35 Introduction to Simulation and Game Development (3 units)*

An introduction to the field of simulation and computer gaming.

GAM-41 Game Asset and Engine Integration (3 units)

Prerequisite: GAM-81

An intermediate 3D modeling class with a strong focus in low poly modeling, texture mapping and importing art assets into an industry standard game engine.

GAM/CIS-44 Portfolio Production (2 units)

Prerequisite: GAM-41, GAM-46 and GAM-82

Creative organization and presentation of a body of work exhibiting portfolio-quality aptitude.

GAM-46 Environment & Vehicle Modeling (3 units)

Prerequisite: GAM-81

A comprehensive study of game industry modeling techniques for both hard surface and organic models.

GAM-70 Game Development Basics (2 units)

Introduction to fundamental computer concepts related to typical functions required of a game artist.

GAM-71 Perspective for Game and Animation (3 units) Prerequisite: GAM-80

This is a perspective drawing class which focuses on creating believable environments, both interior and exterior, through the proper implementation of correct one point, two point and three point perspective while setting up a dynamic composition.

GAM-73 Storyboarding for Games (3 units)*

Prerequisite: GAM-81

Application of strong composition, posing, and camera techniques to tell an engaging story in a video game environment.

GAM-79C Game Studio: Environments and Vehicles (4 units)

Prerequisite: GAM-41, GAM-46 and GAM-82

This is the culminating class in the area of developing environments and vehicles for games.

GAM-80 Digital Drawing for Game Art (4 units)*

Introduction to digital drawing techniques using industry standard software.

GAM-81 3D Modeling and Texturing (4 units)*

Prerequisite: GAM-80

This course introduces the concepts of 3D Modeling in a virtual environment.

GAM-82 Game Rigging and Animation (4 units)*

Prerequisite: GAM-81

A course that teaches students how to prepare an animation rig accurately and anatomically in a 3D simulation environment.

Game Art: Environments & Vehicles

Tuition \$1,748 • Duration of Study: 18 months

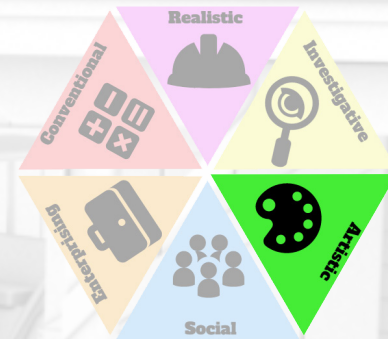
An Associate of Science Degree in Game Art: Environments & Vehicles will be awarded upon completion of the required courses (38 units) plus the General Education requirements. Please refer to the Norco College Catalog or visit the Counseling Center.

Job & Wage Information

- 3D Artist/Multimedia Artists & Animators
Wage Range*: \$21.52-62.42
10% increase in employment expected in CA 2016-2026; 2,460 openings annually
More info: <http://bit.ly/MultiMediaA-A>
- Software Developer, Applications
Wage Range*: \$25.64-69.47
40% increase in employment expected in CA 2016-2026; 15,500 openings annually
More info: <http://bit.ly/Softwaredevelop>

*2018, Riverside/Ontario/San Bernardino Metro Area

What type of interests might be a good fit for this career choice?



Artistic

People who have artistic, innovating, or intuitional abilities. People who prefer using their creativity or imagination.

For more information on careers that fit this category of interests, visit the Career Center in the Center for Student Success.

What's Your School?

NORCO COLLEGE
SCHOOL OF
Science, Technology,
Engineering & Mathematics

Visit www.norcollege.edu/STEM
for more information about this program.
View gainful employment information at:
www.norcollege.edu/academicaffairs/cte