Game Art and Animation, BFA

Game art and animation offers students an opportunity to master visual arts and animation within the game medium. The program focuses on developing the depth of knowledge required to be successful in a highly competitive industry. The continuing revolution in digital computing and animation has produced a rapidly evolving field for artists who create aesthetics, characters, and environments for games. The major encourages students to think critically and work collaboratively in multidisciplinary teams. The collaborative approach helps all team members to understand the context in which their asset contributions are used and to develop visual design skills in the service of larger experiential goals. Students have many opportunities to collaborate with their peers and work with students in the BS in computer science and game development and BFA in games majors, culminating in a two-semester senior capstone. Students will have a home college in the College of Arts, Media and Design but will have a minimum of four interdisciplinary courses where students interact and work together with students in the other degrees.

Working in the interdisciplinary game areas, the program fosters experiential learning opportunities utilizing diverse intersections of skills merging artistic practice and expression blended with technology. Focus is on establishing core skills that engage critical thinking in preparation for professional practice in game art and asset creation or moving on to advanced study. Students will have an opportunity to develop tools to succeed, eagerness to innovate, and skills to become next-generation entrepreneurs in an ever-changing games and media landscape. Practical and technical experiential training will be offered via Northeastern's world-renowned co-op program.

Program Requirements

Complete all courses listed below unless otherwise indicated. Also complete any corequisite labs, recitations, clinicals, or tools courses where specified and complete any additional courses needed beyond specific college and major requirements to satisfy graduation credit requirements.

Universitywide Requirements

All undergraduate students are required to complete the Universitywide Requirements (http://catalog.northeastern.edu/undergraduate/university-academics/university-wide-requirements/).

NUpath Requirements

All undergraduate students are required to complete the NUpath Requirements (http://catalog.northeastern.edu/undergraduate/university-academics/nupath/).

NUpath requirements Creative Expression (EI), Interpreting Culture (IC), Societies and Institutions (SI), and Analyzing/Using Data (AD) are met through the major course requirements. All other NUpath requirements must be met through electives.

Game Art Courses

Code	Title	Hours
ARTF 1000	Art and Design at Northeastern	1
Foundations		
ARTF 1120	Observational Drawing	4
ARTF 1122	Color and Composition (with optional ARTF 1123)	4
ARTF 1124 and ARTF 1125	Form and Structure and Form and Structure Tools	5
ARTF 2220 and ARTF 2221	Movement and Time and Movement and Time Tools	5
ARTF 2223 and ARTF 2224	Experience and Interaction and Experience and Interaction Tools	5
ARTH 1001 and ARTH 1002	Visual Intelligence and Seminar in Visual Intelligence	4
ARTH 2212	Survey of the Still and Moving Image	4
GAME 1110	Games and Society	4
Art History Elective		
Complete one of the following:		4
ARTH 1100	Interactive Media and Society	
ARTH 2200	Topics in Design History	
ARTH 2210	Modern Art and Design History	
ARTH 2211	Contemporary Art and Design History	
ARTH 2215	History of Graphic Design	
ARTH 3000	Topics in Visual Studies	
ARTH 4000	Topics in Visual Studies	
ARTH 5100	Contemporary Art Theory and Criticism	

Media Arts Required

ARTD 2100	Narrative Basics	4
or GAME 2355	Narrative for Games	
ARTD 2370 and ARTD 2371	Animation Basics and Animation Tools	5
GAME 2500	Foundations of Game Design	4
Complete one of the following:		5
ARTD 2360 and ARTD 2361	Introduction to Photography and Photo Tools	
ARTD 2380 and ARTD 2381	Video Basics and Video Tools	

Animation Courses

Code	Title	Hours
Animation		
ARTD 3000	Topics in Media Arts	4
ARTD 3470	Animation 1	4
ARTD 3472	Character Design for Animation	4
ARTD 3473	Animation for Games	4
ARTD 4570	Animation 2	4
ARTD 4575	Animation 3	4

