

Game Concept Art

27 unit certificate • 60 unit degree

Students completing the Game Concept Art certificate will be well versed in the process by which games and game assets are designed and created, with a special emphasis on how visual development influences game design and aesthetic.

Required Courses (to earn certificate)

GAM-1 Business of Video Games (3 units)

An introduction to the field of game development. Students will explore the job market, career paths and business aspects of game development professionals. 54 hours lecture.

GAM-2 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. Study includes gameplay experience and analysis of notable game genres, identifying significant artistic and technological innovations. 54 hours lecture. (Letter grade)

GAM-3A Game Design (3 units)

An introduction to the fundamental techniques, concepts, vocabulary, and practical application of these skills towards the discipline of game design. 54 hours lecture.

GAM-4A Game Scripting (3 units)

A first course in programming for games stressing fundamental programming principles. Covers the logic structures and design paradigms that allow for fundamental interactions in digital games. 54 hours lecture.

GAM-5A Concept Art (3 units)

Introduction to digital drawing techniques using industry standard software. Covers the usage of digital drawing hardware and drawing skills with an emphasis on creative and conceptual expression. A course in sketching, digital drawing, matte painting, and visual

ideation targeted towards the video games industry. Emphasizes topics in anatomy, perspective, color, mood, shape, and context. 54 hours lecture.

GAM-5B Advanced Concept Art (3 units)

An advanced course in concept art, focusing on iteration, speed, efficiency, precision, and working within constraints. Emphasizes form, function, narrative, context, and thorough exploration of ideas in a rapid and visual manner. 54 hours lecture.

GAM-6A 3D Digital Modeling (3 units)

Introduces concepts of 3D Modeling in a virtual environment. Emphasis is on the introduction of three-dimensional concepts, the use of modeling tools, and menu structures within applications of 3D design systems. 54 hours lecture.

GAM-7 Game Studio (3 units)

Introduction to practical game development techniques emphasizing team skills, project management, scope discipline, and task completion. Focuses on delivering finished projects for the purpose of portfolio or further development. 54 hours lecture. (Letter grade only)

GAM-8 Current Topics in Game Development (3 units)

A workshop class focusing on a single aspect or discipline of games development that is contemporary, modern, or of particular need in the games industry. 54 hours lecture. (Letter grade only)

Game Concept Art

Tuition \$46/unit • Duration of Study: 18 months

An Associate of Science Degree in Game Concept Art will be awarded upon completion of the required courses (27 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*: \$15.13-59.22
11% increase in employment expected in CA 2018-2028; 4,010 openings annually
More info: <https://bit.ly/MultiMediaA-A>
- Software Developer, Applications
Wage Range*: \$25.64-69.47
29% increase in employment expected in CA 2018-2028; 13,530 openings annually
More info: <https://bit.ly/SoftwareDevel>

*2020, 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?



SCHOOL OF
**Science, Technology,
Engineering & Mathematics**

Visit www.norcollege.edu/STEM
for more information about this program.