Bachelor in Game Art & Design

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A bachelor's in game art and design equips you with the knowledge and skills necessary to excel at the cutting edge of the electronic gaming industry. You will be grounded in such basic concepts as the game design process, character development, and world building. Significant attention will also be given to the wide array of technical elements involved in gaming creation and design. These elements include image editing, texture mapping, and 3D modeling and animation. Traditional 2D artistry will receive attention as well. Your communications skills will be sharpened as you interact with others on projects that also allow you to put into practice what your have been studying. Marketing and graphic design will be touched on as well, preparing you to have a hand in understanding the latest trends in gaming and presenting your products to the public in an eye-catching and appealing manner. By the completion of the coursework you will have acquired a solid foundation in the thought processes and technical background that feed into the electronic game creation process. Your critical thinking, problem-solving, and interpersonal skills will also have been markedly developed. This major will prepare you for: A bachelor's in game art makes you marketable for almost any entry-level position in the electronic gaming industry. Possible jobs/career paths include: 3D modeler Character development modeler Lead artist Game tester Further educational opportunities are also available. You could pursue a master's in one of the specific areas in the gaming design field, or get a Ph.D. and teach at the collegiate level or conduct research.