Code	Title	Hours
Electives		
Complete two of the following as long as prerequisites have been met. At least one must be at the 4000 level:		8
Game Design		
GAME 1850	Experimental Game Design	
GAME 2010	The Business of Games	
GAME 2650	Introduction to Game Research Methods	
GAME 2750	Games Criticism and Theory	
GAME 2755	Games and Social Justice	
GAME 2950	Game Studio	
GAME 3300	Game Interface Design	
GAME 3400	Level Design and Game Architecture	
GAME 3700	Rapid Idea Prototyping for Games	
GAME 3800	Game Concept Development	
GAME 4000	Topics in Game Design	
GAME 4155	Designing Imaginary Worlds	
Art and Design		

If ARTD 3000 Topics in Media Arts (or any other topics course in the options listed below) is completed more than once, the additional completions may be allowed toward the electives.

ARTD 3000	Topics in Media Arts	
ARTD 3460	Photography: Concept + Process	
ARTD 3471	Virtual Environment Design	
ARTD 3480	Video: Sound and Image	
ARTD 4565	Photography: Visual Strategies + Context	
ARTD 4660	Studio Photography	
ARTD 4661	Photography: Experimental Processes	
ARTE 2500	Art and Design Abroad: Studio	
ARTE 2501	Art and Design Abroad: History	
ARTE 4901	Special Topics in Art and Design Studio	
ARTG 2252	Graphic Design 1	
ARTG 2260	Programming Basics	
ARTG 3100	Physical and Digital Fabrication	
ARTG 3250	Physical Computing	

ARTH 1100	Interactive Media and Society
ARTS 2340	Painting Basics
ARTS 2341	Figure Drawing
ARTS 3449	Drawing in Mixed Media
Other	
CS 2500 and CS 2501	Fundamentals of Computer Science 1 and Lab for CS 2500
PSYC 1101	Foundations of Psychology

Capstone Requirement

Code	Title	Hours
ARTD 4530	Media Arts Degree Project	4

Supporting Course

Code	Title	Hours
MATH 1260	Math Fundamentals for Games	4

Writing Requirement

Code	Title	Hours
ENGW 3314	Advanced Writing in the Arts, Media, and Design	4
or ENGW 3315	Interdisciplinary Advanced Writing in the Disciplines	

Major Credit Requirement

89 semester hours required in the major

Program Requirement

133 total semester hours required

Plan of Study
Sample Four Years, Two Co-ops in Spring/Summer 1. Sample
ZA Plan of Study Only

Year 1

Fall	Hours	Spring	Hours	Summer 1	Hours	Summer 2	Hours
ARTF 1000	1	ARTF 1122 (with optional ARTF 1123)	4	ARTF 2223 and ARTF 2224	5	Elective	4
ARTF 1120	4	ARTF 1124 and ARTF 1125	5	Elective	4	Elective	4
ARTF 2220 and ARTF 2221	5	ARTD 2370 and ARTD 2371	5				
GAME 2500	4	GAME 1110	4				
ENGW 1111	4						
	18		18		9		8

Year 2

Fall	Hours	Spring	Hours	Summer 1	Hours	Summer 2	Hours
ARTD 3470	4	Co-op		Co-op		Elective	4
ARTD 3473	4					Elective	4
ARTH 1001 and ARTH 1002	4						
GAME 2355 or ARTD 2100	4						
EEAM 2000	1						
	17		0		0		8

Year 3

Fall	Hours	Spring	Hours	Summer 1	Hours	Summer 2	Hours
ARTD 4570	4	Co-op		Co-op		Elective	4
ARTD 3472	4					Elective	4
ARTH 2212	4						

Advanced Writing in the Disciplines	4			
	16	0	0	8

Year 4

Fall	Hours	Spring	Hours
ARTD 4575	4	ARTD 4530	4
Art history elective	4	Game Design or A + D elective	4
Game Design or A + D elective	4	Elective	4
Intro to Photo or Video Basics	5	Elective	4
	17		16

Total Hours: 135