

Game Art Character Modeling

37 UNIT CERTIFICATE - 60 UNIT ASSOCIATE DEGREE

The **CHARACTER MODELING** program is designed to provide students knowledge and skills for an entry level job in the video game and animation industries; or for university transfer. Courses cover fundamental artistic skills, human and animal anatomy, character design, 3D modeling, and rigging a character for animation.

Required Courses

ART-17 Beginning Drawing (3 Units)*

An intro to the fundamentals of drawing in a variety of media

GAM-31 Introduction to 3D Modeling (3 Units)

Students will be introduced to the concepts of 3D Modeling in a virtual environment

GAM-32 Designing Game Characters (3 units) Prerequisite: GAM-31/CIS-38A/GAM-38A

Students will continue the study of the application of 3D modeling techniques within a computer animation environment

GAM-33 Advanced Digital Sculpting (3 units) Prerequisite: GAM-32 or 47

Students will continue perfecting character modeling techniques with advanced sculpting methods

GAM-34 Character Rigging (3 units) Prerequisite: GAM-32

Students will accurately and anatomically prepare an animation rig in a 3D simulation environment

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

An introduction to the field of simulation and computer gaming

GAM-42 Photoshop for Game Art & Animation (3 units)

Intro to Adobe Photoshop including mastery of digital image editing and techniques for painting custom textures for Game Art and Animation

GAM-44 Portfolio Production (2 units) Prerequisite: GAM-48

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

GAM-45 Materials & Lighting (3 units) Prerequisite: GAM-31 or CIS-38A or GAM-38A

Intermediate class with a strong focus in applications of lighting and lighting theory, materials and texture mapping of both procedural and bitmap textures

GAM-70 Computer Skills for Game Art (1 unit)

Students are introduced to fundamental computer concepts related to typical functions required of a game artist

GAM-71 Perspective for Game and Animation (3 units) Prerequisite: ART-17

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-72 Anatomy for Game Art (3 units) Prerequisite: ART-17

An intensive study of the human figure and animal anatomy in preparation for construction of 3D models for the Game Industry.

GAM-79B Game Studio: Character Modeling (4 units) Prerequisite: GAM-34

This is the culminating class in the following areas: game art, game audio, game design and game programming. Students work in interdisciplinary teams to develop and complete an original digital game

*This class transfers towards one or more CSUSB or Cal Poly majors. Visit www.assist.org or the Counseling Office for details.

SUGGESTED SEMESTER SEQUENCE

Fall 1

GAM-70
GAM-31
GAM-42
ART-17

Spring 1

GAM-35
GAM-32
GAM-45
GAM-72

Fall 2

GAM-33
GAM-34
GAM-71

Spring 2

GAM-44
GAM-79B

For more information regarding certificate program, course sequencing or scheduling:

Judy Perry, M.S. Professor
(951) 372 - 7099 judy.perry@norccollege.edu

Norco College Counseling Department
(951) 372 - 7101

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Brayden Wlassak, Game Art Student

Jobs & Wages

Character Modeler

\$19.75 - \$60.65

Environment Modeler

\$19.75 - \$60.65

Lighting Artist

\$19.75 - \$60.65

3D Artist

\$19.75 - \$60.65

tuition
\$1,702

books & supplies
\$388

duration of study
24 MONTHS

total estimated
certificate cost

\$2,090

As of 2015. Subject to change.

† An Associate of Science Degree in Game Art: Environments & Vehicles will be awarded upon completion of the required courses (37 units) plus the General Education requirements. Please refer to the Norco College Catalog or visit the Counseling Center.

For more information about our graduation rates, the median debt of students who completed the program, and other important information, please visit our website at:
<http://academic.norcollege.edu/gamedev/gameart.jsp>

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